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# Card of the Day - August, 2002

*Card of the Day*  
Thursday, August 1, 2002



## Ray of Distortion

Card of the Day - Friday, August 30, 2002

*Odyssey* common.

One "unwritten rule" of card design is that short, catchy names should be saved for cards that are either thought to be high-impact or have a good chance of being reprinted. Ray of Distortion was originally called "Disarm," and then "Distort," but because it fit neither of the above criteria, it was given a clunkier name, allowing Disarm and Distort to be saved for better cards in the future.



## Cephalid Constable

Card of the Day - Thursday, August 29, 2002

*Judgment* rare.

Sometimes Wizards employees who don't work directly for R&D get to design cards. Magic Editor Bill McQuillan created Cabal Coffers, and Creative Text Writer Rei Nakazawa invented Cephalid Constable, which once had the ability: "Sacrifice a basic land: Cephalid Constable gets landwalk of that type until end of turn." R&D removed this ability to reduce the card's complexity.



## Wolverine Pack

Card of the Day - Wednesday, August 28, 2002

*Legends* common.

The ability Rampage began life as "Berserk" (e.g. Berserk: 3). It had to be changed to Rampage because there was already a card named Berserk in the original set. Rampage: 2 or 3 originally meant that that creature could attack that many times per turn and only the first attack could be blocked.



## Volunteer Reserves

Card of the Day - Tuesday, August 27, 2002

*Weatherlight* uncommon.

*Weatherlight* was the last set to feature the mechanics banding and cumulative upkeep. Volunteer Reserves is the only card to feature both.



## Karplusan Yeti

Card of the Day - Monday, August 26, 2002

*Ice Age* rare.

The woman in the foreground of the picture was used on one of the Ice Age booster pack wrappers, which is odd because she is not the focus of the card. The yeti itself is between the two main figures, ambushing a third member of their party.



## Dream Halls

Card of the Day - Friday, August 23, 2002

*Stronghold* rare.

While not an Alternate Play Cost spell itself, Dream Halls turned every card in players' hands into such spells. While its power was not immediately recognized, it was eventually banned in Standard and Extended and restricted in Type 1 when players started combining it with expensive card advantage cards like Time Spiral.

## Snuff Out

Card of the Day - Thursday, August 22, 2002

*Mercadian Masques* common.

The alternate cost was originally 5 life, but it was lowered to 4 in an attempt to make the card playable in constructed formats.





### **Fireblast**

**Card of the Day - Wednesday, August 21, 2002**

*Visions* common.

The only Alternate Play Cost spell in *Visions*, Fireblast gives mono-red tournament decks a scary finisher. Many players will breathe a sigh of relief when this card rotates out of Extended in November.



### **Contagion**

**Card of the Day - Tuesday, August 20, 2002**

*Alliances* uncommon.

Alternate play cost spells like Contagion are a big reason why Necropotence was (is) so powerful. Instead of being limited by cards in hand, Necro decks are usually only limited by the mana costs of their spells, and "pitch spells" like Contagion circumvent that.



### **Misdirection**

**Card of the Day - Monday, August 19, 2002**

*Mercadian Masques* rare.

According to the rules, a spell cannot target itself, so you cannot Misdirect a Counterspell onto itself. The correct play is to Misdirect the Counterspell onto the Misdirection, which will prevent the Counterspell from countering its intended target.



### **Commander Eesha**

**Card of the Day - Friday, August 16, 2002**

*Judgment* rare.

The third and last Aven legend of the *Odyssey* block, Eesha is the only one of the three without an ability that requires you to sacrifice itself. This was done to separate her from her predecessors Kirtar and Teroh, to reflect her (somewhat) more reasonable nature.



### **Chromatic Sphere**

**Card of the Day - Thursday, August 15, 2002**

*Invasion* uncommon.

This card's art is one of the few appearances of Agnate, a Metathran soldier who figures prominently in the *Invasion* block's novels. He spends most of the story trying to avenge the death of one of his fellow Metathran leaders, cruelly slain by Tsabo Tavoc and her forces.



### **Cagemail**

**Card of the Day - Wednesday, August 14, 2002**

*Judgment* common.

This card was first conceived as a suit of armor made out of barbed wire. Sure, it grants both offensive and defensive boosts, but it's so restrictive that you can barely move around in it, thus the enchanted creature can't attack. It's good stout mail that holds the wearer like a cage.



### **Lost Order of Jarkeld**

**Card of the Day - Tuesday, August 13, 2002**

*Ice Age* rare.

The art for this cards was originally commissioned for *Legends*, and it was to be one of the Four Horsemen of the Apocalypse.



### **Cyclopean Mummy**

**Card of the Day - Monday, August 12, 2002**

*Legends* common.

The Mummy was voted "the most-hated card in *Fourth Edition*" in a consumer survey, and was removed from *Fifth Edition* as a result.



### **Mountain**

**Card of the Day - Friday, August 9, 2002**

*Arabian Nights* common.

Mountain edges out the other four basic lands as the "most printed card" because of its accidental inclusion in *Arabian Nights*. When the decision was made to print the set with standard card backs, all the basic lands were removed, except for one overlooked mountain.



### **Repentant Blacksmith**

**Card of the Day - Thursday, August 8, 2002**

*Arabian Nights* uncommon.

The Blacksmith was the first creature with natural protection from red. The ability was considered powerful enough that the Blacksmith was printed at the highest rarity (U2) in *Arabian Nights*. It was reprinted in *Chronicles* and *Fifth Edition* as a common.

### **Kird Ape**

**Card of the Day - Wednesday, August 7, 2002**

*Arabian Nights* common.



Kird Ape was reprinted in *Revised*, but was considered powerful enough by the DCI to warrant banning in Extended when that format was created.



### **Pyramids**

**Card of the Day - Tuesday, August 6, 2002**

*Arabian Nights* uncommon.

The current Oracle wording for this card includes "2: Regenerate target land," making it the only card that can regenerate a non-creature permanent.



### **Guardian Beast**

**Card of the Day - Monday, August 5, 2002**

*Arabian Nights* uncommon.

While Guardians are mostly white, multi-colored including white, or blue (although only once with Hydromorph Guardian), this is the first and only black Guardian.



### **Tahngarth, Talruum Hero**

**Card of the Day - Friday, August 2, 2002**

*Planeshift* premium rare.

Yes, in one version of the *Mercadian Masques* story, the Tahngarth rescued from Rath was an impostor, really Volrath in disguise. This was one of three cards in *Planeshift* with alternate art foils, an experiment that didn't prove popular enough with players to continue. The alternate art comes from Kev Walker's comic strip based on *Mercadian Masques*.



### **Unmask**

**Card of the Day - Thursday, August 1, 2002**

*Mercadian Masques* rare.

The *Mercadian Masques* set was originally written as a murder mystery, where players had to put cards together to guess who Volrath was disguised as. But the sheer complexity of the project was too much to implement. Can you guess who Volrath was supposed to have been? It *wasn't* Takara. Or was it? Answer tomorrow!

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