

FE_BLACK

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COLLABORATORS

	<i>TITLE :</i> FE_BLACK		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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Contents

1	FE_BLACK	1
1.1	Fallen Empires - Black Cards	1
1.2	Armor Thrull	2
1.3	Basal Thrull	2
1.4	Breeding Pit	3
1.5	Derelor	3
1.6	Ebon Praetor	4
1.7	Hymn to Tourach	4
1.8	Initiates of the Ebon Hand	5
1.9	Mindstab Thrull	5
1.10	Necrite	6
1.11	Order of the Ebon Hand	6
1.12	Soul Exchange	7
1.13	Thrull Champion	7
1.14	Thrull Retainer	8
1.15	Thrull Wizard	8
1.16	Tourach's Chant	9
1.17	Tourach's Gate	9

Chapter 1

FE_BLACK

1.1 Fallen Empires - Black Cards

Fallen Empires - Black Cards

Armor Thrull

Basal Thrull

Breeding Pit

Derelor

Ebon Praetor

Hymn to Tourach

Initiates of the Ebon Hand

Mindstab Thrull

Necrite

Order of the Ebon Hand

Soul Exchange

Thrull Champion

Thrull Retainer

Thrull Wizard

Tourach's Chant

Tourach's Gate

1.2 Armor Thrull

Armor Thrull

Color = Black
Rarity = FE(C1/C1/C1/C1)
Type = Summon Thrull (1/3)
Cost = 2B
Artist = Jeff A. Menges / Pete Venters / Ron Spencer / Scott Kirschner

NOTE: There are FOUR different artworks for this card.

Text(FE): <T>: Sacrifice Armor Thrull to put a +1/+2 counter on a target creature.

Flavor Text: "Except for a bare spot at the base of their skulls, Armor Thrulls bear interlocking plates and spikes with the strength of steel. Their design is almost artistic."
---Endrek Sahr, 'Thrulls'

Flavor Text: "The worst thing about being a mercenary for the Ebon Hand is having to wear a dead Thrull."
---Ivra Jursdotter

Flavor Text: "They gave their lives to strengthen the Order's armies, until they declined this honor in favor of joining the Thrull Rebellion."
---Jherana Rure, Counter-Insurgency Commander

Flavor Text: Occasionally, an ally balked at wearing a dead Thrull as armor. The priests' whips, however, were usually enough to encourage a more practical outlook.

NO RULINGS

1.3 Basal Thrull

Basal Thrull

Color = Black
Rarity = FE(C1/C1/C1/C1)
Type = Summon Thrull (1/2)
Cost = BB
Artist = Christopher Rush / Kaja Foglio / Phil Foglio / Richard Kane Ferguson

NOTE: There are FOUR different artworks for this card.

Text(FE): <T>: Sacrifice Basal Thrull to add <BB> to your mana pool.
Play this ability as an interrupt.

Flavor Text: "Above all, a well crafted Thrull should be hideous - blasted of countenance and twisted of limb - to inspire fear and revulsion."
---Endrek Sahr, Master Breeder

Flavor Text: Initially bred for sacrifice, the Thrulls eventually turned on their masters, the Order of the Ebon Hand, with gruesome results.

---Sarpadian Empires, vol. II

Flavor Text: "Although my later designs were much more sophisticated, Basal Thrulls were no less a success."

---Endrek Sahr, 'Thrulls'

Flavor Text: "To create the first Thrulls, I only introduced alchemic elements into the Order's necromancy; Tourach's principles remained unchanged."

---Endrek Sahr, Master Breeder

Rulings

1.4 Breeding Pit

Breeding Pit

Color = Black

Rarity = FE(U3) / 5E(U)

Type = Enchantment

Cost = 3B

Artist = Anson Maddocks (FE) / Adrian Smith (5E)

Text (5E): During your upkeep, pay <BB> or bury Breeding Pit. At the end of your turn, put a Thrull token into play. Treat this token as a 0/1 black creature.

Text (FE): During your upkeep, pay <BB> or bury Breeding Pit. At the end of your turn, put a Thrull token into play. Treat this token as a 0/1 black creature.

Flavor Text: The Thrulls bred at a terrifying pace. In the end, they overwhelmed the Order of the Ebon Hand.

