Isolated Chapel



Land

Isolated Chapel enters the battlefield tapped unless you control a Plains or a Swamp.

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

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 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}.

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 Wizards of the Coast

Isolated Chapel

Land

Isolated Chapel enters the battlefield tapped unless you control a Plains or a Swamp.

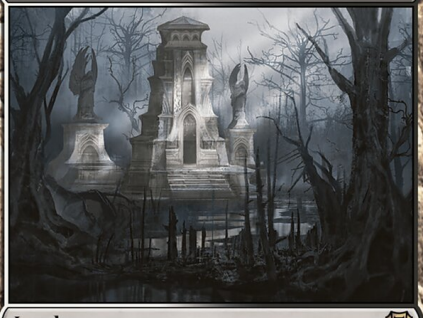
{T}: Add {W} or {B}.

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 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}.

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 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}.

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 Wizards of the Coast

Isolated Chapel

Land

Isolated Chapel enters the battlefield tapped unless you control a Plains or a Swamp.

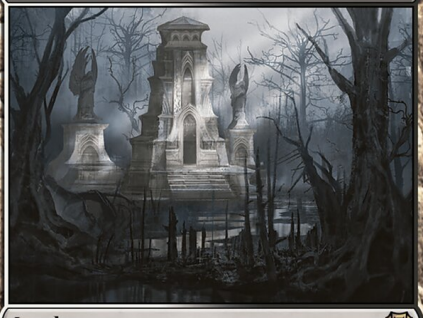
{T}: Add {W} or {B}.

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 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}.

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 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}.

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 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}.

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 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}.

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 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}.

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 Wizards of the Coast

Isolated Chapel

Land

Isolated Chapel enters the battlefield tapped unless you control a Plains or a Swamp.

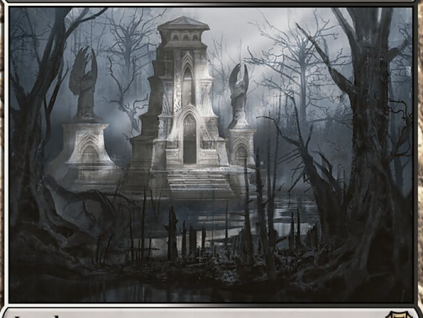
{T}: Add {W} or {B}.

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 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}.

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 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}.

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 Wizards of the Coast

Isolated Chapel

Land

Isolated Chapel enters the battlefield tapped unless you control a Plains or a Swamp.

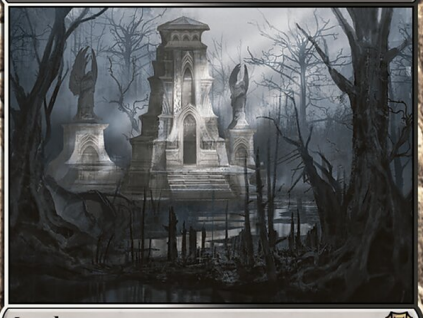
{T}: Add {W} or {B}.

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 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}.

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 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}.

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 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}.

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 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}.

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 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}.

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 Wizards of the Coast

Isolated Chapel

Land

Isolated Chapel enters the battlefield tapped unless you control a Plains or a Swamp.

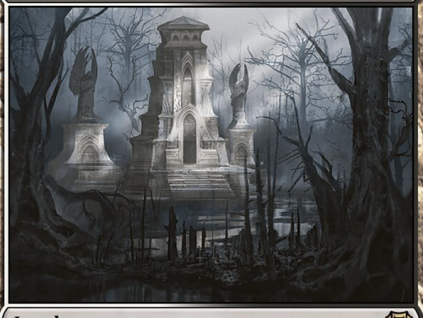
{T}: Add {W} or {B}.

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 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}.

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 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}.

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 Wizards of the Coast

Isolated Chapel

Land

Isolated Chapel enters the battlefield tapped unless you control a Plains or a Swamp.

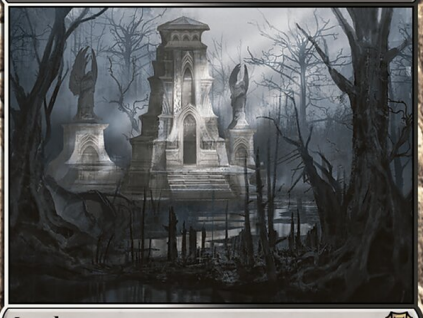
{T}: Add {W} or {B}.

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 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}.

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 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}.

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 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}.

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 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}.

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 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}.

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 Wizards of the Coast

Isolated Chapel

Land

Isolated Chapel enters the battlefield tapped unless you control a Plains or a Swamp.

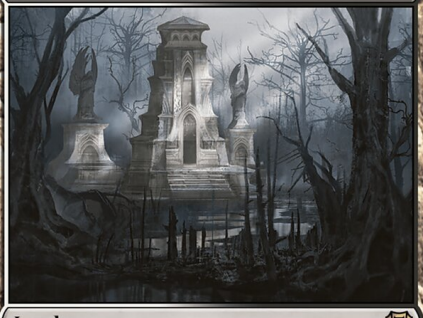
{T}: Add {W} or {B}.

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 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}.

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 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}.

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 Wizards of the Coast

Isolated Chapel

Land

Isolated Chapel enters the battlefield tapped unless you control a Plains or a Swamp.

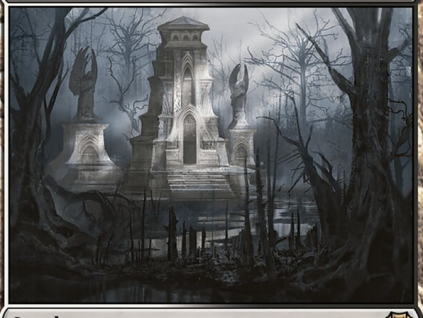
{T}: Add {W} or {B}.

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 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}.

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 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}.

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 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}.

Not every church is a place of faith.

R 0301
OTC • EN Cliff Childs

™ & © 2024 Wizards of the Coast