

# **FE\_BLUE**

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**COLLABORATORS**

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

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## FE\_BLUE

### 1.1 Fallen Empires - Blue Cards

#### Fallen Empires - Blue Cards

Deep Spawn

High Tide

Homarid

Homarid Shaman

Homarid Spawning Bed

Homarid Warrior

Merseine

River Merfolk

Seasinger

Syelunite Priest

Tidal Flats

Tidal Influence

Vodalian Knights

Vodalian Mage

Vodalian Soldiers

Vodalian War Machine

## 1.2 Deep Spawn

Deep Spawn

Color = Blue  
Rarity = FE(U3)  
Type = Summon Homarid (6/6)  
Cost = 5UUU  
Artist = Mark Tedin  
Print run = FE(2,231,500)

Text (FE): Trample

During your upkeep, take two cards from the top of your library and put them in your graveyard, or destroy Deep Spawn.

<U>: Deep Spawn may not be the target of spells or effects until end of turn and does not untap as normal during your next untap phase. If Deep Spawn is untapped, tap it.

Rulings

## 1.3 High Tide

High Tide

Color = Blue  
Rarity = FE(C3)  
Type = Instant  
Cost = U  
Artist = Anson Maddocks / Amy Weber / Drew Tucker  
Print run = FE(6,694,000)

NOTE: There are THREE different artworks for this card.

Text (FE): Until end of turn, all islands produce an additional <U> when tapped for mana.

Rulings

## 1.4 Homarid

Homarid

Color = Blue  
Rarity = FE(C4)  
Type = Summon Homarid (2/2)  
Cost = 2U  
Artist = Bryon Wackwitz / Heather Hudson / Mark Tedin / Quinton Hoover  
Print run = FE(8,925,500)

NOTE: There are FOUR different artworks for this card.

Text (FE): Put a tide counter on Homarid when it is brought into play and

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during your upkeep. If there is one tide counter on Homarid, it gets -1/ -1. If there are three tide counters on Homarid, it gets +1/+1. When there are four tide counter on Homarid, remove them all.

Rulings

## 1.5 Homarid Shaman

Homarid Shaman

Color = Blue  
Rarity = FE(U1)  
Type = Summon Homarid (2/1)  
Cost = 2UU  
Artist = Amy Weber  
Print run = FE(744,000)

Text(FE): <U>: Tap a target green creature.

NO RULINGS

## 1.6 Homarid Spawning Bed

Homarid Spawning Bed

Color = Blue  
Rarity = FE(U3)  
Type = Enchantment  
Cost = UU  
Artist = Douglas Shuler  
Print run = FE(2,231,500)

Text(FE): <1UU>: Sacrifice a blue creature to put X Camarid tokens into play, where X is the casting cost of the sacrificed creature. Treat these tokens as 1/1 blue creatures.

Rulings

## 1.7 Homarid Warrior

Homarid Warrior

Color = Blue  
Rarity = FE(C3)  
Type = Summon Homarid (3/3)  
Cost = 4U  
Artist = Daniel Gelon / Douglas Shuler / Randy Asplund-Faith  
Print run = FE(6,694,000)

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NOTE: There are THREE different artworks for this card.

Text (FE): <U>: Homarid Warrior may not be the target of spells or effects until end of turn and does not untap as normal during your next untap phase. If Homarid Warriors is untapped, tap it.

Rulings

## 1.8 Merseine

Merseine

Color = Blue  
Rarity = FE (C4)  
Type = Enchant Creature  
Cost = 2UU  
Artist = Drew Tucker / Heather Hudson / Margaret Organ-Kean / Pete Venters  
Print run = FE (8,925,500)

NOTE: There are FOUR different artworks for this card.

Text (FE): Put three net counters on Merseine when it is brought into play. Target creature Merseine enchants does not untap as normal during its controller's untap phase as long as any net counters remain. As a fast effect, target creature's controller may pay creature's casting cost to remove a net counter.