Rulings

1.5 Derelor

Derelor

Color = Black

Rarity = FE(U1) / 5E(R)

Type = Summon Thrull (4/4)

Cost = 3B

Artist = Anson Maddocks

Text (5E): Your black spells cost an additional to play.

Text (FE): Your black spells cost an additional to cast.

Flavor Text: "Strength it has, but at the cost of a continuous supply of energy. Such failure can bear only one result."
---From the execution order for Endrek Sahr, Master Breeder

NO RULINGS

1.6 Ebon Praetor

Ebon Praetor

Color = Black
Rarity = FE(U1)
Type = Summon Avatar (5/5)
Cost = 4BB
Artist = Randy Asplund-Faith

Text (FE): Trample, first strike
During your upkeep, put a -2/-2 counter on Ebon Praetor. You may sacrifice a creature during your upkeep to remove a -2/-2 counter from Ebon Praetor. If the creature sacrificed was a Thrull, also put a +1/+0 counter on Ebon Praetor. Only one creature may be sacrificed in this manner each turn.

Rulings

1.7 Hymn to Tourach

Hymn to Tourach

Color = Black
Rarity = FE(C1/C1/C1/C1)
Type = Sorcery
Cost = BB
Artist = Liz Danforth / Quinton Hoover / Scott Kirschner / Susan van Camp

NOTE: There are FOUR different artworks for this card.

Text (FE): Target player discards two cards at random from his or her hand. If target player does not have enough cards, his or her entire hand is discarded.

Flavor Text: "Tourach's power was such that his followers deified him after his death."
---Sarpadian Empires, vol. II

Flavor Text: Knowing the Hymn's power, the followers of Leitbur carefully guarded their pillaged transcriptions.

Flavor Text: Members of the Order often played the Hymn on instruments made from their victims' bones.

Flavor Text: "The eerie, wailing Hymn caused insanity even in hardened warriors."
---Sarpadian Empires, vol. II

Rulings

1.8 Initiates of the Ebon Hand

Initiates of the Ebon Hand

Color = Black
Rarity = FE(C1/C1/C1) / 5E(C)
Type = Summon Clerics (1/1)
Cost = B
Artist = Heather Hudson (FE/5E) / Kaja Foglio (FE) / Liz Danforth (FE)

NOTE: There are THREE different artworks for this card.

Text (5E): <1>: Add to your mana pool. If <4> or more is spent in this way during one turn, bury Initiates of the Ebon Hand at end of turn. Play this ability as a mana source.

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

Flavor Text: "We are no longer Nature's children, but her masters..."
---Oath of the Ebon Hand

Flavor Text: "Many Initiates sacrificed a hand to become full members of the Order."
---Sarpadian Empires, vol. II

Flavor Text: Ebon leaders soon realized that non-human races often had special talents that could be exploited.

Rulings

1.9 Mindstab Thrull

Mindstab Thrull

Color = Black
Rarity = FE(C1/C1/C1) / 5E(C)
Type = Summon Thrull (2/2)
Cost = 1BB
Artist = Heather Hudson (FE) / Richard Kane Ferguson (FE)
Mark Tedin (FE/5E)

NOTE: There are THREE different artworks for this card.

Text (5E): Sacrifice Mindstab Thrull: Defending player chooses and discards three cards. Use this ability only if Mindstab Thrull is attacking and unblocked.

Text (FE): If Mindstab Thrull attacks and is not blocked, you may sacrifice it to force the player it attacked to discard three cards. If you do so, it deals no damage during combat this turn. If that player does not have enough cards, his or her entire hand is discarded.

Rulings

1.10 Necrite

Necrite

Color = Black
Rarity = FE (C1/C1/C1) / 5E (C)
Type = Summon Thrull (2/2)
Cost = 1BB
Artist = Christopher Rush (FE) / Drew Tucker (FE)
Ron Spencer (FE/5E)

NOTE: There are THREE different artworks for this card.

Text (5E): Sacrifice Necrite: Bury target creature defending player controls. Use this ability only if Necrite is attacking and unblocked.

Text (FE): If Necrite attacks and is not blocked, you may sacrifice it to bury a target creature controlled by the player Necrite attacked this turn. If you do so, Necrite deals no damage during combat this turn.

