FE_GREEN

Tom de Ruyter

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| | FE_GREEN | | | | |
| ACTION | NAME | DATE | SIGNATURE | | |
| WRITTEN BY | Tom de Ruyter | April 18, 2022 | | | |

| 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(C1/C1/C1/C1)= Enchantment Type Cost = G Artist = Mark Poole / Pete Venters / Randy Asplund-Faith / Tom Wanerstrand 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

NO RULINGS

Elvish Farmer

1.3 Elvish Farmer

Rulings

1.4 Elvish Hunter

Elvish Hunter

Color = Green Rarity = FE(C1/C1/C1)= Summon Elf (1/1)Type Cost = 1G Artist = Anson Maddocks / Mark Poole / Susan van Camp 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

NO RULINGS

1.5 Elvish Scout

Elvish Scout Color = Green Rarity = FE(C1/C1/C1) = Summon Elf (1/1)Type Cost = G Artist = Christopher Rush / Mark Poole / Pete Venters NOTE: There are THREE different artworks for this card. Text(FE): <GT>: Untap a target attacking crature 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

NO RULINGS

1.7 Fungal Bloom

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Fungal Bloom
Color = Green
Rarity = FE(U1)
Type = Enchantment
Cost = GG
Artist = Daniel Gelon
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 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 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

NO RULINGS

1.11 Thallid

Thallid

Rulings

1.12 Thallid Devourer

Thallid Devourer

Rulings

1.13 Thelon's Chant

Thelon's Chant

Color = Green Rarity = FE(U3) Type = Enchantment Cost = 1GG Artist = Melissa Benson

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

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

---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
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

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Color
      = Green
Rarity = FE(C1/C1/C1/C1)
Type
      = Summon Fungus (2/2)
Cost
       = 1GG
Artist = Daniel Gelon / Heather Hudson / Jesper Myrfors / Mark Tedin
NOTE: There are FOUR different artworks for this card.
Text(FE): During your upkeep, put a spore counter on Thorn Thallid.
          <0>: 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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