

FE_RED

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COLLABORATORS

	<i>TITLE :</i> FE_RED		
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Chapter 1

FE_RED

1.1 Fallen Empires - Red Cards

Fallen Empires - Red Cards

Brassclaw Orcs

Dwarven Armorer

Dwarven Catapult

Dwarven Lieutenant

Dwarven Soldier

Goblin Chirurgeon

Goblin Flotilla

Goblin Grenade

Goblin Kites

Goblin War Drums

Goblin Warrens

Orcish Captain

Orcish Spy

Orcish Veteran

Orgg

Raiding Party

1.2 Brassclaw Orcs

Brassclaw Orcs

Color = Red
Rarity = FE(C1/C1/C1/C1)
Type = Summon Orcs (3/2)
Cost = 2R
Artist = Dan Frazier / Heather Hudson / Rob Alexander / Rob Alexander
Print run = FE(2,231,500 each)

NOTE: There are FOUR different artworks for this card.

Text(FE): Cannot be assigned to block any creature of power greater than 1.

Flavor Text: "Brassclaws were typical Orcs - quick to laud their own prowess in battle, quick to jeer at their opponents, and quicker still to run away when things started to look slightly dangerous."
---Sarpadian Empires, vol. IV

Flavor Text: "The large brass claws worn by some Sarpadian Orc tribes were among the least feared weapons ever known."
---Sarpadian Empires, vol. IV

Flavor Text: "A whole skin is worth a thousand victories."
---Orcish Veteran of the Battle of Montford

Flavor Text: "The Brassclaws delighted in lightning raids on Icatian and Dwarven towns; an unprepared enemy is easier to defeat."
---Sarpadian Empires, vol. IV

NO RULINGS

1.3 Dwarven Armorer

Dwarven Armorer

Color = Red
Rarity = FE(U1)
Type = Summon Dwarf (0/2)
Cost = R
Artist = Bryon Wackwitz
Print run = FE(744,000)

Text(FE): <RT>: Discard a card from your hand to put either a +0/+1 or a +1/+0 counter on a target creature.

Flavor Text: "The few remaining pieces from this period suggest the Dwarves eventually made weapons and armor out of everything, even children's toys."
---Sarpadian Empires, vol. IV

Rulings

1.4 Dwarven Catapult

Dwarven Catapult

Color = Red
Rarity = FE(U3)
Type = Instant
Cost = XR
Artist = Jeff A. Menges
Print run = FE(2,231,500)

Text(FE): Dwarven Catapult does X damage, divided evenly among all of opponent's creatures (round down).

Flavor Text: "Often greatly outnumbered in battle, Dwarves relied on catapults as one means of damaging a large army."
---Sarpadian Empires, vol. IV

Rulings

1.5 Dwarven Lieutenant

Dwarven Lieutenant

Color = Red
Rarity = FE(U3)
Type = Summon Dwarf (1/2)
Cost = RR
Artist = Douglas Shuler
Print run = FE(2,231,500)

Text(FE): <1R>: Target Dwarf gets +1/+0 until end of turn.

Flavor Text: "Dwarven officers were tireless in battle, moving up and down the lines to rally their troops and boost morale."
---Sarpadian Empires, vol. IV

NO RULINGS

1.6 Dwarven Soldier

Dwarven Soldier

Color = Red
Rarity = FE(C1/C1/C1)
Type = Summon Dwarf (2/1)
Cost = 1R
Artist = Douglas Shuler / Rob Alexander / Randy Asplund-Faith
Print run = FE(2,231,500 each)

NOTE: There are THREE different artworks for this card.

Text(FE): If Dwarven Soldier blocks or is blocked by Orcs, it gets +0/+2 until end of turn.

Flavor Text: "Although the Dwarves staunchly defended their walled city-states against the Orcs, their civilization was the first to fall, and its name was sadly lost."
--- Sarpadian Empires, vol. I

Flavor Text: "Let no one say we did not fight until the last..."
---Headstone fragment from a mass grave found in the Crimson Peaks

Flavor Text: There is a legend among present-day Dwarves that the Dwarves of Sarpadia will one day return to defend Dwarvenkind against a deadly peril.

