

# **FE\_GREEN**

Tom de Ruyter

**COLLABORATORS**

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|---------------|----------------------------|-------------------|------------------|
|               | <i>TITLE :</i><br>FE_GREEN |                   |                  |
| <i>ACTION</i> | <i>NAME</i>                | <i>DATE</i>       | <i>SIGNATURE</i> |
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# Chapter 1

## FE\_GREEN

### 1.1 Fallen Empires - Green Cards

Fallen Empires - Green Cards

Elven Fortress

Elvish Farmer

Elvish Hunter

Elvish Scout

Feral Thallid

Fungal Bloom

Night Soil

Spore Cloud

Spore Flower

Thallid

Thallid Devourer

Thelon's Chant

Thelon's Curse

Thelonite Druid

Thelonite Monk

Thorn Thallid

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## 1.2 Elven Fortress

Elven Fortress

Color = Green  
Rarity = FE(C1/C1/C1/C1)  
Type = Enchantment  
Cost = G  
Artist = Mark Poole / Pete Venters / Randy Asplund-Faith / Tom Wanerstrand  
Print run = FE(2,231,500 each)

NOTE: There are FOUR different artworks for this card.

Text (FE): <1G>: Target blocking creature gets +0/+1 until end of turn.

Flavor Text: "Thallids are not ordinary enemies of flesh and bone and reason. They attack with no thought for our strength or of their own losses. I fear our Fortresses shall be overwhelmed."  
---Kyliki of Havenwood

Flavor Text: Many Elven Fortresses weren't built by masons and carpenters, but created from the living forest itself.

Flavor Text: "The size of the obvious Fortress walls often misled foes. Actually, the Elves enchanted the forest itself to provide the first line of defense with tangling vines and stinging thorns."  
---Sarpadian Empires, vol. III

Flavor Text: "Burn it down, you say? Now there's a stupid idea. What do you suppose will become of those overhanging branches, hmm? And then what do you suppose will become of us?"  
--- Ivra Jursdotter

NO RULINGS

## 1.3 Elvish Farmer

Elvish Farmer

Color = Green  
Rarity = FE(U1)  
Type = Summon Elf (0/2)  
Cost = 1G  
Artist = Richard Kane Ferguson  
Print run = FE(744,000)

Text (FE): During your upkeep, put a spore counter on Elvish Farmer.  
<0>: Remove three spore counters from Elvish Farmer to put a Saproling token into play. Treat this token as a 1/1 green creature.  
<0>: Sacrifice a Saproling to gain 2 life.

Rulings

## 1.4 Elvish Hunter

Elvish Hunter

Color = Green  
Rarity = FE(C1/C1/C1)  
Type = Summon Elf (1/1)  
Cost = 1G  
Artist = Anson Maddocks / Mark Poole / Susan van Camp  
Print run = FE(2,231,500 each)

NOTE: There are THREE different artworks for this card.

Text (FE): <1GT>: Target creature does not untap as normal during its controller's next untap phase.

Flavor Text: "As the climate cooled, many Elves turned to Thallid farming for food, while the Hunters honed their skills on what little game remained."  
---Sarpadian Empires, vol. III

Flavor Text: "Elves often tipped their arrows with a drug that caused a deep but harmless sleep."  
---Sarpadian Empires, vol. III

Flavor Text: The Elves never had a standing army; when battle came, they pressed Hunters, Scouts, and Farmers into a surprisingly effective militia.

NO RULINGS

## 1.5 Elvish Scout

Elvish Scout

Color = Green  
Rarity = FE(C1/C1/C1)  
Type = Summon Elf (1/1)  
Cost = G  
Artist = Christopher Rush / Mark Poole / Pete Venters  
Print run = FE(2,231,500 each)

NOTE: There are THREE different artworks for this card.

Text (FE): <GT>: Untap a target attacking creature you control. That creature neither receives nor deals damage during combat this turn.

Flavor Text: Although the Elves of Havenwood lived in isolated villages, their swift communications allowed them

to act as a single community.

Flavor Text: Even one whose ears were closely tuned to the sounds of Havenwood could miss hearing a Scout move past.

Flavor Text: "Even for Elves, they were stealthy little twerps. They'd taken our measure before we'd even seen them."  
---Marshall Volnikov

Rulings

## 1.6 Feral Thallid

Feral Thallid

Color = Green  
Rarity = FE(U3)  
Type = Summon Fungus (6/3)  
Cost = 3GGG  
Artist = Rob Alexander  
Print run = FE(2,231,500)

Text (FE): During your upkeep, put a spore counter on Feral Thallid.  
<0>: Remove three spore counters from Feral Thallid to regenerate it.

Flavor Text: "Born and bred of fungus, Thallids were nearly impossible to kill."  
---Sarpadian Empires, vol. I

NO RULINGS

## 1.7 Fungal Bloom

Fungal Bloom

Color = Green  
Rarity = FE(U1)  
Type = Enchantment  
Cost = GG  
Artist = Daniel Gelon  
Print run = FE(744,000)

Text (FE): <GG>: Put a spore counter on a target Fungus.

Flavor Text: "Thallids could absorb energy from the forest itself. Even Elves were at a disadvantage in fighting them."  
---Sarpadian Empires, vol. III

NO RULINGS

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## 1.8 Night Soil

Night Soil

Color = Green  
Rarity = FE(C1/C1/C1)  
Type = Enchantment  
Cost = GG  
Artist = Drew Tucker / Heather Hudson / Sandra Everingham  
Print run = FE(2,231,500 each)

NOTE: There are THREE different artworks for this card.

