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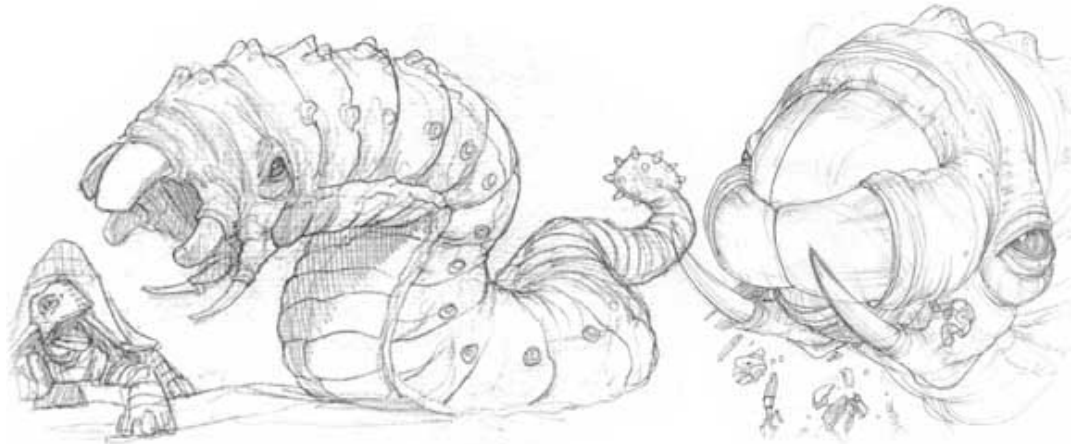
Braids and Wurms

Magic Arcana
Friday, September 27, 2002

As we head into the *Onslaught* prerelease this weekend, we'll look back at a couple of the surprise hits of *Odyssey*. *Roar of the Wurm* and *Braids, Cabal Minion* turned out to be two great cards from that set. As a sort of flashback, we'll look at their design sketches from the Style Guide.



The Wurms from *Roar of the Wurm* were originally conceived as "getting bigger as they ate artifacts." Although that idea wasn't used, you can see in the original sketch that one was shown eating a *Chimeric Idol*. The basic look of the Wurms stayed the same.



Braids was never meant to be a card, but when Eric Peterson reinterpreted this Matt Wilson sketch for what was supposed to be *Diabolic Tutor*, R&D decided to make Braids [her own card](#).



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