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# Card of the Day - July, 2002

*Card of the Day*  
Monday, July 1, 2002



## Tidal Visionary

Card of the Day - Wednesday, July 31, 2002

*Invasion* common.

The reason it looks like a Merfolk was that it was designed to be a Merfolk. But after playtesting, R&D decided that the Merfolk deck didn't need one-cost creatures with a moderately useful ability. So the creature type was switched to Wizard to push it out from under cards like Lord of Atlantis.



## Phantom Nomad

Card of the Day - Tuesday, July 30, 2002

*Judgment* common.

This card was originally supposed to be Phantom Hound, the dead version of Patrol Hound. But art problems, and difficulty in finding a name that didn't seem too silly, prompted its alteration into a departed nomad.



## Rout

Card of the Day - Monday, July 29, 2002

*Invasion* rare.

See that castle burning in the background? That's Capashen Manor, Gerrard's family home, that's being razed. Since Yawgmoth knew that Gerrard was part of Urza's plan to defeat him, Gerrard's home of Benalia was one of the first to fall in the invasion.



## Dromosaur

Card of the Day - Friday, July 26, 2002

*Urza's Saga* common.

Dromosaur is an exact reprint of *Visions'* Raging Gorilla, but it was reconcepted as a lizard. Gorillas were not prominent during the Urza block, but lizards (mainly the Viashino) were.



## Reverent Mantra

Card of the Day - Thursday, July 25, 2002

*Mercadian Masques* rare.

The original name for Reverent Mantra was "Communion," but that carried some unnecessary religious baggage.



## Squirrel Mob

Card of the Day - Wednesday, July 24, 2002

*Odyssey* rare.

Squirrel Mob originally received a bonus for each other token creature, but it was changed to only squirrels for flavor reasons.



## Forsaken Wastes

Card of the Day - Tuesday, July 23, 2002

*Mirage* rare.

Forsaken Wastes was almost the first non-creature card to have protection from a color. It was slated to have protection from white, but the rules team decided against it, and replaced it with the "lose five life" clause.



## Morphling

Card of the Day - Monday, July 22, 2002

*Urza's Saga* rare.

Morphling was originally designed to be an update on Clone. But the rules surrounding cards that copy other cards we're really messy back then, so they took a new approach: cram tons of abilities onto it. That way, it can sort of copy things by altering itself every turn. Or just be the best creature ever.



### **Boiling Blood**

**Card of the Day - Friday, July 19, 2002**

*Weatherlight* common.

Pre-*Weatherlight*, all "cantrips" instructed the player to draw a card "at the beginning of the next turn's upkeep." Because of the confusion that arose from forgetting to draw the card at the right time, the cantrip ability was changed to "draw a card (right now)". For a while, the new cantrips were nicknamed "fast-trips", but the vernacular has reverted back to "cantrip" since.



### **Thought Lash**

**Card of the Day - Thursday, July 18, 2002**

*Alliances* rare.

Before there was *Battle of Wits*, there was *Thought Lash*. This blue enchantment encouraged the use of large decks because it could prevent damage at the cost of one card per point. Decks of well over 100 cards saw tournament play when this card was legal in Standard.



### **Sedge Troll**

**Card of the Day - Wednesday, July 17, 2002**

Alpha rare.

Although used often now, off-color activation costs were once almost non-existent. *Sedge Troll* from Alpha was the first; another wasn't printed until *The Dark*.



### **Timberland Ruins**

**Card of the Day - Tuesday, July 16, 2002**

*Odyssey* common.

*Timberland Ruins* was originally called "Elven Ruins" to hammer home the point that elves would not be appearing in the *Odyssey* block. But the creative team decided that was a little too harsh, and didn't want to convey the idea that elves were dead forever.



### **Lightning Surge**

**Card of the Day - Monday, July 15, 2002**

*Judgment* rare.

Called "Hot Damage" for most of playtesting, *Lightning Surge* was the victim of some last-second changes. Its mana cost was 2RR and its flashback 4RR for a long time, but the numbers were bumped up when red burn started dominating the FFL.



### **Sky Weaver**

**Card of the Day - Friday, July 12, 2002**

*Invasion* uncommon.

When cycles are made, some colors get to "bend the rules" a little bit. Blue doesn't normally get 2-power creatures for 2 mana with no drawback, but since a cycle of such creatures was created, blue was allowed to have one.



### **Darkness**

**Card of the Day - Thursday, July 11, 2002**

*Legends* common.

Occasionally a set's development team breaks up a cycle. The *Legends* designers decided "Fog" shouldn't be confined to green, and created a one-mana instant "Fog" card in every color. The development team killed the red and blue versions and didn't reprint the green one since it was in the base set. The white one (*Holy Day*) and black one survived.



### **Serra's Embrace**

**Card of the Day - Wednesday, July 10, 2002**

*Seventh Edition* uncommon.

Sometimes one piece of a cycle breaks free and is put into the base set because it stands up well on its own. *Serra's Embrace*, part of an cycle of 4-mana creature enchantments in *Urza's Saga*, is one such card.



### **Tolaria**

**Card of the Day - Tuesday, July 9, 2002**

*Legends* uncommon.

Everyone is aware of the power of the legendary land *Tolarian Academy* from *Urza's Saga*; it is the most degenerate of a cycle of very good cards, including *Gaea's Cradle* and *Phyrexian Tower*. Its namesake, however, is just the opposite. *Tolaria* is the weakest of a cycle of mediocre legendary lands from *Legends*, upstaged by *Pendelhaven* and *Karakas*, among others.



### **Vigorous Charge**

**Card of the Day - Monday, July 8, 2002**

*Invasion* common.

Some cards are part of very subtle cycles. *Vigorous Charge* is one card in a cycle of *Invasion* common spells with kickers of the clockwise allied color on the wheel. The

other four cards in the cycle are Dismantling Blow, Probe, Agonizing Demise, and Savage Offensive.



### **Soulgorger Orgg**

**Card of the Day - Friday, July 5, 2002**

*Judgment* uncommon.

The original *Fallen Empires* Orgg had creature type "Orgg," while Trained Orgg in *Seventh Edition* had creature type "Beast." Soulgorger Orgg returns to "Orgg," since R&D feels it's a cool, iconic creature type that deserves its own name.



### **Lightning Angel**

**Card of the Day - Thursday, July 4, 2002**

*Apocalypse* rare.

Lightning Angel is the only card that is only red, white, and blue, and has garnered the nickname "Miss America". Happy Fourth of July!



### **Eladamri, Lord of Leaves**

**Card of the Day - Wednesday, July 3, 2002**

*Tempest* rare.

Eladamri is "Irma Dale" backwards. Irma and Dale are the parents of Mike Ryan, a former employee that was the story manager during the *Tempest* block.



### **Mist of Stagnation**

**Card of the Day - Tuesday, July 2, 2002**

*Judgment* rare.

Rules clarification: You can untap any permanents, not just ones that you control. And you must untap as many permanents as you can. So, if the cards in your graveyard outnumber the permanents you control, you must untap some of your opponent's permanents. You choose which ones to untap. You can untap permanents that are not tapped, and you can also untap enchantments.



### **Griffin Canyon**

**Card of the Day - Monday, July 1, 2002**

*Visions* rare.

In some strange burst of synchronicity, Griffin Canyon was assigned to the artist Stuart Griffin. No, Kev Walker did not illustrate Phyrexian Walker.

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