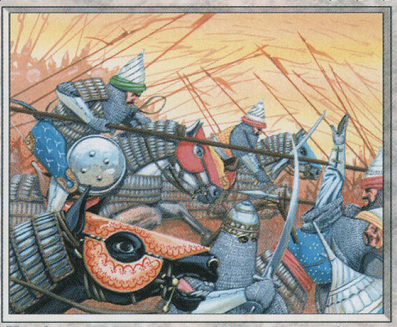
Jihad



Enchantment

Choose a color. As long as opponent has cards of this color in play, all white creatures gain +2/+1. Jihad must be discarded immediately if at any time opponent has no cards of this color in play.

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