# FE_BLACK

Tom de Ruyter

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| | | | |

# Contents

# Chapter 1

# FE_BLACK

## 1.1 Fallen Empires - Black Cards

Fallen Empires - Black Cards

Armor Thrull

Basal Thrull

Breeding Pit

Derelor

Ebon Praetor

Hymn to Tourach

Initiates of the Ebon Hand

Mindstab Thrull

Necrite

Order of the Ebon Hand

Soul Exchange

Thrull Champion

Thrull Retainer

Thrull Wizard

Tourach's Chant

Tourach's Gate

## 1.2  Armor Thrull

Armor Thrull

```
Color     = Black
Rarity    = FE(C1/C1/C1/C1)
Type      = Summon Thrull (1/3)
Cost      = 2B
Artist    = Jeff A. Menges / Pete Venters / Ron Spencer / Scott Kirschner
Print run = FE(2,231,500 each)
```

NOTE: There are FOUR different artworks for this card.

Text(FE): <T>: Sacrifice Armor Thrull to put a +1/+2 counter on a target
          creature.

Flavor Text: "Except for a bare spot at the base of their skulls, Armor
              Thrulls bear interlocking plates and spikes with the
              strength of steel. Their design is almost artistic."
              ---Endrek Sahr, 'Thrulls'

Flavor Text: "The worst thing about being a mercenary for the Ebon
              Hand is having to wear a dead Thrull."
              ---Ivra Jursdotter

Flavor Text: "They gave their lives to strengthen the Order's armies,
              until they declined this honor in favor of joining the
              Thrull Rebellion."
              ---Jherana Rure, Counter-Insurgency Commander

Flavor Text: Occasionally, an ally balked at wearing a dead Thrull as
              armor. The priests' whips, however, were usually enough
              to encourage a more practical outlook.

  NO RULINGS

## 1.3  Basal Thrull

Basal Thrull

```
Color     = Black
Rarity    = FE(C1/C1/C1/C1)
Type      = Summon Thrull (1/2)
Cost      = BB
Artist    = Christopher Rush / Kaja Foglio / Phil Foglio / Richard Kane Ferguson
Print run = FE(2,231,500 each)
```

NOTE: There are FOUR different artworks for this card.

Text(FE): <T>:  Sacrifice Basal Thrull to add <BB> to your mana pool.  Play
          this ability as an interrupt.

Flavor Text: "Above all, a well crafted Thrull should be hideous
              - blasted of countenance and twisted of limb - to

```
                inspire fear and revulsion."
                ---Endrek Sahr, Master Breeder

Flavor Text: Initially bred for sacrifice, the Thrulls eventually turned
             on their masters, the Order of the Ebon Hand, with gruesome
             results.
             ---Sarpadian Empires, vol. II

Flavor Text: "Although my later designs were much more sophisticated,
              Basal Thrulls were no less a success."
             ---Endrek Sahr, 'Thrulls'

Flavor Text: "To create the first Thrulls, I only introduced alchemic
              elements into the Order's necromancy; Tourach's principles
              remained unchanged."
             ---Endrek Sahr, Master Breeder


 NO RULINGS
```

## 1.4  Breeding Pit

```
Breeding Pit

Color     = Black
Rarity    = FE(U3)
Type      = Enchantment
Cost      = 3B
Artist    = Anson Maddocks
Print run = FE(2,231,500)

Text(FE): During your upkeep, pay <BB> or bury Breeding Pit.  At the end of
          your  turn,  put a Thrull token into play.  Treat this token as a
          0/1 black creature.

Flavor Text: The Thrulls bred at a terrifying pace. In the end, they
             overwhelmed the Order of the Ebon Hand.

   Rulings
```

## 1.5  Derelor

```
Derelor

Color     = Black
Rarity    = FE(U1)
Type      = Summon Thrull (4/4)
Cost      = 3B
Artist    = Anson Maddocks
Print run = FE(744,000)

Text(FE): Your black spells cost an additional <B> to cast.
```

Flavor Text: "Strength it has, but at the cost of a continuous supply
              of energy. Such failure can bear only one result."
                ---From the execution order for Endrek Sahr, Master Breeder

 NO RULINGS

## 1.6  Ebon Praetor

Ebon Praetor

```
Color     = Black
Rarity    = FE(U1)
Type      = Summon Avatar (5/5)
Cost      = 4BB
Artist    = Randy Asplund-Faith
Print run = FE(744,000)
```

Text(FE): Trample, first strike
          During your upkeep, put a -2/-2 counter on Ebon Praetor.  You may
          sacrifice a creature during your upkeep to remove a -2/-2 counter
          from Ebon Praetor.  If the creature sacrificed was a Thrull, also
          put  a  +1/+0  counter on Ebon Praetor.  Only one creature may be
          sacrificed in this manner each turn.

