

Fallen Empires

Expansion set for Magic: The Gathering

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 Comments, questions and other issues can be directed to the author at: dangelo@crystalkeep.com

Key:

Rare cards are shown in bold text.
Uncommon cards are shown in italicized text.
 Common cards are shown in normal text.

There are 3 common cards sheets for each uncommon card sheet printed.
 The numbers next to the name indicate the relative frequency of a card within its group (common/uncommon).

Land:

Card Name	Spell Type	Ability
Bottomless Vault u1	Land	Enters play tapped. Put one counter on this card if you choose not to untap it during untap. Tap and remove any number of counters to get one Black mana per counter removed.
Dwarven Hold u1	Land	Enters play tapped. Put one counter on this card if you choose not to untap it during untap. Tap and remove any number of counters to get one Red mana per counter removed.
Hollow Trees u1	Land	Enters play tapped. Put one counter on this card if you choose not to untap it during untap. Tap and remove any number of counters to get one Green mana per counter removed.
Icatian Store u1	Land	Enters play tapped. Put one counter on this card if you choose not to untap it during untap. Tap and remove any number of counters to get one White mana per counter removed.
Rainbow Vale u1	Land	Tap to add one mana of any color to your pool, and then give control of this land to your opponent.
Sand Silos u1	Land	Enters play tapped. Put one counter on this card if you choose not to untap it during untap. Tap and remove any number of counters to get one Blue mana per counter removed.
<i>Dwarven Ruins</i> u2	Land	Enters play tapped. Tap for one Red mana -or- Tap and sacrifice this card for two Red mana.
<i>Ebon Stronghold</i> u2	Land	Enters play tapped. Tap for one Black mana -or- Tap and sacrifice this card for two Black mana.
<i>Havenwood Battleground</i> u2	Land	Enters play tapped. Tap for one Green mana -or- Tap and sacrifice this card for two Green mana.
<i>Ruins of Trokair</i> u2	Land	Enters play tapped. Tap for one White mana -or- Tap and sacrifice this card for two White mana.
<i>Svyelunite Temple</i> u2	Land	Enters play tapped. Tap for one Blue mana -or- Tap and sacrifice this card for two Blue mana.

Artifacts:

Card Name	Spell Type	Cost	Ability
Aeolipile	u1 Artifact	2	Do 2 damage to any target (Tap+1+Sacrifice this card)
Balm of Restoration	u1 Artifact	2	Gain 2 life or prevent 2 damage to any target (Tap+1+Sacrifice this card)
Conch Horn	u1 Artifact	2	Draw 2 cards then put 1 card from your hand on top of library (Tap+1+Sacrifice this card)
Delif's Cube	u1 Artifact	1	If one of your creatures attacks and is not blocked, you can put a counter on this card instead of dealing damage (Tap+2). Regenerate a creature (2+remove one counter)
Draconian Cylx	u1 Artifact	3	Regenerate a creature (Tap+2+discard a card from your hand)
Elven Lyre	u1 Artifact	2	Give a creature +2/+2 until end of turn (Tap+1+Sacrifice this card)
Implements of Sacrifice	u1 Artifact	2	Add 2 mana of any color to your pool (Tap+1+Sacrifice this card)
Ring of Renewal	u1 Artifact	5	Discard a random card from your hand and draw 2 new cards (Tap+5)
Spirit Shield	u1 Artifact	3	Give a creature +0/+2 (Tap+2). Effect lasts while this card is tapped and in play. You may choose not to untap this card as normal during untap.
Zelyon Sword	u1 Artifact	3	Give a creature +2/+0 (Tap+3). Effect lasts while this card is tapped and in play. You may choose not to untap this card as normal during untap.
<i>Delif's Cone</i>	c1 Artifact	0	If one of your creatures attacks and is not blocked, you can gain its power in life instead of dealing damage (Tap+Sacrifice this card)

Black Spells:

Card Name	Spell Type	Cost	Ability
Derelot u1	Summon Thrull	B3	4/4. Your black spells cost one additional Black mana to cast.
Ebon Praetor u1	Summon Avatar	BB4	5/5, Trample, First Strike. During upkeep either sacrifice a creature or put a -2/-2 counter on this card. If the creature sacrificed is a Thrull, put a +1/+0 counter on this card.
Thrull Champion u1	Summon Thrull	B4	2/2. Gives +1/+1 to all Thrulls. Tap to take control of a Thrull. You lose control of the Thrull if you lose control of this card or this card leaves play.
Tourach's Gate u1	Enchant Land	BB1	Tap the land to give all your attacking creatures +2/-1 until end of turn. Enters play with 3 counters. Remove a counter each upkeep. Bury this card when there are no counters on it.
<i>Breeding Pit</i> u3	Enchantment	B3	Put a Thrull 0/1 black creature token into play at the end of your turn. Pay BB during upkeep or bury this card.
<i>Soul Exchange</i> u3	Sorcery	BB	Sacrifice a creature and remove it from the game instead of putting it into the graveyard in order to bring a creature from your graveyard directly into play. Creature gets a +2/+2 counter if the one sacrificed was a Thrull.
<i>Thrull Retainer</i> u3	Enchant Creature	B	Gives creature +1/+1. Sacrifice this card to Regenerate the creature.
<i>Thrull Wizard</i> u3	Summon Thrull	B2	1/1. Counter a black spell unless opponent pays an additional Black mana or 3 colorless mana (B1)
<i>Tourach's Chant</i> u3	Enchantment	BB1	Players take 3 damage or put a -1/-1 counter on a creature they control if they put a Forest into play. Pay B during upkeep or bury this card.
Armor Thrull <i>Kirschner Menges Spencer Venters</i> c4	Summon Thrull	B2	1/3. Put a +1/+2 counter on a creature (Tap+Sacrifice this card)
Basal Thrull <i>K. Foglio P. Foglio Kane-Ferguson Rush</i> c4	Summon Thrull	BB	1/2. As an interrupt add 2 Black mana to your pool (Tap+Sacrifice this card)
Hymn to Tourach <i>Danforth Hoover Kirschner Van Camp</i> c4	Sorcery	BB	Makes opponent discard 2 cards at random from their hand.
Initiates of the Ebon Hand <i>Danforth K. Foglio Hudson</i> c3	Summon Clerics	B	1/1. As an interrupt add 1 Black mana to your pool (1). Bury this card at end of any turn in which more than 3 mana is spent in this way.
Mindstab Thrull <i>Hudson Kane-Ferguson Tedin</i> c3	Summon Thrull	BB1	2/2. If attacks and is not blocked, may sacrifice this card to make opponent discard 3 cards instead of dealing damage.
Necrite <i>Rush Spencer Tucker</i> c3	Summon Thrull	BB1	2/2. If attacks and is not blocked, may sacrifice this card to bury one of opponent's creatures instead of dealing damage.
Order of the Ebon Hand <i>Benson Rush Spencer</i> c3	Summon Clerics	BB	2/1, Protection from White. First Strike (B). +1/+0 (BB)

Blue Spells:

Card Name	Spell Type	Cost	Ability
Homarid Shaman u1	Summon Homarid	UU2	2/1. Tap a green creature (U)
River Merfolk u1	Summon Merfolk	UU	2/1. Mountainwalk (U)
Vodalian Knights u1	Summon Merfolk	UU1	2/2, First Strike. Flying (U). Can only attack if opponent controls at least one Island. Bury this card if you control no Islands.
Vodalian War Machine u1	Summon Wall	UU1	0/4. Tap a Merfolk to give this card +2/+1 until end of turn and to also allow it to attack. If this card goes to the graveyard this turn, all Merfolk used for it are also destroyed.
<i>Deep Spawn</i> u3	Summon Homarid	UUU5	6/6, Trample. May not be the target of spells or effects until end of turn, but does not untap as normal during your next untap (U+Tap this card if it is not already tapped). During upkeep put the top two cards of your library into your graveyard or destroy this card.
<i>Homarid Spawning Bed</i> u3	Enchantment	UU	Put N Camarid 1/1 blue creature tokens into play (UU1+Sacrifice a blue creature). N is the casting cost of the blue creature.
<i>Seasinger</i> u3	Summon Merfolk	UU1	0/1. Tap to take control of a creature. Can only be used if opponent controls at least one Island. Lose control of creature if you lose control of this card or this card leaves play or if this card becomes untapped. You may choose not to untap this card as normal during untap. Bury this card if you control no Islands.
<i>Svyelunite Priest</i> u3	Summon Merfolk	U1	1/1. During your upkeep make a creature unable to be targeted by spells or effects until end of turn (Tap+UU)
<i>Tidal Influence</i> u3	Enchantment	U2	Starts with one counter. During upkeep add a counter. All blue creatures get -2/-0 if exactly one counter is on it and +2/+0 if exactly three counters are on it. If it has four counters, remove them all. You may not cast this if another Tidal Influence is already in play.
High Tide <i>Maddocks</i> c3	Instant	U	All Islands produce an additional Blue mana until end of turn.
Homarid <i>Hoover</i> c4	Summon Homarid	U2	2/2. Starts with one counter. During upkeep add a counter. Gets -1/-1 if exactly one counter is on it and +1/+1 if exactly three counters are on it. If it has four counters, remove them all.
Homarid Warrior <i>Asplund-Faith</i> c3	Summon Homarid	U4	3/3. May not be the target of spells or effects until end of turn, but does not untap as normal during your next untap (U+Tap this card if it is not already tapped).
Merseine <i>Hudson</i> c4	Enchant Creature	UU2	Put 3 counters on this card. Creature's controller can pay the creature's casting cost to remove a counter. Creature does not untap as normal if there are any counters.
Tidal Flats <i>Alexander/Green Swamp</i> c3	Enchantment	U	Give First Strike until end of turn to all your creatures blocking non-Flying creatures (UU). Attacking player can pay 1 to prevent a creature from getting First Strike.
Vodalian Mage <i>Hoover</i> c3	Summon Merfolk	U2	1/1. Counter spell unless opponent pays an additional 1 mana (Tap+U)
Vodalian Soldiers <i>Benson</i> c4	Summon Merfolk	U1	1/2

Green Spells:

