Mother of Runes



Creature — Human Cleric

{T}: Target creature you control gains protection from the color of your choice until end of turn.

"My family protects all families."

1/1

017/320 U
CMA • EN
Scott M. Fischer

™ & © 2017 Wizards of the Coast

Mother of Runes

Creature — Human Cleric

{T}: Target creature you control gains protection from the color of your choice until end of turn.

"My family protects all families."

1/1

017/320 U
CMA • EN
Scott M. Fischer

™ & © 2017 Wizards of the Coast

Mother of Runes

Creature — Human Cleric

{T}: Target creature you control gains protection from the color of your choice until end of turn.

"My family protects all families."

1/1

017/320 U
CMA • EN
Scott M. Fischer

™ & © 2017 Wizards of the Coast

Mother of Runes

Creature — Human Cleric

{T}: Target creature you control gains protection from the color of your choice until end of turn.

"My family protects all families."

1/1

017/320 U
CMA • EN
Scott M. Fischer

™ & © 2017 Wizards of the Coast

Mother of Runes

Creature — Human Cleric

{T}: Target creature you control gains protection from the color of your choice until end of turn.

"My family protects all families."

1/1

017/320 U
CMA • EN
Scott M. Fischer

™ & © 2017 Wizards of the Coast

Mother of Runes

Creature — Human Cleric

{T}: Target creature you control gains protection from the color of your choice until end of turn.

"My family protects all families."

1/1

017/320 U
CMA • EN
Scott M. Fischer

™ & © 2017 Wizards of the Coast

Mother of Runes

Creature — Human Cleric

{T}: Target creature you control gains protection from the color of your choice until end of turn.

"My family protects all families."

1/1

017/320 U
CMA • EN
Scott M. Fischer

™ & © 2017 Wizards of the Coast

Mother of Runes

Creature — Human Cleric

{T}: Target creature you control gains protection from the color of your choice until end of turn.

"My family protects all families."

1/1

017/320 U
CMA • EN
Scott M. Fischer

™ & © 2017 Wizards of the Coast

Mother of Runes

Creature — Human Cleric

{T}: Target creature you control gains protection from the color of your choice until end of turn.

"My family protects all families."

1/1

017/320 U
CMA • EN
Scott M. Fischer

™ & © 2017 Wizards of the Coast

Mother of Runes

Creature — Human Cleric

{T}: Target creature you control gains protection from the color of your choice until end of turn.

"My family protects all families."

1/1

017/320 U
CMA • EN
Scott M. Fischer

™ & © 2017 Wizards of the Coast