

FE_WHITE

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COLLABORATORS

	<i>TITLE :</i> FE_WHITE		
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Contents

1	FE_WHITE	1
1.1	Fallen Empires - White Cards	1
1.2	Combat Medic	2
1.3	Farrel's Mantle	2
1.4	Farrel's Zealot	3
1.5	Farrelite Priest	3
1.6	Hand of Justice	3
1.7	Heroism	4
1.8	Icatian Infantry	4
1.9	Icatian Javelineers	5
1.10	Icatian Lieutenant	5
1.11	Icatian Moneychanger	6
1.12	Icatian Phalanx	6
1.13	Icatian Priest	6
1.14	Icatian Scout	7
1.15	Icatian Skirmishers	8
1.16	Icatian Town	8
1.17	Order of Leitbur	8

Chapter 1

FE_WHITE

1.1 Fallen Empires - White Cards

Fallen Empires - White Cards

Combat Medic

Farrel's Mantle

Farrel's Zealot

Farrelite Priest

Hand of Justice

Heroism

Icatian Infantry

Icatian Javelineers

Icatian Lieutenant

Icatian Moneychanger

Icatian Phalanx

Icatian Priest

Icatian Scout

Icatian Skirmishers

Icatian Town

Order of Leitbur

1.2 Combat Medic

Combat Medic

Color = White
Rarity = FE(C1/C1/C1/C1)
Type = Summon Soldier (0/2)
Cost = 2W
Artist = Anson Maddocks / Edward Beard Jr. / Liz Danforth / Susan van Camp
Print run = FE(2,231,500 each)

NOTE: There are FOUR different artworks for this card.

Text (FE): <1W>: Prevent 1 damage to any player or creature.

Flavor Text: "Without Combat Medics, Icatia would probably not have withstood the forces of chaos as long as it did."
---Sarpadian Empires, vol. VI

Flavor Text: "Although Icatia's Combat Medics borrowed much of their knowledge from other societies, their skills were their own."
---Sarpadian Empires, vol. VI

Flavor Text: "Time enough to become a Medic once you're hurt too badly to fight. For now, Icatia needs your strength more than your compassion."
---Lydia Wynforth, Mayor of Trokair

Flavor Text: "We'd no sooner knock 'em back on their heels than that accursed sawbones would show up and patch 'em back together again."
---Ivra Jursdotter

NO RULINGS

1.3 Farrel's Mantle

Farrel's Mantle

Color = White
Rarity = FE(U3)
Type = Enchant Creature
Cost = 2W
Artist = Anthony Waters
Print run = FE(2,231,500)

Text (FE): If target creature attacks and is not blocked, it may deal X+2 damage to any other target creature, where X is the power of the creature Farrel's Mantle enchants. If it does so, it deals no damage to opponent this turn.

Rulings

1.4 Farrel's Zealot

Farrel's Zealot

Color = White
Rarity = FE(C1/C1/C1)
Type = Summon Townsfolk (2/2)
Cost = 1WW
Artist = Edward Beard Jr. / Melissa Benson / Richard Kane Ferguson
Print run = FE(2,231,500 each)

NOTE: There are THREE different artworks for this card.

Text(FE): If Farrel's Zealot attacks and is not blocked, you may choose to have it deal 3 damage to a target creature. If you do so, it deals no damage to opponent this turn.

Flavor Text: Farrel, a former priest, believed Icatia was far too complacent toward the Order of the Ebon Hand.

Flavor Text: After the fall of Trokair, Farrel and his followers formally broke their ties with the rest of Icatia.

Flavor Text: Farrel and his followers became a formidable band of vigilantes, battling Icatians and followers of Tourach.

Rulings

1.5 Farrelite Priest

Farrelite Priest

Color = White
Rarity = FE(U3)
Type = Summon Cleric (1/3)
Cost = 1WW
Artist = Phil Foglio
Print run = FE(2,231,500)

Text(FE): <1>: Add <W> to your mana pool. Play this ability as an interrupt. If more than <3> is spent in this way during one turn, bury Farrelite Priest at end of turn.

Flavor Text: Although their methods were often brutal, Farrel's followers believed in the preservation of justice and virtue.

Rulings

1.6 Hand of Justice

Hand of Justice

Color = White
Rarity = FE(U1)
Type = Summon Avatar (2/6)
Cost = 5W
Artist = Melissa Benson
Print run = FE(744,000)

Text(FE): <T>: Tap three target white creatures you control to destroy any target creature.

Flavor Text: "The Hand of Justice will come to cleanse the world if we are true."
---Oliver Farrel

Rulings

1.7 Heroism

Heroism

Color = White
Rarity = FE(U3)
Type = Enchantment
Cost = 2W
Artist = Mark Poole
Print run = FE(2,231,500)

Text(FE): <0>: Sacrifice a white creature to have attacking red creatures deal no damage during combat this turn. The attacking player may pay <2R> for an attacking creature to have it deal damage as normal.

Rulings

1.8 Icatian Infantry

Icatian Infantry

Color = White
Rarity = FE(C1/C1/C1/C1)
Type = Summon Soldiers (1/1)
Cost = W
Artist = Christopher Rush / Douglas Shuler / Drew Tucker / Edward Beard Jr.
Print run = FE(2,231,500 each)

NOTE: There are FOUR different artworks for this card.

Text(FE): <1>: Bands until end of turn.
<1>: First strike until end of turn.

Flavor Text: Although they had long been concerned about the Order of the Ebon Hand, the Icatians faced an even greater threat from Goblin and Orcish raiders.

Flavor Text: "Valiant Icatia was the last of the Sarpadian empires to fall. Its faithful soldiers defended their cities to the very end."
---Sarpadian Empires, vol. VI

Flavor Text: "Never Surrender"
---Motto carved into a fragment of an Icatian wall

Flavor Text: The Icatian army easily repelled early surprise attacks by the Orcs on border towns like Montford.

