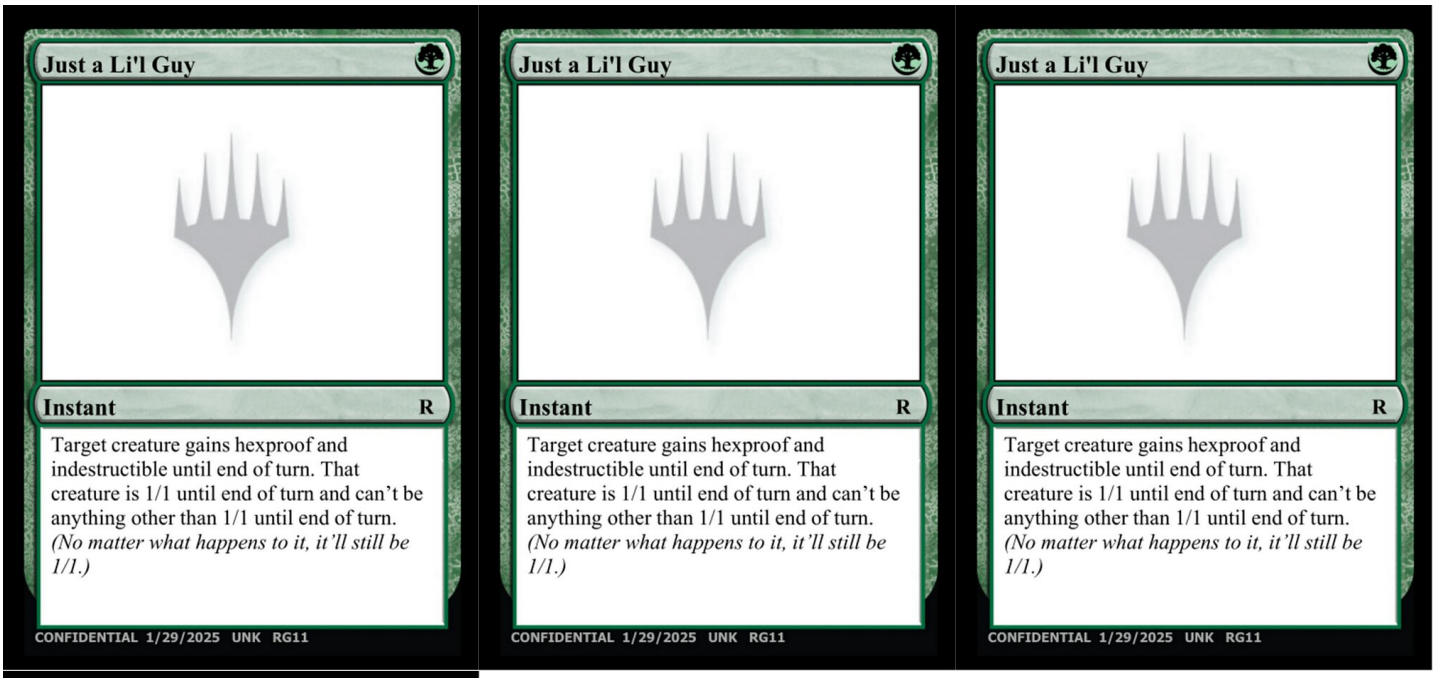

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Instant R
Target creature gains hexproof and indestructible until end of turn. That creature is 1/1 until end of turn and can't be anything other than 1/1 until end of turn. (No matter what happens to it, it'll still be 1/1.)
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