Rulings

1.7 Goblin Chirurgeon

Goblin Chirurgeon

Color = Red
Rarity = FE(C1/C1/C1)
Type = Summon Goblin (0/2)
Cost = R
Artist = Dan Frazier / Daniel Gelon / Phil Foglio
Print run = FE(2,231,500 each)

NOTE: There are THREE different artworks for this card.

Text(FE): <0>: Sacrifice a Goblin to regenerate a target creature.

Flavor Text: "Perhaps Goblins are good for something after all."
---Attributed to General Khurzog

Flavor Text: The Chirurgeons patched up their fallen comrades with a gruesome mix of twisted limbs and mangled flesh.

Flavor Text: "I asked one of my aides how they do it, but all he'd say was, 'Trust me, Mayor, you don't want to know.'"
---Lydia Wynforth, Mayor of Trokair

Rulings

1.8 Goblin Flotilla

Goblin Flotilla

Color = Red
Rarity = FE(U1)
Type = Summon Goblins (2/2)

Cost = 2R
Artist = Tom Wannerstrand
Print run = FE(744,000)

Text (FE): Islandwalk
At the beginning of the attack, pay <R> or any creatures blocking or blocked by Goblin Flotilla gain first strike until end of turn.

Flavor Text: Exceptionally poor sailors, Goblins usually arrived at their destination retching and in no condition to fight.

Rulings

1.9 Goblin Grenade

Goblin Grenade

Color = Red
Rarity = FE(C1/C1/C1)
Type = Sorcery
Cost = R
Artist = Christopher Rush / Dan Frazier / Ron Spencer
Print run = FE(2,231,500 each)

NOTE: There are THREE different artworks for this card.

Text (FE): Sacrifice a Goblin to have Goblin Grenade deal 5 damage to one target.

Flavor Text: "Without their massive numbers, the Goblins could never have launched such a successful offensive."
---Sarpadian Empires, vol. VI

Flavor Text: "I don't suppose we could teach them to throw the cursed things?"
---Ivra Jursdotter

Flavor Text: "According to accepted theory, the Grenade held some kind of flammable mixture and was carried to its target by a hapless Goblin."
---Sarpadian Empires, vol. IV

Rulings

1.10 Goblin Kites

Goblin Kites

Color = Red
Rarity = FE(U3)
Type = Enchantment

Cost = 1R
 Artist = Anson Maddocks
 Print run = FE(2,231,500)

Text (FE): <R>: A target creature you control, which cannot have a toughness greater than 2, gains flying until end of turn. Other effects may later be used to increase the creature's toughness. At end of turn, flip a coin; opponent calls heads or tails while coin is in the air. If the flip ends up in opponent's favor, bury that creature.

Rulings

1.11 Goblin War Drums

Goblin War Drums

Color = Red
 Rarity = FE(C1/C1/C1/C1)
 Type = Enchantment
 Cost = 2R
 Artist = Dan Frazier / Heather Hudson / Jeff A. Menges / Richard Kane Ferguson
 Print run = FE(2,231,500 each)

NOTE: There are FOUR different artworks for this card.

Text (FE): Each attacking creature you control that opponent chooses to block may not be blocked with fewer than two creatures.

Flavor Text: "The Goblins' dreaded War Drums struck terror into the hearts of even their bravest foes."
 ---Sarpadian Empires, vol. IV

Flavor Text: The War Drums enabled Goblin and Orcish armies to crush the sparsely defended Dwarven cities.

Flavor Text: When creating a new War Drum, Goblin designers sought out the highest quality skulls. Serra Angel skulls were most highly prized, although most acknowledged that the skull of the exotic Sea Serpent made for a richer tone.

