Martial Law

2 ⊛⊛



Enchantment

At the beginning of your upkeep, detain target creature an opponent controls. *(Until your next turn, that creature can't attack or block and its activated abilities can't be activated.)*

"The good of society matters much more than the inconvenience of a few."
—Agmand Sarv, Azorius hussar

Tyler Jacobson

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