 NO RULINGS

## 1.7  Hymn to Tourach

Hymn to Tourach

```
Color     = Black
Rarity    = FE(C1/C1/C1/C1)
Type      = Sorcery
Cost      = BB
Artist    = Liz Danforth / Quinton Hoover / Scott Kirschner / Susan van Camp
Print run = FE(2,231,500 each)
```

NOTE: There are FOUR different artworks for this card.

Text(FE): Target  player discards two cards at random from his or her hand.
          If  target  player  does not have enough cards, his or her entire
          hand is discarded.

Flavor Text: "Tourach's power was such that his followers
              deified him after his death."
                ---Sarpadian Empires, vol. II

Flavor Text: Knowing the Hymn's power, the followers of Leitbur
             carefully guarded their pillaged transcriptions.

Flavor Text: Members of the Order often played the Hymn on instruments
             made from their victims' bones.

```
Flavor Text: "The eerie, wailing Hymn caused insanity even in
              hardened warriors."
              ---Sarpadian Empires, vol. II

  NO RULINGS
```

## 1.8   Initiates of the Ebon Hand

```
Initiates of the Ebon Hand

Color     = Black
Rarity    = FE(C1/C1/C1)
Type      = Summon Clerics (1/1)
Cost      = B
Artist    = Heather Hudson / Kaja Foglio / Liz Danforth
Print run = FE(2,231,500 each)

NOTE: There are THREE different artworks for this card.

Text(FE): <1>: Add <B> to your mana pool.
          Play  this ability as an interrupt.  If more than <3> is spent in
          this  way during one turn, bury Initiates of the Ebon Hand at end
          of turn.

Flavor Text: "We are no longer Nature's children, but her masters..."
              ---Oath of the Ebon Hand

Flavor Text: "Many Initiates sacrificed a hand to become full
              members of the Order."
              ---Sarpadian Empires, vol. II

Flavor Text: Ebon leaders soon realized that non-human races often
             had special talents that could be exploited.

   Rulings
```

## 1.9   Mindstab Thrull

```
Mindstab Thrull

Color     = Black
Rarity    = FE(C1/C1/C1)
Type      = Summon Thrull (2/2)
Cost      = 1BB
Artist    = Heather Hudson / Mark Tedin / Richard Kane Ferguson
Print run = FE(2,231,500 each)

NOTE: There are THREE different artworks for this card.

Text(FE): If  Mindstab Thrull attacks and is not blocked, you may sacrifice
          it  to  force  the player it attacked to discard three cards.  If
```

you  do  so, it deals no damage during combat this turn.  If that
player  does  not  have  enough  cards, his or her entire hand is
discarded.

   Rulings


## 1.10   Necrite

Necrite

Color      = Black
Rarity     = FE(C1/C1/C1)
Type       = Summon Thrull (2/2)
Cost       = 1BB
Artist     = Christopher Rush / Drew Tucker / Ron Spencer
Print run = FE(2,231,500 each)

NOTE: There are THREE different artworks for this card.

Text(FE): If  Necrite  attacks  and is not blocked, you may sacrifice it to
         bury  a target creature controlled by the player Necrite attacked
         this  turn.   If you do so, Necrite deals no damage during combat
         this turn.

Flavor Text: "Ever see a wall drop dead of fright, kid?
              It ain't pretty."
              ---Cpl. Dobbs

Flavor Text: Was it the sight, smell, or aura of the Necrite
             that killed so effectively?

Flavor Text: Necrites killed Jherana Rure, ending
             the counter-insurgency.