Rulings

## 1.9 River Merfolk

River Merfolk

Color = Blue  
Rarity = FE (U1)  
Type = Summon Merfolk (2/1)  
Cost = UU  
Artist = Douglas Shuler  
Print run = FE (744,000)

Text (FE): <U>: Mountainwalk until end of turn.

NO RULINGS

## 1.10 Seasinger

Seasinger

Color = Blue  
Rarity = FE (U3)

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Type = Summon Merfolk (0/1)  
Cost = 1UU  
Artist = Amy Weber  
Print run = FE(2,231,500)

Text (FE): Bury Seasinger if you control no islands.  
<T>: Gain control of a target creature if its controller controls at least one island. You lose control of target creature if Seasinger leaves play, if you lose control of Seasinger, or if Seasinger becomes untapped. You may choose not to untap Seasinger as normal during your untap phase.

Rulings

## 1.11 Svyelunite Priest

Svyelunite Priest

Color = Blue  
Rarity = FE(U3)  
Type = Summon Merfolk (1/1)  
Cost = 1UU  
Artist = Ron Spencer  
Print run = FE(2,231,500)

Text (FE): <UUT>: Target creature may not be the target of spells or effects until end of turn. Use this ability only during your upkeep.

Rulings

## 1.12 Tidal Flats

Tidal Flats

Color = Blue  
Rarity = FE(C3)  
Type = Enchantment  
Cost = U  
Artist = Rob Alexander / Rob Alexander / Sandra Everingham  
Print run = FE(6,694,000)

NOTE: There are THREE different artworks for this card.

Text (FE): <UU>: All your creatures that are blocking any non-flying creatures gain first strike until end of turn. The attacking player may pay <1> for each attacking creature to prevent Tidal Flats from giving that creature's blockers first strike.

Rulings

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## 1.13 Tidal Influence

Tidal Influence

Color = Blue  
Rarity = FE(U3)  
Type = Enchantment  
Cost = 2U  
Artist = Tom Wannerstrand  
Print run = FE(2,231,500)

Text(FE): Put a tide counter on Tidal Influence when it is brought into play and during your upkeep. If there is one tide counter on Tidal Influence, all blue creatures get -2/-0. If there are three tide counters on Tidal Influence, all blue creatures get +2/+0. When there are four tide counters on Tidal Influence, remove them all. You may not cast Tidal Influence if there is another Tidal Influence in play.

Rulings

## 1.14 Vodalian Knights

Vodalian Knights

Color = Blue  
Rarity = FE(U1)  
Type = Summon Merfolk (2/2)  
Cost = 1UU  
Artist = Susan van Camp  
Print run = FE(744,000)

Text(FE): First strike  
<U>: Gains flying until end of turn. Vodalian Knights may not attack unless opponent controls at least one island. Bury Vodalian Knights if you control no islands.

Rulings

## 1.15 Vodalian Mage

Vodalian Mage

Color = Blue  
Rarity = FE(C3)  
Type = Summon Merfolk (1/1)  
Cost = 2U  
Artist = Mark Poole / Quinton Hoover / Susan van Camp  
Print run = FE(6,694,000)

NOTE: There are THREE different artworks for this card.

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

NO RULINGS

## 1.16 Vodalian Soldiers

Vodalian Soldiers

Color = Blue  
Rarity = FE (C4)  
Type = Summon Merfolk (1/2)  
Cost = 1U  
Artist = Jeff A. Menges / Melissa Benson / Richard Kane Ferguson / Susan van ←  
Camp  
Print run = FE(8,925,500)

NOTE: There are FOUR different artworks for this card.

NO RULINGS

## 1.17 Vodalian War Machine

Vodalian War Machine

Color = Blue  
Rarity = FE (U1)  
Type = Summon Wall (0/4)  
Cost = 1UU  
Artist = Amy Weber  
Print run = FE(744,000)

Text (FE): <0>: Tap target Merfolk you control to allow Vodalian War machine to attack this turn or to give Vodalian War Machine +2/+1 until end of turn. If Vodalian War Machine is put in the graveyard, all Merfolk tapped in this manner this turn are destroyed.

Rulings

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