

FE_GREEN

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COLLABORATORS

	<i>TITLE :</i> FE_GREEN		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

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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

1.2 Elven Fortress

Elven Fortress

Color = Green
Rarity = FE(C4)
Type = Enchantment
Cost = G
Artist = Mark Poole / Pete Venters / Randy Asplund-Faith / Tom Wanerstrand
Print run = FE(8,925,500)

NOTE: There are FOUR different artworks for this card.

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

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(C3)
Type = Summon Elf (1/1)
Cost = 1G
Artist = Anson Maddocks / Mark Poole / Susan van Camp
Print run = FE(6,694,000)

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.

NO RULINGS

1.5 Elvish Scout

Elvish Scout

Color = Green
Rarity = FE(C3)
Type = Summon Elf (1/1)
Cost = G
Artist = Christopher Rush / Mark Poole / Pete Venters
Print run = FE(6,694,000)

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.

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.

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.

NO RULINGS

1.8 Night Soil

Night Soil

Color = Green
Rarity = FE(C3)
Type = Enchantment
Cost = GG
Artist = Drew Tucker / Heather Hudson / Sandra Everingham
Print run = FE(6,694,000)

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.

Rulings

1.9 Spore Cloud

Spore Cloud

Color = Green
Rarity = FE(C3)
Type = Instant
Cost = 1GG
Artist = Amy Weber / Jesper Myrfors / Susan van Camp
Print run = FE(6,694,000)

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
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(C4)
Type = Summon Fungus (1/1)
Cost = G
Artist = Daniel Gelon / Edward Beard Jr. / Jesper Myrfors / Ron Spencer
Print run = FE(8,925,500)

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

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.

NO 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.

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.

Rulings

1.17 Thorn Thallid

Thorn Thallid

Color = Green
Rarity = FE(C4)
Type = Summon Fungus (2/2)
Cost = 1GG
Artist = Daniel Gelon / Heather Hudson / Jesper Myrfors / Mark Tedin
Print run = FE(8,925,500)

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.

NO RULINGS
