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Fallen Empires tokens

Magic Arcana
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Odyssey may have pushed token creatures to the forefront of tournament **Magic**, but the biggest set for tokens (and counters) was probably *Fallen Empires* from 1994. There were so many cards that produced tokens and/or required counters that we issued a cardboard sheet of them in *Duelist #4*.

Included on the sheet were 0/1 Thrull tokens (for *Breeding Pit*), 1/1 Camarid tokens (for *Homarid Spawning Bed*), 1/1 Saproling tokens (for the myriad *Thallids*), 1/1 Goblin tokens (for *Goblin Warrens*), and 1/1 Citizen tokens (for *Icatian Town*).

To make bookkeeping even more of a headache, the sheet also had Time Counters (for *Tourach's Gate*), Net Counters (for *Merseine*), Javelin Counters (for *Icatian Javelineers*), Credit Counters (for *Icatian Moneychanger*), Tide Counters (for *Homarid*), and Spore Counters (for all the *Thallids*). But wait, there's more! The sheet also had +0/+1, +1/+0, +1/+1, +1/+2, +1/-1, +2/+1, +2/+2, -0/-1, -1/-0, -1/-1, and -2/-2 counters that worked with everything from *Dwarven Armorer* to *Ebon Praetor*, some of which had no relevant cards associated with them at all.



And those weren't all the counters referenced in the set! *Hollow Trees* used Storage Counters. *Delif's Cube* used Cube Counters. *Thelonite Monk* used some sort of nameless counter. You can be sure that R&D won't be making any more sets with quite as convoluted a system of tokens and counters anytime in the near future.



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