Card Name	Spell Type	Cost	Ability
Elvish Farmer u1	Summon Elf	G1	0/2. Put a spore counter on this card during upkeep. Remove 3 counters to put a Saproling 1/1 green creature token into play. Sacrifice a Saproling to gain 2 life.
Fungal Bloom u1	Enchantment	GG	Put a spore counter on a Fungus (GG)
Thelonite Monk u1	Summon Cleric	GG2	1/2. Change a land into a Forest (Tap+Sacrifice a green creature)
Thelon's Curse u1	Enchantment	GG	Blue creatures do not untap as normal during untap. They may be untapped once during upkeep by paying one Blue mana.
<i>Feral Thallid</i> u3	Summon Fungus	GGG3	6/3. Put a spore counter on this card during upkeep. Remove 3 counters to Regenerate this creature.
<i>Spore Flower</i> u3	Summon Fungus	GG	0/1. Put a spore counter on this card during upkeep. Remove 3 counters to make it so no creatures deal damage in combat this turn.
<i>Thallid Devourer</i> u3	Summon Fungus	GG1	2/2. +1/+2 (Sacrifice a Saproling). Put a spore counter on this card during upkeep. Remove 3 counters to put a Saproling 1/1 green creature token into play.
<i>Thelonite Druid</i> u3	Summon Cleric	G2	1/1. Turn all your Forests into 2/3 creatures until end of turn (Tap+G1+ Sacrifice a creature). Forests are still land but cannot be tapped for mana if they entered play this turn.
<i>Thelon's Chant</i> u3	Enchantment	GG1	Players take 3 damage or put a -1/-1 counter on a creature they control if they put a Swamp into play. Pay G during upkeep or bury this card.
Elven Fortress <i>Asplund-Faith</i> <i>Poole</i> <i>Venters</i> <i>Wänerstrand</i> c4	Enchantment	G	Give a blocking creature +0/+1 until end of turn (G1)
Elvish Hunter <i>Maddocks</i> <i>Poole</i> <i>Van Camp</i> c3	Summon Elf	G1	1/1. Make a creature not untap during controller's next untap phase (Tap+G1)
Elvish Scout <i>Poole</i> <i>Rush</i> <i>Venters</i> c3	Summon Elf	G	1/1. Untap an attacking creature that you control and make it neither deal nor receive damage from the combat (Tap+G)
Night Soil <i>Everingham</i> <i>Hudson</i> <i>Tucker</i> c3	Enchantment	GG	Create a Saproling 1/1 green token creature (1+Remove two creatures in any graveyard from the game)
Spore Cloud <i>Myrfors</i> <i>Van Camp</i> <i>Weber</i> c3	Instant	GG1	Taps all blocking creatures and no creatures deal damage in the combat. Attacking and blocking creatures do not untap as normal during next untap.
Thallid <i>Beard</i> <i>Gelon</i> <i>Myrfors</i> <i>Spencer</i> c4	Summon Fungus	G	1/1. Put a spore counter on this card during upkeep. Remove 3 counters to put a Saproling 1/1 green creature token into play.
Thorn Thallid <i>Gelon</i> <i>Hudson</i> <i>Myrfors</i> <i>Tedin</i> c4	Summon Fungus	GG1	2/2. Put a spore counter on this card during upkeep. Remove 3 counters to do 1 damage to any target.

Red Spells:

Card Name	Spell Type	Cost	Ability
Dwarven Armorer u1	Summon Dwarf	R	0/2. Give a creature either a +1/+0 counter or a +0/+1 counter (Tap+R+discard a card from your hand)
Goblin Flotilla u1	Summon Goblins	R2	2/2, Islandwalk. Pay one Red mana at beginning of attack or all creatures blocking or blocked by this card gain First Strike until end of turn.
Goblin Warrens u1	Enchantment	R2	Put three Goblin 1/1 red token creatures into play (R2+Sacrifice two Goblins)
Orgg u1	Summon Orgg	RR3	6/6, Trample. Cannot attack if opponent has an untapped creature of power>2 and may not block a creature of power>2.
<i>Dwarven Catapult</i> u3	Instant	RX	Does X damage divided equally and rounded down among all of your opponent's creatures.
<i>Dwarven Lieutenant</i> u3	Summon Dwarf	RR	1/2. Give a Dwarf +1/+0 until end of turn (R1)
<i>Goblin Kites</i> u3	Enchantment	R1	Give Flying to a creature of toughness less than 3 (R). At end of turn, flip a coin for each creature that used this ability. If coin lands in opponent's favor, bury the creature.
<i>Orcish Captain</i> u3	Summon Orc	R	1/1. Give an Orc +2/+0 if coin flip is in your favor or -0/-2 until end of turn if it is in opponent's favor (1)
<i>Raiding Party</i> u3	Enchantment	R2	Sacrifice an Orc to destroy all Plains in play. Players may tap white creatures to prevent the destruction of two Plains for each creature tapped. Cannot be targeted by white spells or effects.
Brassclaw Orcs <i>Alexander/Spear</i> c4 <i>Alexander/Claws</i> <i>Frazier</i> <i>Hudson</i>	Summon Orcs	R2	3/2. Cannot block a creature of power>1.
Dwarven Soldier <i>Alexander</i> c3 <i>Asplund-Faith</i> <i>Shuler</i>	Summon Dwarf	R1	2/1. Gets +0/+2 until end of turn if blocks or blocked by Orcs.
Goblin Chirurgeon <i>P. Foglio</i> c3 <i>Frazier</i> <i>Gelon</i>	Summon Goblin	R	0/2. Sacrifice a Goblin to Regenerate a creature.
Goblin Grenade <i>Frazier</i> c3 <i>Rush</i> <i>Spencer</i>	Sorcery	R	Sacrifice a Goblin and do 5 damage to any target.
Goblin War Drums <i>Frazier</i> c4 <i>Hudson</i> <i>Kane-Ferguson</i> <i>Menges</i>	Enchantment	R2	If blocked, your attacking creatures cannot be blocked by less than two creatures.
Orcish Spy <i>Gelon</i> c3 <i>Van Camp</i> <i>Venters</i>	Summon Orc	R	1/1. Tap to look at top 3 cards of opponent's library.
Orcish Veteran <i>Benson</i> c4 <i>Frazier</i> <i>Hoover</i> <i>Shuler</i>	Summon Orc	R2	2/2. First Strike(R). Cannot block a White creature of power>1.