NO RULINGS

1.9 Icatian Javelineers

Icatian Javelineers

Color = White
Rarity = FE(C1/C1/C1)
Type = Summon Soldiers (1/1)
Cost = W
Artist = Edward Beard Jr. / Melissa Benson / Scott Kirschner
Print run = FE(2,231,500 each)

NOTE: There are THREE different artworks for this card.

Text (FE): When Icatian Javelineers is brought into play, put a javelin counter on it.
<T>: Remove the javelin counter to have Icatian Javelineers deal 1 damage to any target.

NO RULINGS

1.10 Icatian Lieutenant

Icatian Lieutenant

Color = White
Rarity = FE(U1)
Type = Summon Soldier (1/2)
Cost = WW
Artist = Pete Venters
Print run = FE(744,000)

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

Flavor Text: To become an officer, an Icatian Soldier had to pass a

series of tests. These evaluated not only fighting and leadership skills, but also integrity, honor, and moral strength.

NO RULINGS

1.11 Icatian Moneychanger

Icatian Moneychanger

Color = White
Rarity = FE (C1/C1/C1)
Type = Summon Townsfolk (0/2)
Cost = W
Artist = Drew Tucker / Edward Beard Jr. / Melissa Benson
Print run = FE(2,231,500 each)

NOTE: There are THREE different artworks for this card.

Text (FE): Moneychanger deals 3 damage to you when summoned; put three credit counters on Moneychanger at that time. During your upkeep, put one credit counter on Moneychanger. <0>: Sacrifice Moneychanger to gain 1 life for each credit counter on it. Use this ability only during your upkeep.

Rulings

1.12 Icatian Phalanx

Icatian Phalanx

Color = White
Rarity = FE (U3)
Type = Summon Soldiers (2/4)
Cost = 4W
Artist = Kaja Foglio
Print run = FE(2,231,500)

Text (FE): Bands.

Flavor Text: Even after the wall was breached in half a dozen places, the Phalanxes fought on, standing solidly against the onrushing raiders. Disciplined and dedicated, they held their ranks to the end, even in the face of tremendous losses.

NO RULINGS

1.13 Icatian Priest

Icatian Priest

Color = White
Rarity = FE(U3)
Type = Summon Cleric (1/1)
Cost = W
Artist = Drew Tucker
Print run = FE(2,231,500)

Text (FE): <1WW>: Target creature gets +1/+1 until end of turn.

Flavor Text: "May you be strong and valiant, to defeat
the enemies of the pure."
---'Leitbur's Praye'

NO RULINGS

1.14 Icatian Scout

Icatian Scout

Color = White
Rarity = FE(C1/C1/C1/C1)
Type = Summon Soldier (1/1)
Cost = W
Artist = Douglas Shuler / Phil Foglio / Rob Alexander / Richard Kane Ferguson
Print run = FE(2,231,500 each)

NOTE: There are FOUR different artworks for this card.

Text (FE): <1T>: Target creature gains first strike until end of turn.

Flavor Text: "Let it be known that Ailis Connaut acted with honor and
bravery in the defense of the town of Montford, risking
her life to scout the enemy's position..."
---Proclamation granting knighthood

Flavor Text: "Scouting is the art of balancing the need to
go undiscovered with the need to get all the
information you can. It's only by Leitbur's
good grace that I'm still alive today."
---Ailis Connaut, Diary

Flavor Text: "Of course I'm not a spy!
The enemy has spies.
I am a Scout."
---Ailis Connaut

Flavor Text: "Because the Orc hordes attacked along the entire
border, Scouts were essential to Icatia's defense."
---Sarpadian Empires, vol. VI

NO RULINGS

1.15 Icatian Skirmishers

Icatian Skirmishers

Color = White
Rarity = FE(U1)
Type = Summon Soldiers (1/1)
Cost = 3W
Artist = Heather Hudson
Print run = FE(744,000)

Text (FE): Bands, first strike
All creatures that band with Skirmishers to attack gain first strike until end of turn.

Flavor Text: Skirmishers engaged raiders before they could reach the towns. Although these units typically suffered huge losses, they never lacked volunteers.

NO RULINGS

1.16 Icatian Town

Icatian Town

Color = White
Rarity = FE(U1)
Type = Sorcery
Cost = 5W
Artist = Tom Wannerstrand
Print run = FE(744,000)

Text (FE): Put 4 Citizen tokens into play. Treat these tokens as 1/1 white creatures.

Flavor Text: Icatia's once peaceful towns faced increasing attacks from Orcs and Goblins as the climate cooled. By the time the empire fell, they were little more than armed camps.

Rulings

1.17 Order of Leitbur

Order of Leitbur

Color = White
Rarity = FE(C1/C1/C1)
Type = Summon Clerics (2/1)
Cost = WW
Artist = Bryon Wackwitz / Bryon Wackwitz / Randy Asplund-Faith
Print run = FE(2,231,500 each)

NOTE: There are THREE different artworks for this card.

Text (FE): Protection from black

<WW>: +1/+0 until end of turn.

<W>: First strike until end of turn.

Flavor Text: Followers of Tourach regarded all other religions equally: with open contempt. Not so the followers of Leitbur, who made it their mission to eradicate the Order of the Ebon Hand.

Flavor Text: "The powers of the corrupt will fade before the fury of the pure."

---Bethan Leitbur, 'The Way'

Flavor Text: "Trained to battle the followers of Tourach, the Order of Leitbur was not as successful in later conflicts with Orcish and Goblin raiders."

---Sarpadian Empires, vol. I

NO RULINGS
