FE_GREEN

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COLLABORATORS			
	TITLE : FE_GREEN		
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        Fallen Empires - Green Cards


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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  crature  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.
          <0>:   Remove  three spore counters from Thorn Thallid to have it
          deal 1 damage to any target.
```

 NO RULINGS