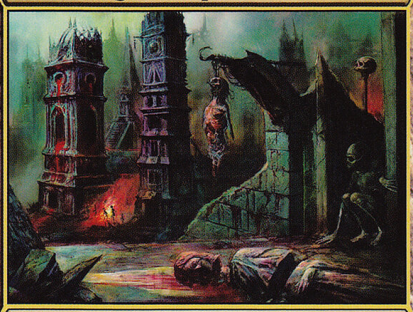
Crumbling Necropolis



Land

Crumbling Necropolis enters the battlefield tapped.

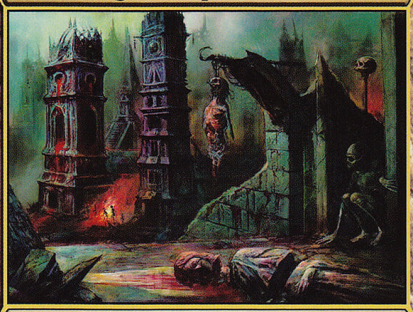
{T}: Add {U}, {B}, or {R} to your mana pool.

"They say the ruins of Sedraxis were once a shining capital in Vithia. Now it is a blight, a place to be avoided by the living."
—Olcot, Rider of Joffik

Dave Kendall

™ & © 2013 Wizards of the Coast 283/356

Crumbling Necropolis



Land

Crumbling Necropolis enters the battlefield tapped.

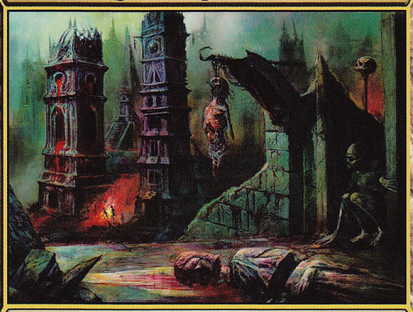
{T}: Add {U}, {B}, or {R} to your mana pool.

"They say the ruins of Sedraxis were once a shining capital in Vithia. Now it is a blight, a place to be avoided by the living."
—Olcot, Rider of Joffik

Dave Kendall

™ & © 2013 Wizards of the Coast 283/356

Crumbling Necropolis



Land

Crumbling Necropolis enters the battlefield tapped.

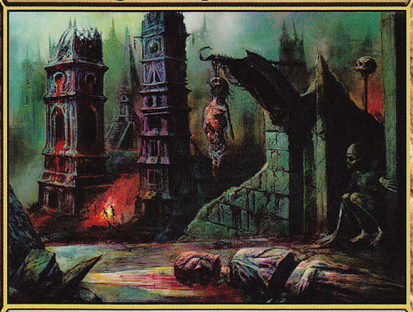
{T}: Add {U}, {B}, or {R} to your mana pool.

"They say the ruins of Sedraxis were once a shining capital in Vithia. Now it is a blight, a place to be avoided by the living."
—Olcot, Rider of Joffik

Dave Kendall

™ & © 2013 Wizards of the Coast 283/356

Crumbling Necropolis



Land

Crumbling Necropolis enters the battlefield tapped.

{T}: Add {U}, {B}, or {R} to your mana pool.

"They say the ruins of Sedraxis were once a shining capital in Vithia. Now it is a blight, a place to be avoided by the living."
—Olcot, Rider of Joffik

Dave Kendall

™ & © 2013 Wizards of the Coast 283/356