Flavor Text: "Defending the outer trenches, we strained our eyes in the darkness. All we could hear was the Drums' terrible pounding. Dobbs, on my right, broke first. Soon we were all heading for the walls."
 ---Corporal Peter Douglas, courtmartial testimony

Rulings

1.12 Goblin Warrens

Goblin Warrens

Color = Red
Rarity = FE(U1)
Type = Enchantment
Cost = 2R
Artist = Dan Frazier
Print run = FE(744,000)

Text(FE): <2R>: Sacrifice two Goblins to put three Goblin tokens into play. Treat these tokens as 1/1 red creatures.

Flavor Text: "Goblins bred underground, their numbers hidden from the enemy until it was too late."
---Sarpadian Empires, vol. IV

Rulings

1.13 Orcish Captain

Orcish Captain

Color = Red
Rarity = FE(U3)
Type = Summon Orc (1/1)
Cost = R
Artist = Mark Tedin
Print run = FE(2,231,500)

Text(FE): <1>: Choose a target Orc. Flip a coin; opponent calls heads or tails while coin is in the air. If the flip ends up in your favor, that Orc gets +2/+0 until end of turn. Otherwise, that Orc gets -0/-2 until end of turn.

Flavor Text: There's a chance to win every battle.

Rulings

1.14 Orcish Spy

Orcish Spy

Color = Red
Rarity = FE(C1/C1/C1)
Type = Summon Orc (1/1)
Cost = R
Artist = Daniel Gelon / Pete Venters / Susan van Camp
Print run = FE(2,231,500 each)

NOTE: There are THREE different artworks for this card.

Text (FE): <T>: Look at the top three cards of target player's library and return them in the same order.

Flavor Text: "Orcish armies often employed the smaller, swifter, and less intelligent Goblins as spies."
---Sarpadian Empires, vol. I

Flavor Text: "You idiot! Never let the spies mingle with the Orcish regulars after completing a mission. Now we'll never get them to fight!"
---General Khurzog

Flavor Text: "Yeah, they're ugly, they desert in droves, and their personal habits are enough to make you sick. But I'll say this for Orcs: they make great spies."
---Ivra Jursdotter

NO RULINGS

1.15 Orcish Veteran

Orcish Veteran

Color = Red
Rarity = FE(C1/C1/C1/C1)
Type = Summon Orc (2/2)
Cost = 2R
Artist = Dan Frazier / Douglas Shuler / Melissa Benson / Quinton Hoover
Print run = FE(2,231,500 each)

NOTE: There are FOUR different artworks for this card.

Text (FE): Cannot be assigned to block any white creature of power greater than 1.
<R>: First strike until end of turn.

Flavor Text: "Orcs often greeted promotions to Icatian battle with anguished wails and pleas for mercy."
---Sarpadian Empires, vol. VI

Flavor Text: Orcs are not exactly known for their valor - although most Orcs have seen countless battles, only a handful have actually fought in them.

Flavor Text: Although models of courage for Orcs, the Veterans quickly learned to fear the swift justice of their Icatian enemies.

Flavor Text: Unsuccessful in their early battle for Montford, the Orcs quickly tempered their bloodlust with cowardice.

NO RULINGS

1.16 Orgg

Orgg

Color = Red
Rarity = FE(U1)
Type = Summon Orgg (6/6)
Cost = 3RR
Artist = Daniel Gelon
Print run = FE(744,000)

Text (FE): Trample

Orgg may not attack if opponent controls an untapped creature of power greater than 2. Orgg cannot be assigned to block any creature of power greater than 2.

Flavor Text: It's bigger than it thinks.

Rulings

1.17 Raiding Party

Raiding Party

Color = Red
Rarity = FE(U3)
Type = Enchantment
Cost = 2R
Artist = Quinton Hoover
Print run = FE(2,231,500)

Text (FE): Raiding Party may not be the target of white spells or effects.
<0>: Sacrifice an Orc to destroy all plains. A player may tap a white creature to prevent up to two plains from being destroyed. Any number of creatures may be tapped in this manner.

Rulings