Flavor Text: "Ever see a wall drop dead of fright, kid?
It ain't pretty."
---Cpl. Dobbs

Flavor Text: Was it the sight, smell, or aura of the Necrite that killed so effectively?

Flavor Text: Necrites killed Jherana Rure, ending the counter-insurgency.

Rulings

1.11 Order of the Ebon Hand

Order of the Ebon Hand

Color = Black

Rarity = FE(C1/C1/C1)
 Type = Summon Clerics (2/1)
 Cost = BB
 Artist = Christopher Rush / Melissa Benson / Ron Spencer

NOTE: There are THREE different artworks for this card.

Text (FE): Protection from white
 <BB>: +1/+0 until end of turn.
 : First strike until end of turn.

Flavor Text: "There are intriguing similarities between the Order and Icatia's Leitbur religion, suggesting the two had a common origin."
 ---Sarpadian Empires, vol. VI

Flavor Text: A true follower of Tourach took pride in achievement to the exclusion of other concerns.

Flavor Text: Dedicated to the principles of Tourach, members of the Order of the Ebon Hand demonstrated their devotion with grisly rituals.

NO RULINGS

1.12 Soul Exchange

Soul Exchange

Color = Black
 Rarity = FE(U3)
 Type = Sorcery
 Cost = BB
 Artist = Anthony Waters

Text (FE): Sacrifice a creature, but remove it from the game instead of putting it in your graveyard. Take a creature from your graveyard and put it directly into play as though it were just summoned. Put a +2/+2 counter on this creature if the creature sacrificed was a Thrull.

Rulings

1.13 Thrull Champion

Thrull Champion

Color = Black
 Rarity = FE(U1)
 Type = Summon Thrull (2/2)
 Cost = 4B
 Artist = Daniel Gelon

Text (FE): All Thrulls get +1/+1.
<T>: Take control of a target Thrull.
You lose control of target Thrull if Thrull Champion leaves play or you lose control of Thrull Champion.

Flavor Text: "Those idiots should never have bred Thrulls for combat!"
---Jherana Rure

Rulings

1.14 Thrull Retainer

Thrull Retainer

Color = Black
Rarity = FE(U3) / 5E(U)
Type = Enchant Creature
Cost = B
Artist = Ron Spencer

Text (5E): Enchanted creature gets +1/+1.
Sacrifice Thrull Retainer: Regenerate enchanted creature.

Text (FE): Target creature gets +1/+1.
Sacrifice Thrull Retainer to regenerate the creature it enchants.

Flavor Text: "Until the Rebellion, Thrulls served their masters faithfully - even at the cost of their own lives."
---Sarpadian Empires, vol. II

NO RULINGS

1.15 Thrull Wizard

Thrull Wizard

Color = Black
Rarity = FE(U3)
Type = Summon Thrull (1/1)
Cost = 2B
Artist = Anson Maddocks

Text (FE): <1B>: Counters a target black spell if caster of target spell does not pay an additional or 3. Play this ability as an interrupt.

Flavor Text: "In crafting intelligent Thrulls to assist in sacrifices, Sahr inadvertantly set the stage for the Thrull Rebellion."
---Sarpadian Empires, vol. II

Rulings

1.16 Tourach's Chant

Tourach's Chant

Color = Black
Rarity = FE(U3)
Type = Enchantment
Cost = 1BB
Artist = Richard Kane Ferguson

Text (FE): During your upkeep, pay or bury Tourach's Chant. Whenever a player puts a forest into play, Tourach's Chant deals 3 damage to him or her unless that player puts a -1/-1 counter on a target creature he or she controls.

Rulings

1.17 Tourach's Gate

Tourach's Gate

Color = Black
Rarity = FE(U1)
Type = Enchant Land
Cost = 1BB
Artist = Sandra Everingham

Text (FE): Can only be played on a target land you control. Sacrifice a Thrull to put 3 time counters in Tourach's Gate. During your upkeep, remove a time counter from Tourach's Gate. If there are no counters on Tourach's Gate, bury it.
<0>: Tap land Tourach's Gate enchants. All attacking creatures you control get +2/-1 until end of turn.

Rulings