   Rulings


## 1.11   Order of the Ebon Hand

Order of the Ebon Hand

Color      = Black
Rarity     = FE(C1/C1/C1)
Type       = Summon Clerics (2/1)
Cost       = BB
Artist     = Christopher Rush / Melissa Benson / Ron Spencer
Print run = FE(2,231,500 each)

NOTE: There are THREE different artworks for this card.

Text(FE): Protection from white
         <BB>: +1/+0 until end of turn.
         <B>: First strike until end of turn.

Flavor Text: "There are intriguing similarities between the Order
              and Icatia's Leitbur religion, suggesting the two
              had a common origin."
              ---Sarpadian Empires, vol. VI

Flavor Text: A true follower of Tourach took pride in achievement
             to the exclusion of other concerns.

Flavor Text: Dedicated to the principles of Tourach, members
             of the Order of the Ebon Hand demonstrated their
             devotion with grisly rituals.

  NO RULINGS


## 1.12  Soul Exchange

Soul Exchange

Color     = Black
Rarity    = FE(U3)
Type      = Sorcery
Cost      = BB
Artist    = Anthony Waters
Print run = FE(2,231,500)

Text(FE): Sacrifice  a  creature,  but  remove  it from the game instead of
          putting  it  in  your  graveyard.  Take  a  creature  from  your
          graveyard  and  put  it directly into play as though it were just
          summoned.  Put  a +2/+2 counter on this creature if the creature
          sacrificed was a Thrull.

   Rulings


## 1.13  Thrull Champion

Thrull Champion

Color     = Black
Rarity    = FE(U1)
Type      = Summon Thrull (2/2)
Cost      = 4B
Artist    = Daniel Gelon
Print run = FE(744,000)


Text(FE): All Thrulls get +1/+1.
          <T>: Take control of a target Thrull.
          You  lose control of target Thrull if Thrull Champion leaves play
          or you lose control of Thrull Champion.

Flavor Text: "Those idiots should never have bred Thrulls for combat!"

```
                        ---Jherana Rure
```

  Rulings

## 1.14  Thrull Retainer

```
Thrull Retainer

Color     = Black
Rarity    = FE(U3)
Type      = Enchant Creature
Cost      = B
Artist    = Ron Spencer
Print run = FE(2,231,500)

Text(FE): Target creature gets +1/+1.
          Sacrifice Thrull Retainer to regenerate the creature it enchants.

Flavor Text: "Until the Rebellion, Thrulls served their masters
              faithfully - even at the cost of their own lives."
              ---Sarpadian Empires, vol. II
```

 NO RULINGS

## 1.15  Thrull Wizard

```
Thrull Wizard

Color     = Black
Rarity    = FE(U3)
Type      = Summon Thrull (1/1)
Cost      = 2B
Artist    = Anson Maddocks
Print run = FE(2,231,500)

Text(FE): <1B>:  Counters a  target black spell if caster of target spell
          does  not  pay  an  additional <B> or 3.  Play this ability as an
          interrupt.

Flavor Text: "In crafting intelligent Thrulls to assist in sacrifices,
              Sahr inadvertantly set the stage for the Thrull Rebellion."
              ---Sarpadian Empires, vol. II
```

  Rulings

## 1.16  Tourach's Chant

```
Tourach's Chant

Color     = Black
```

```
Rarity    = FE(U3)
Type      = Enchantment
Cost      = 1BB
Artist    = Richard Kane Fergurson
Print run = FE(2,231,500)
```

Text(FE): During  your upkeep, pay <B> or bury Tourach's Chant.  Whenever a
         player puts a forest into play, Tourach's Chant deals 3 damage to
         him  or  her  unless that player puts a −1/−1 counter on a target
         creature he or she controls.

   Rulings

## 1.17  Tourach's Gate

```
Tourach's Gate

Color     = Black
Rarity    = FE(U1)
Type      = Enchant Land
Cost      = 1BB
Artist    = Sandra Everingham
Print run = FE(744,000)
```

Text(FE): Can  only  be  played  on a target land you control.  Sacrifice a
         Thrull  to  put  3  time counters in Tourach's Gate.  During your
         upkeep,  remove a time counter from Tourach's Gate.  If there are
         no counters on Tourach's Gate, bury it.  <0>:  Tap land Tourach's
         Gate  enchants.  All  attacking  creatures you control get +2/−1
         until end of turn.

   Rulings