

Courageous Resolve

2

Instant

Up to one target creature you control gains protection from each of your opponents until end of turn. Draw a card. *(It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything controlled by those players.)*

*Fateful hour* — If you have 5 or less life, you can't lose life this turn, you can't lose the game this turn, and your opponents can't win the game this turn.

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MATT STEWART

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