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# Card of the Day - September, 2002

*Card of the Day*  
Monday, September 2, 2002



## Weakstone

Card of the Day - Monday, September 30, 2002

*Antiquities* uncommon.

The flavor text on Weakstone mentions the "cave of Koilos," a placename that was used again 8 years later in *Apocalypse* for the rare land Caves of Koilos.



## Ersatz Gnomes

Card of the Day - Friday, September 27, 2002

*Mirage* uncommon.

Like all other artifact Gnomes, Ersatz Gnomes have retroactively been given the creature type "Gnome."



## Thrull Champion

Card of the Day - Thursday, September 26, 2002

*Fallen Empires* uncommon.

The Thrull Champion is abnormal because he grants his pluses to himself, making him effectively 3/3. Other Lords generally do not grant their own bonuses to themselves.



## An-Zerrin Ruins

Card of the Day - Wednesday, September 25, 2002

*Homelands* uncommon.

An-Zerrin Ruins was the first card that let you choose a creature type, and its existence led to the tweaking of types that goes on to this day.



## Arena of the Ancients

Card of the Day - Tuesday, September 24, 2002

*Legends* rare.

This cards affects creatures with the type Legend, not all cards from the *Legends* expansion. The card was created as a potential stopgap in case Legends were too prevalent or powerful.



## Jareth, Leonine Titan

Card of the Day - Monday, September 23, 2002

*Onslaught* rare.

Jareth, like the other Pit Fighter Legends, originally cost five of the same color, such as WWWWW. They proved way too strong in one-color decks and unplayable in two-color decks, so they were upped to six mana, three of which were colored.



## Ali from Cairo

Card of the Day - Friday, September 20, 2002

*Arabian Nights* uncommon.

How times change. Ali, a 0/1 for four mana, was considered powerful enough to warrant restriction in Type 1 as recently as 1996.



## Earthcraft

Card of the Day - Thursday, September 19, 2002

*Tempest* rare.

Combined with the *Odyssey* uncommon Squirrel Nest, Earthcraft can produce infinite tokens in a single turn.



## Copy Artifact

Card of the Day - Wednesday, September 18, 2002

Alpha rare.

A truly bizarre card, Copy Artifact is considered both an artifact and an enchantment while in play.



### **Impulse**

**Card of the Day - Tuesday, September 17, 2002**

*Visions* common.

One of the most poorly worded cards ever. The last line of Impulse (about shuffling) is to be ignored and wasn't ever meant to be on the card.



### **Fluctuator**

**Card of the Day - Monday, September 16, 2002**

*Urza's Saga* rare.

By making all the Urza block cycling cards effectively cycle for 0, Fluctuator enabled some degenerate deck-thinning and was banned from Standard play.



### **Taniwha**

**Card of the Day - Friday, September 13, 2002**

*Mirage* rare.

The massive 7/7 Taniwha is the only legend ever printed with the phasing ability.



### **Wandering Mage**

**Card of the Day - Thursday, September 12, 2002**

*Alliances* rare.

Wandering Mage was the first card with an ability that benefits other Clerics you control.



### **Kavu Climber**

**Card of the Day - Wednesday, September 11, 2002**

*Invasion* common.

Green takes advantage of the card-draw mechanic through "cantrip" creatures like this card and Wall of Blossoms.



### **Camouflage**

**Card of the Day - Tuesday, September 10, 2002**

Alpha uncommon.

Camouflage was one of two early cards that allowed creatures to be in play face down. This card's purpose was to make blocking difficult.



### **Smother**

**Card of the Day - Monday, September 9, 2002**

*Onslaught* uncommon.

Like Blistering Firecat, this card was also previewed in the *Sideboard* magazine. It kills Wild Mongrel, Nantuko Shade, and Psychatog... sounds good!



### **Blistering Firecat**

**Card of the Day - Friday, September 6, 2002**

*Onslaught* rare.

The Firecat was previewed in the latest issue of the *Sideboard* magazine... stay tuned for our *Onslaught* previews starting next week.



### **Thallid**

**Card of the Day - Thursday, September 5, 2002**

*Fallen Empires* common.

The Thallids were the first creatures to create Saproling Tokens, doing so at the excruciating rate of one every three turns.



### **Disenchant**

**Card of the Day - Wednesday, September 4, 2002**

Promo card.

This version of Disenchant was given out as a prize to winners of the Arena league in 1996 and 1997.



### **Mind Ravel**

**Card of the Day - Tuesday, September 3, 2002**

*Ice Age* common.

Mind Ravel was "remade" in *Torment* as Unhinge. Unhinge lets you draw the card right away, as opposed to during the next turn's upkeep.



### **Second Thoughts**

**Card of the Day - Monday, September 2, 2002**

*Odyssey* common.

The flavor text on Second Thoughts mentions "farming" in homage to the original white "remove-from-game" instant, Swords to Plowshares.



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