Isolated Chapel



Land

This land enters tapped unless you control a Plains or a Swamp.

{T}: Add {W} or {B}.

Serra's blessing lies strongest upon Sursi, where her holy chapels are untouched even as evil encroaches.

R 0382
SOC • EN ✍ Richard Wright

™ & © 2026 Wizards of the Coast

Isolated Chapel

Land

This land enters tapped unless you control a Plains or a Swamp.

{T}: Add {W} or {B}.

Serra's blessing lies strongest upon Sursi, where her holy chapels are untouched even as evil encroaches.

R 0382
SOC • EN ✍ Richard Wright

™ & © 2026 Wizards of the Coast

Isolated Chapel

Land

This land enters tapped unless you control a Plains or a Swamp.

{T}: Add {W} or {B}.

Serra's blessing lies strongest upon Sursi, where her holy chapels are untouched even as evil encroaches.

R 0382
SOC • EN ✍ Richard Wright

™ & © 2026 Wizards of the Coast

Isolated Chapel



Land

This land enters tapped unless you control a Plains or a Swamp.

{T}: Add {W} or {B}.

Serra's blessing lies strongest upon Sursi, where her holy chapels are untouched even as evil encroaches.

R 0382
SOC • EN ✍ Richard Wright

™ & © 2026 Wizards of the Coast

Isolated Chapel

Land

This land enters tapped unless you control a Plains or a Swamp.

{T}: Add {W} or {B}.

Serra's blessing lies strongest upon Sursi, where her holy chapels are untouched even as evil encroaches.

R 0382
SOC • EN ✍ Richard Wright

™ & © 2026 Wizards of the Coast

Isolated Chapel

Land

This land enters tapped unless you control a Plains or a Swamp.

{T}: Add {W} or {B}.

Serra's blessing lies strongest upon Sursi, where her holy chapels are untouched even as evil encroaches.

R 0382
SOC • EN ✍ Richard Wright

™ & © 2026 Wizards of the Coast

Isolated Chapel



Land

This land enters tapped unless you control a Plains or a Swamp.

{T}: Add {W} or {B}.

Serra's blessing lies strongest upon Sursi, where her holy chapels are untouched even as evil encroaches.

R 0382
SOC • EN ✍ Richard Wright

™ & © 2026 Wizards of the Coast

Isolated Chapel

Land

This land enters tapped unless you control a Plains or a Swamp.

{T}: Add {W} or {B}.

Serra's blessing lies strongest upon Sursi, where her holy chapels are untouched even as evil encroaches.

R 0382
SOC • EN ✍ Richard Wright

™ & © 2026 Wizards of the Coast

Isolated Chapel

Land

This land enters tapped unless you control a Plains or a Swamp.

{T}: Add {W} or {B}.

Serra's blessing lies strongest upon Sursi, where her holy chapels are untouched even as evil encroaches.

R 0382
SOC • EN ✍ Richard Wright

™ & © 2026 Wizards of the Coast