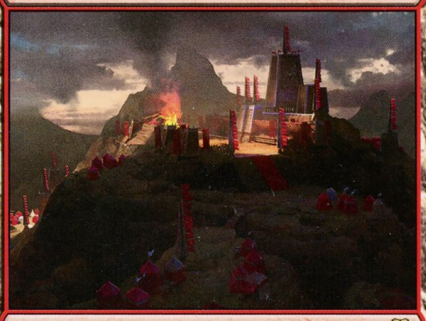
Castle Embereth



Land

Castle Embereth enters the battlefield tapped unless you control a Mountain.

{T}: Add {R}.

{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

Without Embereth's courage, the realm would falter and fall.

150
ONC • EN R
Jaime Jones

™ & © 2023 Wizards of the Coast

Castle Embereth

Land

Castle Embereth enters the battlefield tapped unless you control a Mountain.

{T}: Add {R}.

{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

Without Embereth's courage, the realm would falter and fall.

150
ONC • EN R
Jaime Jones

™ & © 2023 Wizards of the Coast

Castle Embereth

Land

Castle Embereth enters the battlefield tapped unless you control a Mountain.

{T}: Add {R}.

{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

Without Embereth's courage, the realm would falter and fall.

150
ONC • EN R
Jaime Jones

™ & © 2023 Wizards of the Coast

Castle Embereth

Land

Castle Embereth enters the battlefield tapped unless you control a Mountain.

{T}: Add {R}.

{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

Without Embereth's courage, the realm would falter and fall.

150
ONC • EN R
Jaime Jones

™ & © 2023 Wizards of the Coast

Castle Embereth

Land

Castle Embereth enters the battlefield tapped unless you control a Mountain.

{T}: Add {R}.

{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

Without Embereth's courage, the realm would falter and fall.

150
ONC • EN R
Jaime Jones

™ & © 2023 Wizards of the Coast

Castle Embereth

Land

Castle Embereth enters the battlefield tapped unless you control a Mountain.

{T}: Add {R}.

{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

Without Embereth's courage, the realm would falter and fall.

150
ONC • EN R
Jaime Jones

™ & © 2023 Wizards of the Coast

Castle Embereth

Land

Castle Embereth enters the battlefield tapped unless you control a Mountain.

{T}: Add {R}.

{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

Without Embereth's courage, the realm would falter and fall.

150
ONC • EN R
Jaime Jones

™ & © 2023 Wizards of the Coast

Castle Embereth

Land

Castle Embereth enters the battlefield tapped unless you control a Mountain.

{T}: Add {R}.

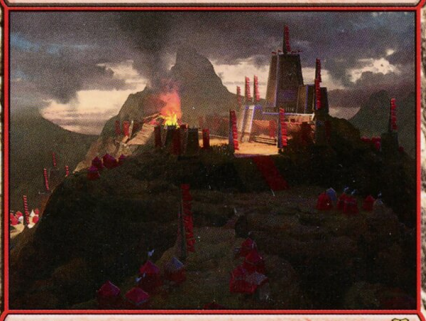
{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

Without Embereth's courage, the realm would falter and fall.

150
ONC • EN R
Jaime Jones

™ & © 2023 Wizards of the Coast

Castle Embereth



Land

Castle Embereth enters the battlefield tapped unless you control a Mountain.

{T}: Add {R}.

{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

Without Embereth's courage, the realm would falter and fall.

150
ONC • EN R
Jaime Jones

™ & © 2023 Wizards of the Coast

Castle Embereth

Land

Castle Embereth enters the battlefield tapped unless you control a Mountain.

{T}: Add {R}.

{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

Without Embereth's courage, the realm would falter and fall.

150
ONC • EN R
Jaime Jones

™ & © 2023 Wizards of the Coast

Castle Embereth

Land

Castle Embereth enters the battlefield tapped unless you control a Mountain.

{T}: Add {R}.

{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

Without Embereth's courage, the realm would falter and fall.

150
ONC • EN R
Jaime Jones

™ & © 2023 Wizards of the Coast

Castle Embereth

Land

Castle Embereth enters the battlefield tapped unless you control a Mountain.

{T}: Add {R}.

{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

Without Embereth's courage, the realm would falter and fall.

150
ONC • EN R
Jaime Jones

™ & © 2023 Wizards of the Coast

Castle Embereth

Land

Castle Embereth enters the battlefield tapped unless you control a Mountain.

{T}: Add {R}.

{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

Without Embereth's courage, the realm would falter and fall.

150
ONC • EN R
Jaime Jones

™ & © 2023 Wizards of the Coast

Castle Embereth

Land

Castle Embereth enters the battlefield tapped unless you control a Mountain.

{T}: Add {R}.

{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

Without Embereth's courage, the realm would falter and fall.

150
ONC • EN R
Jaime Jones

™ & © 2023 Wizards of the Coast

Castle Embereth

Land

Castle Embereth enters the battlefield tapped unless you control a Mountain.

{T}: Add {R}.

{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

Without Embereth's courage, the realm would falter and fall.

150
ONC • EN R
Jaime Jones

™ & © 2023 Wizards of the Coast

Castle Embereth

Land

Castle Embereth enters the battlefield tapped unless you control a Mountain.

{T}: Add {R}.

