



# Card of the Day - May, 2002

Card of the Day  
Wednesday, May 1, 2002

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## Fireball

Card of the Day - Friday, May 31, 2002

Alpha common.

The current Oracle mana cost of Fireball is XYR, making it the only tournament-legal card with "Y" in the mana cost. The text reads: "Fireball deals X damage divided evenly, rounded down, among Y plus one target creatures and/or players," and was printed as such in the Beatdown box set.



## Drain Life

Card of the Day - Thursday, May 30, 2002

Alpha common.

The current Oracle mana cost of Drain Life is X1B. The "X" is now part of the cost to mirror Soul Burn. The card text reads, "Spend only black mana on X," and was printed as such in the Beatdown box set.



## Mirari's Wake

Card of the Day - Wednesday, May 29, 2002

Judgment rare.

In playtesting, this card was known as the "Gardening Glove of Might," an homage to the old-school artifact Gauntlet of Might.



## Dirtcowl Wurm

Card of the Day - Tuesday, May 28, 2002

Tempest rare.

Dirtcowl Wurm was the first prerelease promo card given away. There are actually two versions: one with the prerelease date stamped on the bottom and one where the stamp is on the card type line.



## Wormfang Crab

Card of the Day - Monday, May 27, 2002

Judgment uncommon.

To eliminate infinite loops that can draw the game, the second sentence of Wormfang Crab has been errataed: "When Wormfang Crab comes into play, an opponent chooses a permanent you control other than Wormfang Crab and removes it from the game." The change means that Wormfang Crab can no longer remove itself from the game, preventing loops that occur with cards like Upheaval and Balancing Act.



## Giant Crab

Card of the Day - Friday, May 24, 2002

Tempest common.

Giant Crab was an attempt to make a better version of the *Fallen Empires* Homarid Warrior. By extension, so was Morphling. (Just kidding.)



## Crimson Kobolds

Card of the Day - Thursday, May 23, 2002

Legends common.

The three Kobolds -- Crimson, Crookshank, and Kher Keep -- are the only cards from the same expansion that are functionally identical. They are all 0/1 red creatures for 0 mana with no other abilities.



## Abandoned Outpost

Card of the Day - Wednesday, May 22, 2002

Odyssey common.

The cycle of sac lands in *Odyssey* was originally going to be reprints of the *Fallen Empires* sac lands (like Ruins of Trokair). The design team decided the ability to

produced different colors of mana was more important than being able to produce more mana, so these cards were created.



### Aladdin's Lamp

**Card of the Day - Tuesday, May 21, 2002**

*Arabian Nights* uncommon.

When the Lamp was originally printed, "10" could not be typeset into one mana symbol. So instead, it was printed as {5}{5}.



### Hypnox

**Card of the Day - Monday, May 20, 2002**

*Torment* rare.

Hypnox removes a player's hand from the game if you play it from your hand. "Play it from your hand" means "play it fair and square by casting it using mana," so Hypnox's nightmare ability will not work if it comes into play via Retraced Image, Elvish Piper, Eureka, Sneak Attack, or any similar card that lets you circumvent its mana cost.



### Lu Bu, Master-at-Arms

**Card of the Day - Friday, May 17, 2002**

*Portal Three Kingdoms* rare.

P3K featured a mechanic called "horsemanship" that is functionally identical to flying. But unlike flying, horsemanship was given to a large number of red creatures.



### Avoid Fate

**Card of the Day - Thursday, May 16, 2002**

*Legends* common.

Because interrupts no longer exist, Avoid Fate has been errataed to counter instants or enchantments that target a permanent you control, giving the card some usefulness.



### Juggernaut

**Card of the Day - Wednesday, May 15, 2002**

Alpha uncommon.

When the Extended format was first created, Juggernaut was banned for being potentially too powerful. Hypnotic Specter, on the other hand, was not.



### Opalescence

**Card of the Day - Tuesday, May 14, 2002**

*Urza's Destiny* rare.

Unlike Titania's Song, Opalescence lets the animated cards keep their abilities. Why? Because Mark Rosewater thought it would be cool to attack with an Orcish Oriflamme for 5 damage. Talk about your bad ideas...



### Cabal Therapy

**Card of the Day - Monday, May 13, 2002**

*Judgment* uncommon.

This card was known as "Go Fish" in design because its mechanic requires guessing which particular card is in the opponent's hand. It is based on the legend Nebuchadnezzar.



### El-Hajjaj

**Card of the Day - Friday, May 10, 2002**

*Arabian Nights* rare.

This little-known character was the inspiration for *Legends'* Spirit Link, which in turn spawned many similar cards, like Armadillo Cloak and Zebra Unicorn.



### Treetop Village

**Card of the Day - Thursday, May 9, 2002**

*Urza's Legacy* uncommon.

For awhile, tournament players referred to the Village as "Bobtown." "Bob" was an acronym for "Beats On Blue," since the Village was effectively a 3/3 creature that cannot be countered.



### Liquify

**Card of the Day - Wednesday, May 8, 2002**

*Torment* common.

"Liquify," with an "i," is actually an alternate spelling of this word. The more accepted spelling, and the one that appears first in our dictionary of record, is "liquefy." The Editing Department's policy is to use the first listed spelling, but we made an exception in this case because we figured everyone would spell it with an "i" anyway.



### Rofellos, Llanowar Emissary

**Card of the Day - Tuesday, May 7, 2002**

*Urza's Destiny* rare.

Even though he was never referred to on any of the cards, Rofellos was actually a

major character in the *Weatherlight* set's storyline. He accompanied Gerrard and Mirri to Crovax's estate, where he was killed by Gallowbraid and Morinfen.



### **Blood Pet**

**Card of the Day - Monday, May 6, 2002**

*Tempest* common.

At the time this card was named, the **Magic** brand manager thought the name was inappropriately dark. The *Tempest* team had to fight to keep the name.



### **Crackling Club**

**Card of the Day - Friday, May 3, 2002**

*Torment* common.

This is our fourth flavor text variation on the "adding insult to injury" cliché. The others are on Desertion from *Visions*, Wall of Diffusion from *Tempest*, and Undermine from *Invasion*.



### **Prodigal Sorcerer**

**Card of the Day - Thursday, May 2, 2002**

*Seventh Edition* common.

The sorcerer is nicknamed "Tim" after the John Cleese character "Tim the Enchanter" from the movie *Monty Python and the Holy Grail*.



### **Giant Slug**

**Card of the Day - Wednesday, May 1, 2002**

*Legends* common.

The Slug's name went through many changes. First it was Slug Bug and then Smeltonian Slug and then the final name was going to be Slaughter Slug. When the word "Slaughter" was typeset it looked like "laughter," and "Laughter Slug" just wouldn't do. So the editors made a last minute change.

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