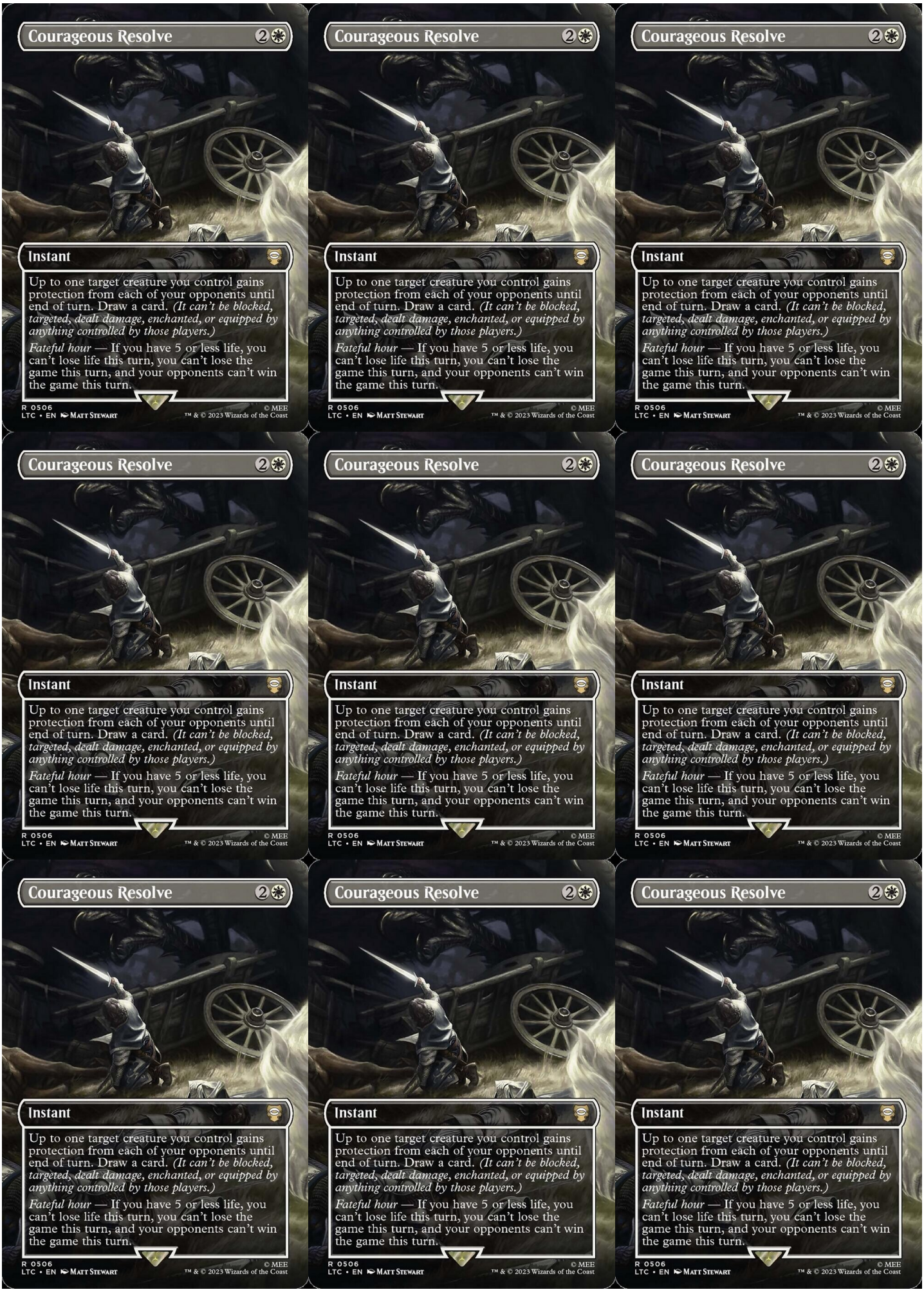
Courageous Resolve
Instant
Up to one target creature you control gains protection from each of your opponents until end of turn. Draw a card. (It can't be blocked, targeted, dealt damage, enchanted, or equipped by anything controlled by those players.)
