

FE_BLUE

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COLLABORATORS

	<i>TITLE :</i> FE_BLUE		
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Contents

1	FE_BLUE	1
1.1	Fallen Empires - Blue Cards	1
1.2	Deep Spawn	2
1.3	High Tide	2
1.4	Homarid	2
1.5	Homarid Shaman	3
1.6	Homarid Spawning Bed	3
1.7	Homarid Warrior	4
1.8	Merseine	4
1.9	River Merfolk	4
1.10	Seasinger	5
1.11	Syelunite Priest	5
1.12	Tidal Flats	6
1.13	Tidal Influence	6
1.14	Vodalian Knights	6
1.15	Vodalian Mage	7
1.16	Vodalian Soldiers	7
1.17	Vodalian War Machine	8

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(C1/C1/C1)
Type = Instant
Cost = U
Artist = Anson Maddocks / Amy Weber / Drew Tucker
Print run = FE(2,231,500 each)

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.

Flavor Text: "May Svyelun and her tides favor you."
---Traditional Merfolk blessing

Flavor Text: "By the time their enemies noticed the sea's changing mood, the Vodalian's had often shifted formation and were ready to attack."
---Sarpadian Empires, vol. V

Flavor Text: "When the very tides turn against you, it's time to consider retirement."
---General Khurzog

Rulings

1.4 Homarid

Homarid

Color = Blue
Rarity = FE(C1/C1/C1/C1)
Type = Summon Homarid (2/2)
Cost = 2U
Artist = Bryon Wackwitz / Heather Hudson / Mark Tedin / Quinton Hoover
Print run = FE(2,231,500 each)

NOTE: There are FOUR different artworks for this card.

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

Flavor Text: "The ground grew swampy; hooves and claws sank into the marshy earth. Snarls of rage and bleats of despair echoed through the trees as the waters grew higher and higher."
---Kyliki of Havenwood, 'Havenwood Remembered'

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 (C1/C1/C1)
Type = Summon Homarid (3/3)
Cost = 4U
Artist = Daniel Gelon / Douglas Shuler / Randy Asplund-Faith
Print run = FE(2,231,500 each)

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 (C1/C1/C1/C1)
Type = Enchant Creature
Cost = 2UU
Artist = Drew Tucker / Heather Hudson / Margaret Organ-Kean / Pete Venters
Print run = FE(2,231,500 each)

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.

Flavor Text: "Dwelling in icy mountain streams near their Goblin and Orcish foes, the River Merfolk were known for their stoicism."
---Sarpadian Empires, vol. V

NO RULINGS

1.10 Seasinger

Seasinger

Color = Blue
Rarity = FE(U3)
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.

Flavor Text: "Early Vodalian worshipped Svyelun, goddess of the Pearl Moon. Later she became a more abstract figure."
---Sarpadian Empires, vol. V

Rulings

1.12 Tidal Flats

Tidal Flats

Color = Blue
Rarity = FE(C1/C1/C1)
Type = Enchantment
Cost = U
Artist = Rob Alexander / Rob Alexander / Sandra Everingham
Print run = FE(2,231,500 each)

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

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.

Flavor Text: Fear the Knight leaping from the water into the air, weapon ready.

Rulings

1.15 Vodalian Mage

Vodalian Mage

Color = Blue
 Rarity = FE(C1/C1/C1)
 Type = Summon Merfolk (1/1)
 Cost = 2U
 Artist = Mark Poole / Quinton Hoover / Susan van Camp
 Print run = FE(2,231,500 each)

NOTE: There are THREE different artworks for this card.

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

Flavor Text: "Come back, cowards! Everyone knows Merfolk can't wield magic!"
 ---Pashadar Dirf, Goblin Flotilla Commander, last words

Flavor Text: Vodalian Mages were invaluable in magical combat. Unfortunately, the Homarids raided with strength, numbers, and very little magic.

Flavor Text: "Vodalian Mages are remarkable. Their merchants bring them arcane lore and devices from across the seas."
 ---Lydia Wynforth, Mayor of Trokair

NO RULINGS

1.16 Vodalian Soldiers

Vodalian Soldiers

Color = Blue
 Rarity = FE(C1/C1/C1/C1)
 Type = Summon Merfolk (1/2)
 Cost = 1U
 Artist = Jeff A. Menges / Melissa Benson / Richard Kane Ferguson / Susan van ←
 Camp
 Print run = FE(2,231,500 each)

NOTE: There are FOUR different artworks for this card.

Flavor Text: "You think you know everything there is to know about battle? You know Orc droppings! Underwater combat is three dimensional. Those thrice-damned Vodalian don't attack in ranks; they attack in schools."
 ---Ivra Jursdotter

Flavor Text: "Vodalian Soldiers had some unique advantages. Often they would ride into battle on war machines rumored to have come from the far northern oceans."
 ---Sarpadian Empires, vol. V

Flavor Text: "Stalwart Soldiers, you stand against the Homarids for Vodalia and for honor. Your homeland cries out for protection, and the moment has come. Now let your valor shine, and sound the cry to battle. Victory to Vodalia!"
 ---Marshall Volnikov

Flavor Text: "The cooling climate introduced a new threat to Vodalia: the Homarids. Once a minor nuisance, they thrived in the changing environment. Their ceaseless attacks strained Vodalia's defenses to their limit, eventually overwhelming the empire."
 ---Sarpadian Empires, vol. V

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