FE_GREEN

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          Fallen Empires - Green Cards


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```

1.2 Elven Fortress

Elven Fortress

```
Color  = Green
Rarity = FE(C1/C1/C1/C1)
Type   = Enchantment
Cost   = G
Artist = Mark Poole / Pete Venters / Randy Asplund-Faith / Tom Wanerstrand
```

NOTE: There are FOUR different artworks for this card.

Text(FE): <1G>: Target blocking creature gets +0/+1 until end of turn.

Flavor Text: "Thallids are not ordinary enemies of flesh and bone and
             reason. They attack with no thought for our strength or
             of their own losses. I fear our Fortresses shall be
             overwhelmed."
             ---Kyliki of Havenwood

Flavor Text: Many Elven Fortresses weren't built by masons and
             carpenters, but created from the living forest itself.

Flavor Text: "The size of the obvious Fortress walls often misled
             foes. Actually, the Elves enchanted the forest itself
             to provide the first line of defense with tangling
             vines and stinging thorns."
             ---Sarpadian Empires, vol. III

Flavor Text: "Burn it down, you say? Now there's a stupid idea. What
             do you suppose will become of those overhanging branches,
             hmm? And then what do you suppose will become of us?"
             --- Ivra Jursdotter

 NO RULINGS

1.3 Elvish Farmer

Elvish Farmer

```
Color  = Green
Rarity = FE(U1)
Type   = Summon Elf (0/2)
Cost   = 1G
Artist = Richard Kane Ferguson
```

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(C1/C1/C1)
Type   = Summon Elf (1/1)
Cost   = 1G
Artist = Anson Maddocks / Mark Poole / Susan van Camp

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.

Flavor Text: "As the climate cooled, many Elves turned to Thallid
              farming for food, while the Hunters honed their skills
              on what little game remained."
              ---Sarpadian Empires, vol. III

Flavor Text: "Elves often tipped their arrows with a drug that caused
              a deep but harmless sleep."
              ---Sarpadian Empires, vol. III

Flavor Text: The Elves never had a standing army; when battle came,
             they pressed Hunters, Scouts, and Farmers into a
             surprisingly effective militia.

 NO RULINGS
```

1.5   Elvish Scout

```
Elvish Scout

Color  = Green
Rarity = FE(C1/C1/C1)
Type   = Summon Elf (1/1)
Cost   = G
Artist = Christopher Rush / Mark Poole / Pete Venters

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.

Flavor Text: Although the Elves of Havenwood lived in isolated
             villages, their swift communications allowed them
             to act as a single community.

Flavor Text: Even one whose ears were closely tuned to the sounds of
             Havenwood could miss hearing a Scout move past.

Flavor Text: "Even for Elves, they were stealthy little twerps. They'd
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                        taken our measure before we'd even seen them."
                        ---Marshall Volnikov

        Rulings
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1.6   Feral Thallid

```
Feral Thallid

Color   = Green
Rarity  = FE(U3)
Type    = Summon Fungus (6/3)
Cost    = 3GGG
Artist  = Rob Alexander

Text(FE): During your upkeep, put a spore counter on Feral Thallid.
          <0>: Remove three spore counters from Feral Thallid to
          regenerate it.

Flavor Text: "Born and bred of fungus, Thallids were nearly
              impossible to kill."
              ---Sarpadian Empires, vol. I

  NO RULINGS
```

1.7   Fungal Bloom

```
Fungal Bloom

Color   = Green
Rarity  = FE(U1)
Type    = Enchantment
Cost    = GG
Artist  = Daniel Gelon

Text(FE): <GG>: Put a spore counter on a target Fungus.

Flavor Text: "Thallids could absorb energy from the forest itself. Even
              Elves were at a disadvantage in fighting them."
              ---Sarpadian Empires, vol. III

  NO RULINGS
```

1.8   Night Soil

```
Night Soil

Color   = Green
Rarity  = FE(C1/C1/C1)
Type    = Enchantment
```

```
Cost    = GG
Artist  = Drew Tucker / Heather Hudson / Sandra Everingham

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.

Flavor Text: "There were often more Thallids
              after a battle than before."
               ---Sarpadian Empires, vol. III

Flavor Text: The Elves gathered huge piles of rot to grow fungus. Out
             of imitation or forethought, the Thallids did the same.

Flavor Text: Some said killing the Thallids only encouraged them.

   Rulings
```

1.9   Spore Cloud

```
Spore Cloud

Color   = Green
Rarity  = FE(C1/C1/C1)
Type    = Instant
Cost    = 1GG
Artist  = Amy Weber / Jesper Myrfors / Susan van Camp

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

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.
```

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   NO RULINGS
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1.11   Thallid

```
Thallid

Color   = Green
Rarity  = FE(C1/C1/C1/C1)
Type    = Summon Fungus (1/1)
Cost    = G
Artist  = Daniel Gelon / Edward Beard Jr. / Jesper Myrfors / Ron Spencer

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

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

Text(FE): During your upkeep, pay <G> or bury Thelon's Chant. Whenever a
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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.

Rulings

1.14   Thelon's Curse

Thelon's Curse

Color = Green
Rarity = FE(U1)
Type   = Enchantment
Cost   = GG
Artist = Pete Venters

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

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.

Flavor Text: "The magic at the heart of all living things
              can bear awe-inspiring fruit."
              ---Kolevi of Havenwood, Elder Druid

Rulings

1.16   Thelonite Monk

Thelonite Monk

Color = Green
Rarity = FE(U1)

```
Type    = Summon Cleric (1/2)
Cost    = 2GG
Artist  = Bryon Wackwitz
```

```
Text(FE): <T>: Sacrifice a green creature to turn a target land into a
          basic forest. Mark changed land with a counter.
```

```
Flavor Text: "As the climate worsened, some Thelonites turned to
              fertilizing with fresh blood in an attempt to keep
              Havenwood alive and growing."
              ---Sarpadian Empires, vol. III
```

   Rulings

1.17 Thorn Thallid

```
Thorn Thallid
```

```
Color   = Green
Rarity  = FE(C1/C1/C1/C1)
Type    = Summon Fungus (2/2)
Cost    = 1GG
Artist  = Daniel Gelon / Heather Hudson / Jesper Myrfors / Mark Tedin
```

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NOTE: There are FOUR different artworks for this card.
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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.
```

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Flavor Text: "The danger in cultivating massive plants caught
              the Elves by surprise."
              ---Sarpadian Empires, vol. III
```

```
Flavor Text: "The cooling climate forced the Elves to experiment
              with new food sources."
              ---Sarpadian Empires, vol. I
```

```
Flavor Text: "I don't know which is worse, getting hit with those
              darts or having to watch them grow back."
              ---Orcish Soldier
```

```
Flavor Text: "Scholars still debate whether the Thallids
              were truly sentient."
              ---Sarpadian Empires, vol. III
```

  NO RULINGS