Fateful hour — If you have 5 or less life, you can't 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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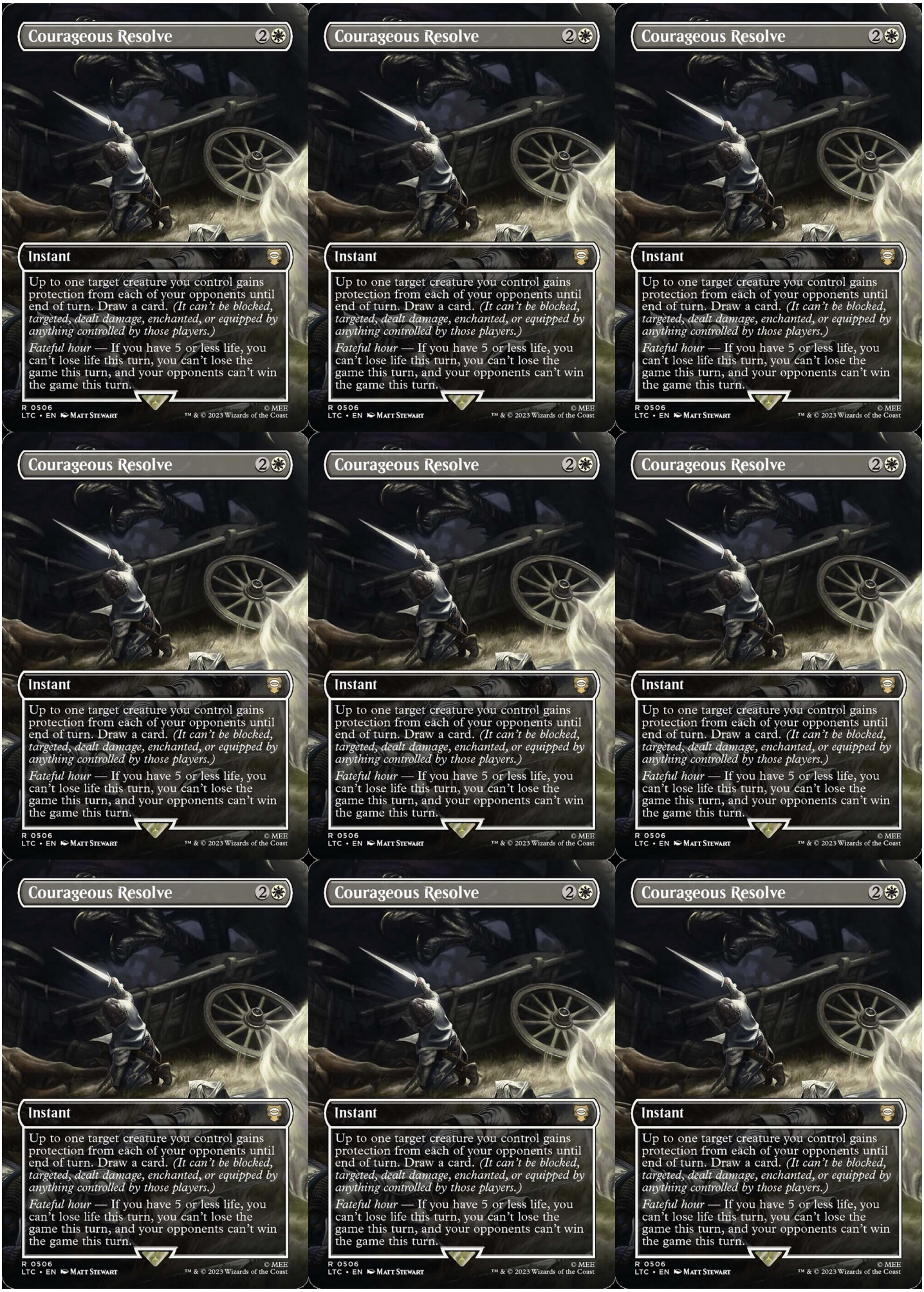
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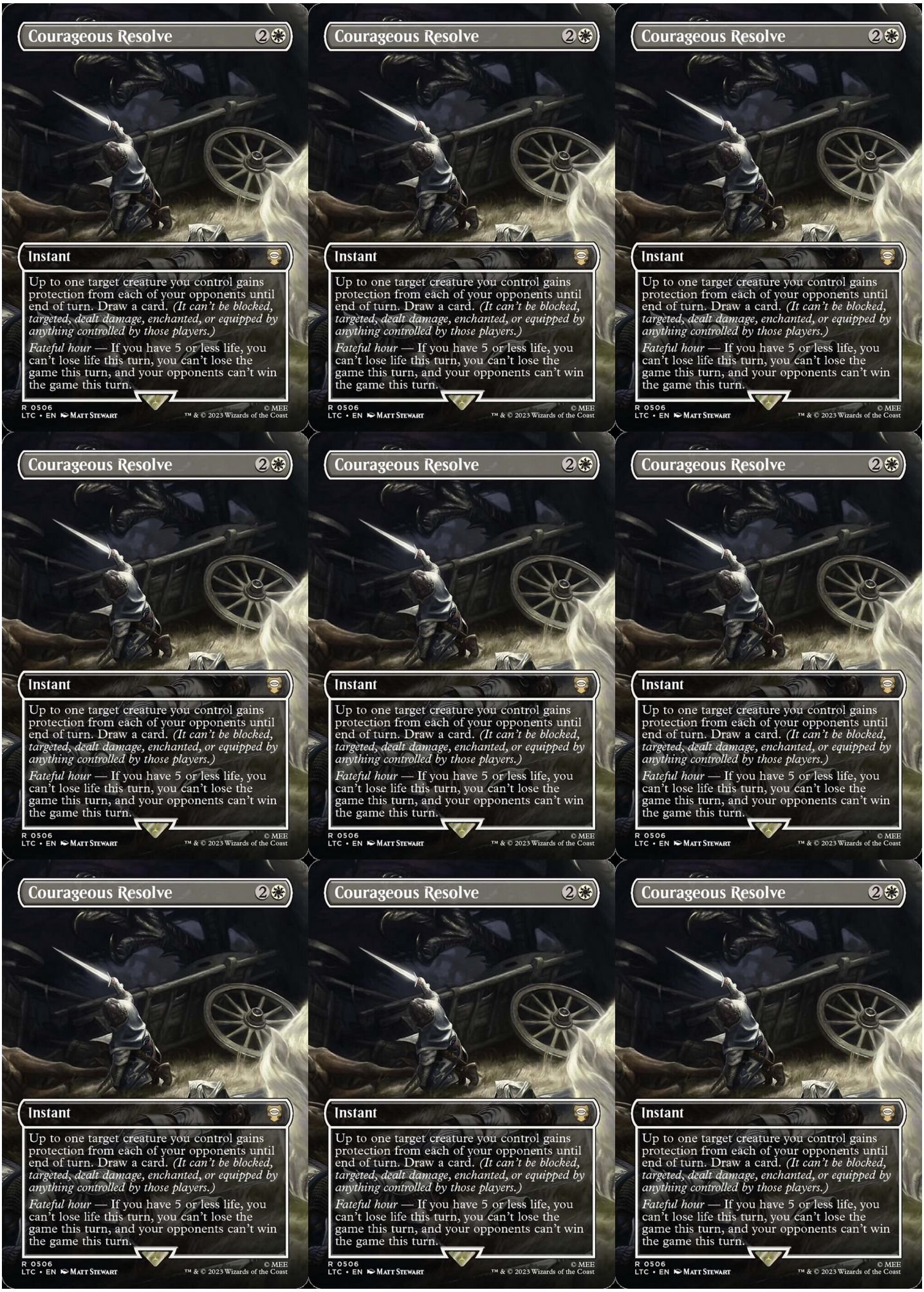