White Spells:

Card Name	Spell Type	Cost	Ability
Hand of Justice u1	Summon Avatar	W5	2/6. Destroy any creature (Tap+Tap three white creatures)
Icatian Lieutenant u1	Summon Soldier	WW	1/2. Give a Soldier +1/+0 until end of turn (W1)
Icatian Skirmishers u1	Summon Soldiers	W3	1/1, Bands, First Strike. Gives First Strike until end of turn to any creatures that Band with this card to attack.
Icatian Town u1	Sorcery	W5	Put four Citizen 1/1 white creature tokens into play.
<i>Farrelite Priest</i> u3	Summon Cleric	WW1	1/3. As an interrupt add 1 White mana to your pool (1). Bury this cards at end of any turn in which more than 3 mana is spent this way.
<i>Farrel's Mantle</i> u3	Enchant Creature	W2	If creature attacks and is not blocked, you can do X+2 damage to any other creature instead of dealing damage. X is the power of the enchanted creature.
<i>Heroism</i> u3	Enchantment	W2	Attacking red creatures deal no damage this turn (Sacrifice a white creature). The attacking player may pay R2 for an attacking creature to allow it to deal damage as normal.
<i>Icatian Phalanx</i> u3	Summon Soldiers	W4	2/4, Bands
<i>Icatian Priest</i> u3	Summon Cleric	W	1/1. Give a creature +1/+1 until end of turn (WW1)
Combat Medic <i>Beard</i> c4	Summon Soldier	W2	0/2. Prevent 1 damage to any target (W1)
<i>Danforth</i>			
<i>Maddocks</i>			
<i>Van Camp</i>			
Farrel's Zealot <i>Beard</i> c3	Summon Townsfolk	WW1	2/2. If attacks and is not blocked, may choose to do 3 damage to a creature instead of damaging opponent.
<i>Benson</i>			
<i>Kane-Ferguson</i>			
Icatian Infantry <i>Beard</i> c4	Summon Soldiers	W	1/1. Bands (1). First Strike (1).
<i>Rush</i>			
<i>Shuler</i>			
<i>Tucker</i>			
Icatian Javelineers <i>Beard</i> c3	Summon Soldiers	W	1/1. Enters play with one counter. Tap and remove counter to do one damage to any target.
<i>Benson</i>			
<i>Kirshner</i>			
Icatian Moneychanger <i>Beard</i> c3	Summon Townsfolk	W	0/2. You take 3 damage when this card enters play and it gets 3 counters. Put one counter on it each upkeep. Sacrifice during upkeep for one life per counter.
<i>Benson</i>			
<i>Tucker</i>			
Icatian Scout <i>Alexander</i> c4	Summon Soldier	W	1/1. Give a creature First Strike until end of turn (Tap+1)
<i>P. Foglio</i>			
<i>Kane-Ferguson</i>			
<i>Shuler</i>			
Order of Leitbur <i>Asplund-Faith</i> c3	Summon Clerics	WW	2/1. Protection from Black. First Strike (W). +1/+0 (WW).
<i>Wackwitz/Man</i>			
<i>Wackwitz/Woman</i>			