Text(FE): <1>: Remove two creatures in any graveyard from the game to put a Saproling token into play. Treat this token as a 1/1 green creature.

Flavor Text: "There were often more Thallids  
after a battle than before."  
---Sarpadian Empires, vol. III

Flavor Text: The Elves gathered huge piles of rot to grow fungus. Out  
of imitation or forethought, the Thallids did the same.

Flavor Text: Some said killing the Thallids only encouraged them.

Rulings

## 1.9 Spore Cloud

Spore Cloud

Color = Green  
Rarity = FE(C1/C1/C1)  
Type = Instant  
Cost = 1GG  
Artist = Amy Weber / Jesper Myrfors / Susan van Camp  
Print run = FE(2,231,500 each)

NOTE: There are THREE different artworks for this card.

Text(FE): Tap all blocking creatures. No creatures deal damage in combat  
this turn. Neither attacking nor blocking creatures untap as  
normal during their controller's next untap phase.

Rulings

## 1.10 Spore Flower

Spore Flower

Color = Green

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Rarity = FE(U3)  
Type = Summon Fungus (0/1)  
Cost = GG  
Artist = Margaret Organ-Kean  
Print run = FE(2,231,500)

Text (FE): During your upkeep, put a spore counter on Spore Flower.  
<0>: Remove three spore counters from Spore Flower.  
No creatures deal damage in combat this turn.

NO RULINGS

## 1.11 Thallid

Thallid

Color = Green  
Rarity = FE(C1/C1/C1/C1)  
Type = Summon Fungus (1/1)  
Cost = G  
Artist = Daniel Gelon / Edward Beard Jr. / Jesper Myrfors / Ron Spencer  
Print run = FE(2,231,500 each)

NOTE: There are FOUR different artworks for this card.

Text (FE): During your upkeep, put a spore counter on Thallid.  
<0>: Remove three spore counters from Thallid to put a Saproling token into play. Treat this token as a 1/1 green creature.

Rulings

## 1.12 Thallid Devourer

Thallid Devourer

Color = Green  
Rarity = FE(U3)  
Type = Summon Fungus (2/2)  
Cost = 1GG  
Artist = Ron Spencer  
Print run = FE(2,231,500)

Text (FE): During your upkeep, put a spore counter on Thallid Devourer.  
<0>: Remove three spore counters from Thallid Devourer to put a Saproling token into play. Treat this token as a 1/1 green creature.  
<0>: Sacrifice a Saproling to give Thallid Devourer +1/+2 until end of turn.

Rulings

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### 1.13 Thelon's Chant

Thelon's Chant

Color = Green  
Rarity = FE(U3)  
Type = Enchantment  
Cost = 1GG  
Artist = Melissa Benson  
Print run = FE(2,231,500)

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

Rulings

### 1.14 Thelon's Curse

Thelon's Curse

Color = Green  
Rarity = FE(U1)  
Type = Enchantment  
Cost = GG  
Artist = Pete Venters  
Print run = FE(744,000)

Text (FE): Blue creatures do not untap as normal during their controller's untap phase. During his or her upkeep, a blue creature's controller may pay an additional <U> to untap it. Each creature may be untapped in this way only once per turn.

Rulings

### 1.15 Thelonite Druid

Thelonite Druid

Color = Green  
Rarity = FE(U3)  
Type = Summon Cleric (1/1)  
Cost = 2G  
Artist = Margaret Organ-Kean  
Print run = FE(2,231,500)

Text (FE): <1GT>: Sacrifice a creature to turn all your forests into 2/3 creatures until end of turn. The forests still count as lands but may not be tapped for mana if they were brought into play this turn.

Flavor Text: "The magic at the heart of all living things  
can bear awe-inspiring fruit."  
---Kolevi of Havenwood, Elder Druid

Rulings

## 1.16 Thelonite Monk

Thelonite Monk

Color = Green  
Rarity = FE(U1)  
Type = Summon Cleric (1/2)  
Cost = 2GG  
Artist = Bryon Wackwitz  
Print run = FE(744,000)

Text (FE): <T>: Sacrifice a green creature to turn a target land into a  
basic forest. Mark changed land with a counter.

Flavor Text: "As the climate worsened, some Thelonites turned to  
fertilizing with fresh blood in an attempt to keep  
Havenwood alive and growing."  
---Sarpadian Empires, vol. III

Rulings

## 1.17 Thorn Thallid

Thorn Thallid

Color = Green  
Rarity = FE(C1/C1/C1/C1)  
Type = Summon Fungus (2/2)  
Cost = 1GG  
Artist = Daniel Gelon / Heather Hudson / Jesper Myrfors / Mark Tedin  
Print run = FE(2,231,500 each)

NOTE: There are FOUR different artworks for this card.

Text (FE): During your upkeep, put a spore counter on Thorn Thallid.  
<O>: Remove three spore counters from Thorn Thallid to have it  
deal 1 damage to any target.

Flavor Text: "The danger in cultivating massive plants caught  
the Elves by surprise."  
---Sarpadian Empires, vol. III

Flavor Text: "The cooling climate forced the Elves to experiment  
with new food sources."  
---Sarpadian Empires, vol. I

Flavor Text: "I don't know which is worse, getting hit with those  
darts or having to watch them grow back."  
---Orcish Soldier

Flavor Text: "Scholars still debate whether the Thallids  
were truly sentient."  
---Sarpadian Empires, vol. III

NO RULINGS

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