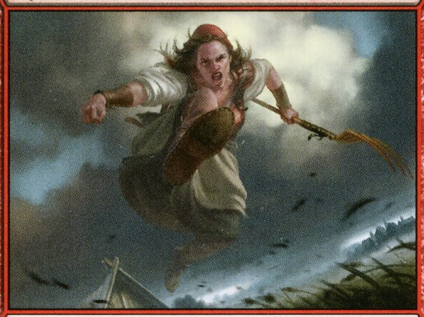
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Instant

Target creature gets +2/+1 and gains trample until end of turn.

Scarecrows only go so far in sending the message to stay away.

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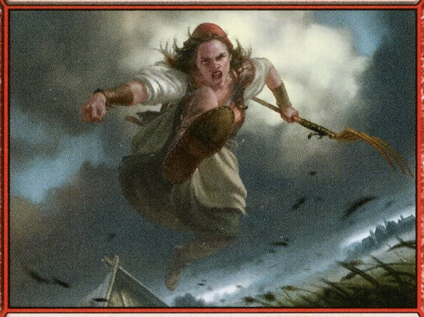
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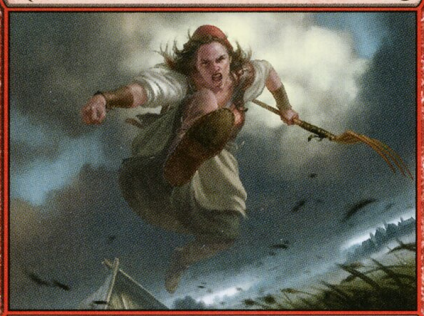
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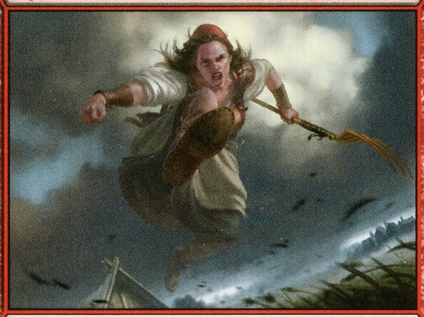
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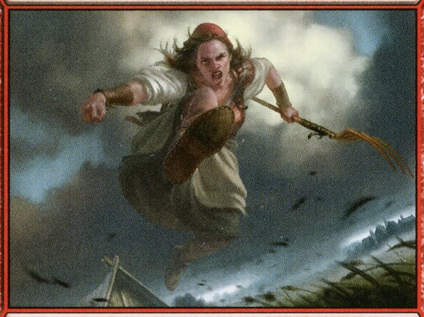
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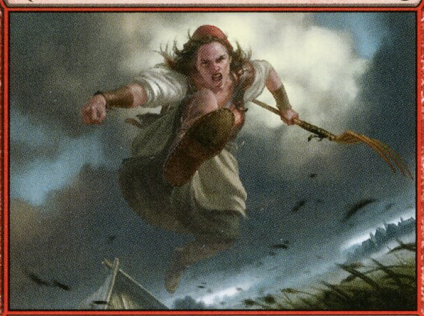
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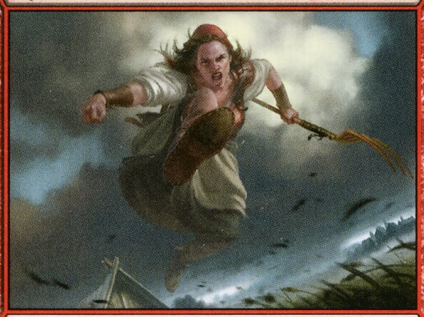
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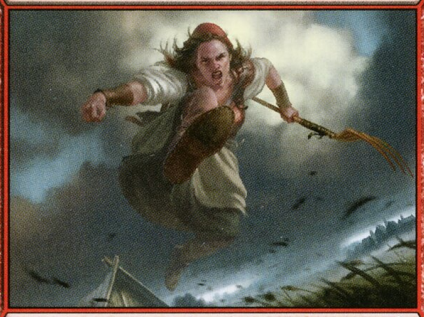
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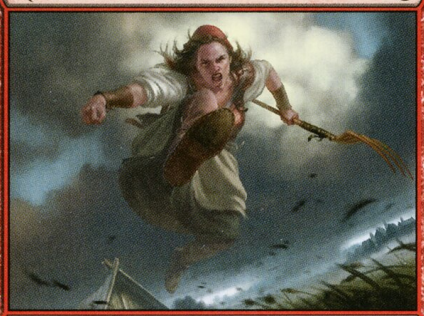
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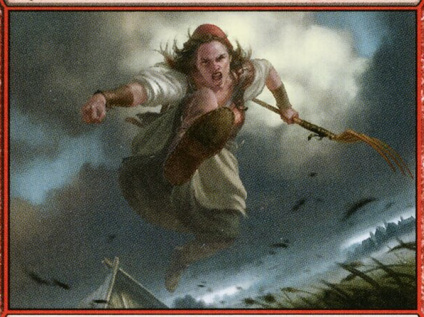
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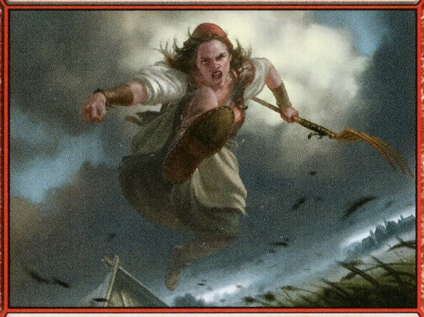
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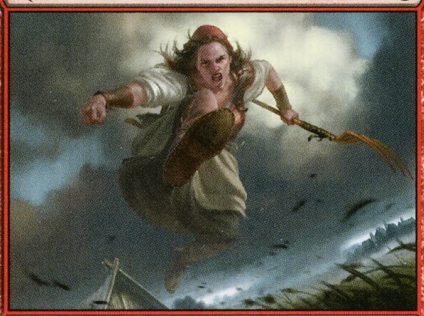
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