Isolated Chapel



Land

Isolated Chapel enters the battlefield 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.

249/261 R
DMR • EN ✒ Richard Wright
™ & © 2023 Wizards of the Coast

Isolated Chapel

Land

Isolated Chapel enters the battlefield 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.

249/261 R
DMR • EN ✒ Richard Wright
™ & © 2023 Wizards of the Coast

Isolated Chapel

Land

Isolated Chapel enters the battlefield 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.

249/261 R
DMR • EN ✒ Richard Wright
™ & © 2023 Wizards of the Coast

Isolated Chapel



Land

Isolated Chapel enters the battlefield 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.

249/261 R
DMR • EN ✒ Richard Wright
™ & © 2023 Wizards of the Coast

Isolated Chapel

Land

Isolated Chapel enters the battlefield 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.

249/261 R
DMR • EN ✒ Richard Wright
™ & © 2023 Wizards of the Coast

Isolated Chapel

Land

Isolated Chapel enters the battlefield 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.

249/261 R
DMR • EN ✒ Richard Wright
™ & © 2023 Wizards of the Coast

Isolated Chapel



Land

Isolated Chapel enters the battlefield 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.

249/261 R
DMR • EN ✒ Richard Wright
™ & © 2023 Wizards of the Coast

Isolated Chapel

Land

Isolated Chapel enters the battlefield 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.

249/261 R
DMR • EN ✒ Richard Wright
™ & © 2023 Wizards of the Coast

Isolated Chapel

Land

Isolated Chapel enters the battlefield 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.

249/261 R
DMR • EN ✒ Richard Wright
™ & © 2023 Wizards of the Coast