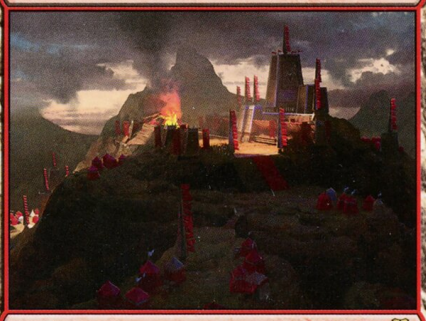
{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

Without Embereth's courage, the realm would falter and fall.

150
ONC • EN R
Jaime Jones

™ & © 2023 Wizards of the Coast

Castle Embereth



Land

Castle Embereth enters the battlefield tapped unless you control a Mountain.

{T}: Add {R}.

{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

Without Embereth's courage, the realm would falter and fall.

150
ONC • EN R
Jaime Jones

™ & © 2023 Wizards of the Coast

Castle Embereth

Land

Castle Embereth enters the battlefield tapped unless you control a Mountain.

{T}: Add {R}.

{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

Without Embereth's courage, the realm would falter and fall.

150
ONC • EN R
Jaime Jones

™ & © 2023 Wizards of the Coast

Castle Embereth

Land

Castle Embereth enters the battlefield tapped unless you control a Mountain.

{T}: Add {R}.

{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

Without Embereth's courage, the realm would falter and fall.

150
ONC • EN R
Jaime Jones

™ & © 2023 Wizards of the Coast

Castle Embereth

Land

Castle Embereth enters the battlefield tapped unless you control a Mountain.

{T}: Add {R}.

{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

Without Embereth's courage, the realm would falter and fall.

150
ONC • EN R
Jaime Jones

™ & © 2023 Wizards of the Coast

Castle Embereth

Land

Castle Embereth enters the battlefield tapped unless you control a Mountain.

{T}: Add {R}.

{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

Without Embereth's courage, the realm would falter and fall.

150
ONC • EN R
Jaime Jones

™ & © 2023 Wizards of the Coast

Castle Embereth

Land

Castle Embereth enters the battlefield tapped unless you control a Mountain.

{T}: Add {R}.

{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

Without Embereth's courage, the realm would falter and fall.

150
ONC • EN R
Jaime Jones

™ & © 2023 Wizards of the Coast

Castle Embereth

Land

Castle Embereth enters the battlefield tapped unless you control a Mountain.

{T}: Add {R}.

{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

Without Embereth's courage, the realm would falter and fall.

150
ONC • EN R
Jaime Jones

™ & © 2023 Wizards of the Coast

Castle Embereth

Land

Castle Embereth enters the battlefield tapped unless you control a Mountain.

{T}: Add {R}.

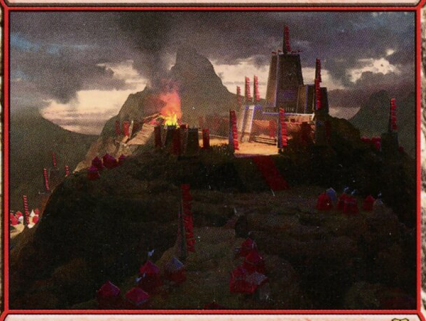
{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

Without Embereth's courage, the realm would falter and fall.

150
ONC • EN R
Jaime Jones

™ & © 2023 Wizards of the Coast

Castle Embereth



Land

Castle Embereth enters the battlefield tapped unless you control a Mountain.

{T}: Add {R}.

{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

Without Embereth's courage, the realm would falter and fall.

150
ONC • EN R
Jaime Jones

™ & © 2023 Wizards of the Coast

Castle Embereth

Land

Castle Embereth enters the battlefield tapped unless you control a Mountain.

{T}: Add {R}.

{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

Without Embereth's courage, the realm would falter and fall.

150
ONC • EN R
Jaime Jones

™ & © 2023 Wizards of the Coast

Castle Embereth

Land

Castle Embereth enters the battlefield tapped unless you control a Mountain.

{T}: Add {R}.

{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

Without Embereth's courage, the realm would falter and fall.

150
ONC • EN R
Jaime Jones

™ & © 2023 Wizards of the Coast

Castle Embereth

Land

Castle Embereth enters the battlefield tapped unless you control a Mountain.

{T}: Add {R}.

{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

Without Embereth's courage, the realm would falter and fall.

150
ONC • EN R
Jaime Jones

™ & © 2023 Wizards of the Coast

Castle Embereth

Land

Castle Embereth enters the battlefield tapped unless you control a Mountain.

{T}: Add {R}.

{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

Without Embereth's courage, the realm would falter and fall.

150
ONC • EN R
Jaime Jones

™ & © 2023 Wizards of the Coast

Castle Embereth

Land

Castle Embereth enters the battlefield tapped unless you control a Mountain.

{T}: Add {R}.

{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

Without Embereth's courage, the realm would falter and fall.

150
ONC • EN R
Jaime Jones

™ & © 2023 Wizards of the Coast

Castle Embereth

Land

Castle Embereth enters the battlefield tapped unless you control a Mountain.

{T}: Add {R}.

{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

Without Embereth's courage, the realm would falter and fall.

150
ONC • EN R
Jaime Jones

™ & © 2023 Wizards of the Coast

Castle Embereth

Land

Castle Embereth enters the battlefield tapped unless you control a Mountain.

{T}: Add {R}.

{1}{R}{R}, {T}: Creatures you control get +1/+0 until end of turn.

Without Embereth's courage, the realm would falter and fall.

150
ONC • EN R
Jaime Jones

™ & © 2023 Wizards of the Coast