Jump Scare



Instant

Until end of turn, target creature gets +2/+2, gains flying, and becomes a Horror enchantment creature in addition to its other types.

"Boo!"

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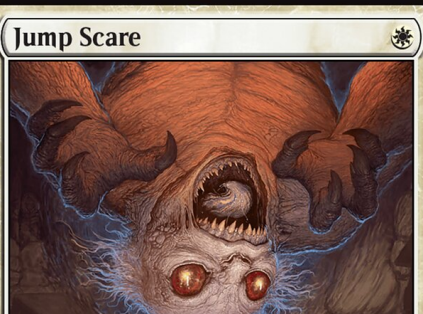
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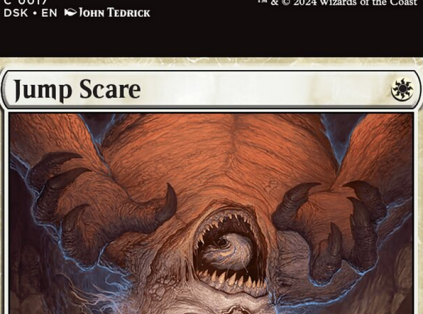
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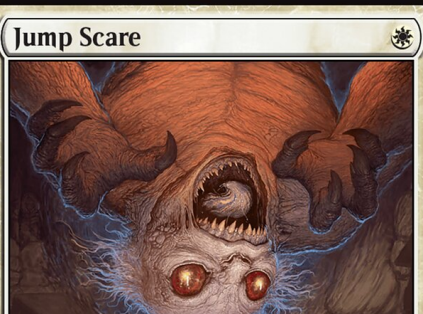
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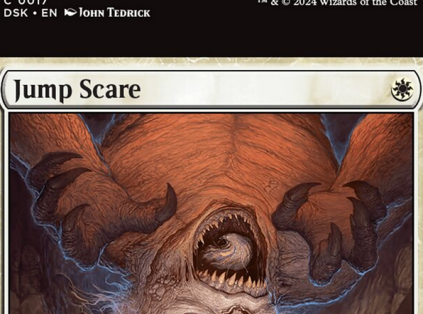
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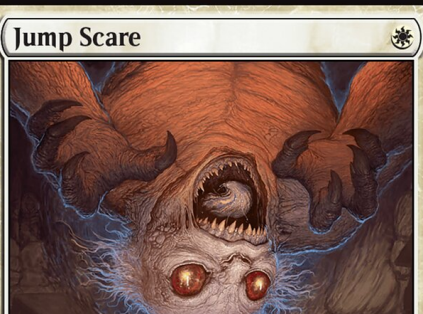
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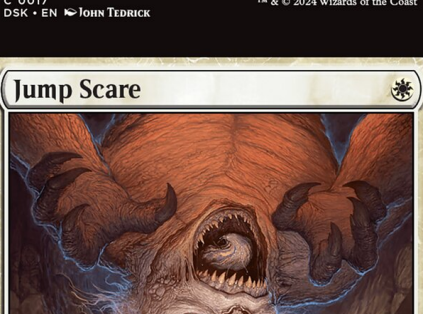
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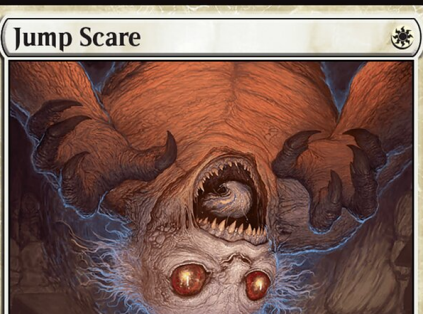
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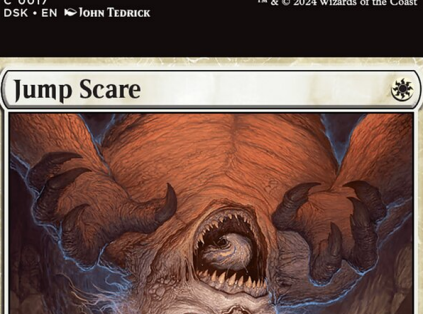
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