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.

R 0506
LTC • EN Matt Stewart
© MEE
™ & © 2023 Wizards of the Coast

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.

R 0506
LTC • EN Matt Stewart
© MEE
™ & © 2023 Wizards of the Coast

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.

R 0506
LTC • EN Matt Stewart
© MEE
™ & © 2023 Wizards of the Coast

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.

R 0506
LTC • EN Matt Stewart
© MEE
™ & © 2023 Wizards of the Coast

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.

R 0506
LTC • EN Matt Stewart
© MEE
™ & © 2023 Wizards of the Coast

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.

R 0506
LTC • EN Matt Stewart
© MEE
™ & © 2023 Wizards of the Coast

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.

R 0506
LTC • EN Matt Stewart
© MEE
™ & © 2023 Wizards of the Coast

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.

R 0506
LTC • EN Matt Stewart
© MEE
™ & © 2023 Wizards of the Coast

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.

R 0506
LTC • EN Matt Stewart
© MEE
™ & © 2023 Wizards of the Coast