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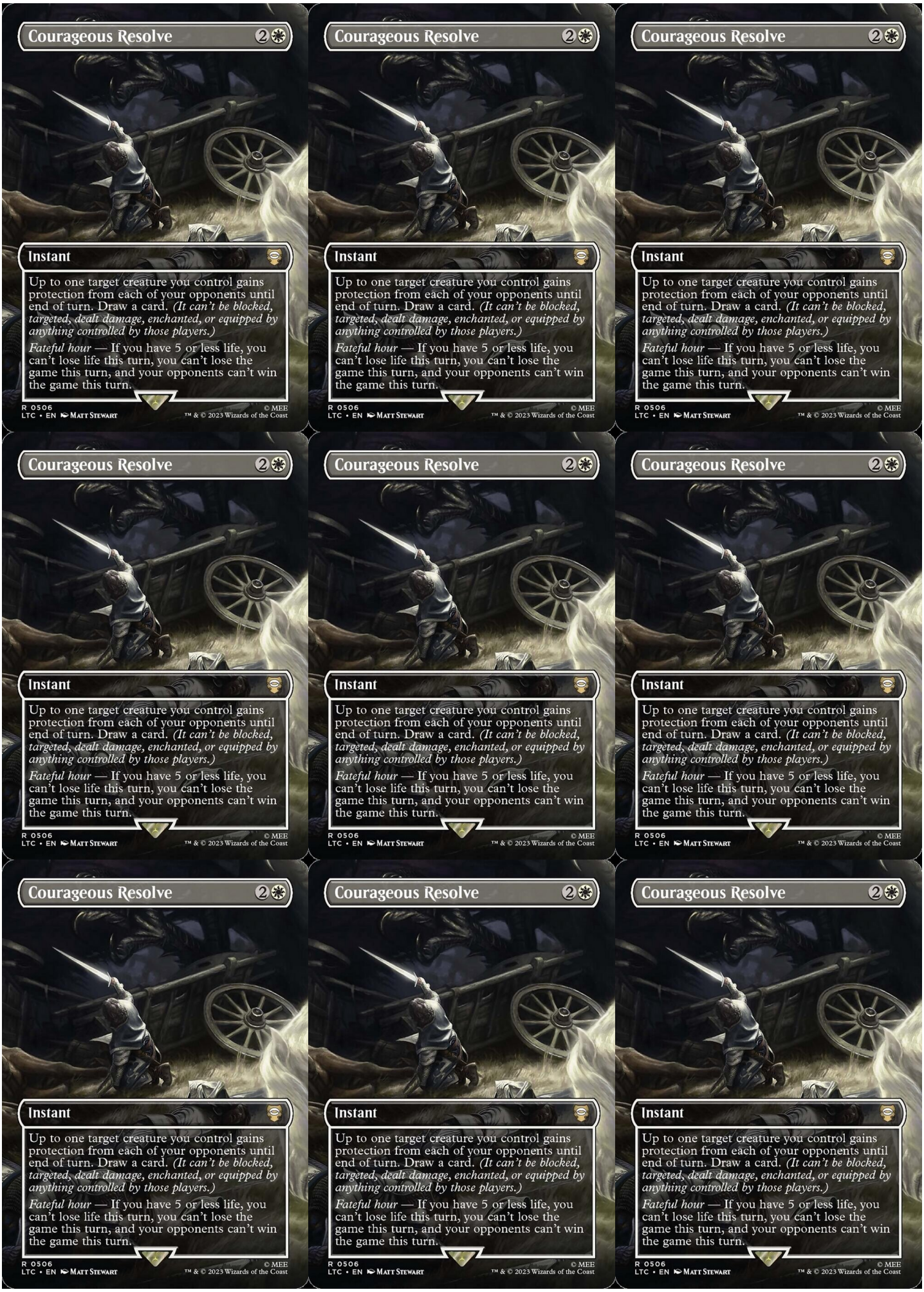
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