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Card of the Day - June, 2002

Card of the Day
Monday, June 3, 2002



Divine Offering

Card of the Day - Friday, June 28, 2002

Legends common.

The original title of this card was "Divine Sacrifice," but it was changed when "sacrifice" was given an official meaning in the rules. The only cards with the word "sacrifice" in their titles are Implements of Sacrifice from *Fallen Empires* and the original base set *Sacrifice*.



Collapsing Borders

Card of the Day - Thursday, June 27, 2002

Invasion rare.

Red rarely offers opportunities to gain life, but the *Invasion* block bent that rule a little. If you are willing to diversify your mana base, Collapsing Borders, Rakavolver, and Thunderscape Master can all net you life.



Zebra Unicorn

Card of the Day - Wednesday, June 26, 2002

Mirage uncommon.

The first version of this card was "Savannah Unicorn," a 2/3 for 1WG with the "Spirit Link" ability. Playtesting proved that to be quite strong, and it was adjusted to a 2/2 for 2WG.



Ivory Tower

Card of the Day - Tuesday, June 25, 2002

Antiquities uncommon.

Life gain no good in constructed? Ivory Tower appeared in the finals of the World Championships three years in a row. Zak Dolan had one in his winning deck in 1994, and Marc Hernandez and Mark Justice finished second in '95 and '96 respectively with the Tower.



Spirit Link

Card of the Day - Monday, June 24, 2002

Legends uncommon.

The character Kaja Foglio depicted in the original Spirit Link was later chosen to be the reference for Jolrael, Empress of Beasts. Jolrael played a big part in the *Mirage* block, and was made into a card in *Prophecy*.



Eye of Ramos

Card of the Day - Friday, June 21, 2002

Mercadian Masques rare.

On the Spanish printing sheet for *Mercadian Masques* rares, the Eye was accidentally omitted and replaced with a second Worry Beads. Players were allowed to redeem Beads for Eyes through the mail.

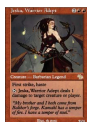


Lava Zombie

Card of the Day - Thursday, June 20, 2002

Planeshift common.

In design, Lava Zombie had haste instead of the ability to be pumped. A 4/3 haste guy for 3 mana - what a whoopin'!



Jeska, Warrior Adept

Card of the Day - Wednesday, June 19, 2002

Judgment rare.

We just have to point out the gruesome piercing Jeska has through her bicep. Talk about painful. That gives new meaning to the term "Barbarian Ring."



City in a Bottle

Card of the Day - Tuesday, June 18, 2002

Arabian Nights rare.

City in a Bottle was the first "expansion hoser", meaning a card that could render every other card in the expansion useless. Two more were made - Golgothian Sylex destroyed *Antiquities* cards, and Apocalypse Chime did the same for *Homelands*.



Illusion/Reality

Card of the Day - Monday, June 17, 2002

Apocalypse uncommon.

This card, as well as the other *Apocalypse* split cards, was sort of "reverse designed." The first part of the card to be created was the name, in an attempt to mirror the names of the *Invasion* split cards. After the names were determined, the actual spell abilities were designed to match.



Lull

Card of the Day - Friday, June 14, 2002

Urza's Saga common.

The first name tried out for for cycling was "sliding," as it "slide it into the graveyard."



Desert

Card of the Day - Thursday, June 13, 2002

Arabian Nights common.

Desert was the first non-basic land printed as a common.



Wall of Roots

Card of the Day - Wednesday, June 12, 2002

Mirage common.

There was a period in time a few years ago when it was ruled that you could use Wall of Roots ability an infinite number of times "between turns", float the mana until the next player's upkeep, and deal 20 damage with Magma Mine right way. Two card turn-2 kill. That didn't last long.



Wormfang Newt

Card of the Day - Tuesday, June 11, 2002

Judgment common.

The Wormfang creatures were called "misers" during playtesting.



Auramancer

Card of the Day - Monday, June 10, 2002

Odyssey common.

The Auramancer is functionally different that its predecessor, Monk Idealist, in that you "may" return an enchantment with the Auramancer, but it was mandatory with the Idealist.



Breaking Point

Card of the Day - Friday, June 7, 2002

Judgment rare.

The playtest version of Breaking Point cost 4 mana, but the "punisher" cost was a whopping 10 life! It took much playtesting and arguing to eventually lower the values to 1RR and 6.



Mangara's Equity

Card of the Day - Thursday, June 6, 2002

Mirage uncommon.

Several proper names in **Magic** are actually anagrams of other words. The *Mirage* team decided to poke fun at that habit by creating Mangara, which is an anagram of "anagram."



Raging River

Card of the Day - Wednesday, June 5, 2002

Alpha rare.

Because of rules nightmares that would arise from having multiple copies of this card in play, it has been errataed to be an Enchant World.



Phyrexian Marauder

Card of the Day - Tuesday, June 4, 2002

Visions rare.

The Marauder was the first card printed with a mana cost of X. The only other one so far is *Stronghold's* Shifting Wall.



Triassic Egg

Card of the Day - Monday, June 3, 2002

Legends rare.

This card was originally called Jurassic Egg, but the release of the movie *Jurassic Park* led the *Legends* team to rethink the name.

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