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Card of the Day - October, 2002

Card of the Day
 Tuesday, October 1, 2002



Infest

Card of the Day - Thursday, October 31, 2002

Onslaught uncommon.

Originally Infest was a sorcery version of Engineered Plague (choose a creature type, that type gets -1/-1 until end of turn). That effect was no fun and too disruptive to the set.



Doomed Necromancer

Card of the Day - Wednesday, October 30, 2002

Onslaught rare.

It is interesting to note that one of the Necromancer's creature types is Mercenary, meaning he can be fetched with cards like Cateran Enforcer and Cateran Slaver.



Abeyance

Card of the Day - Tuesday, October 29, 2002

Weatherlight rare.

When Abeyance was first released, it was ruled that it could stop lands from being used for mana, making it a virtual cantrip "skip your turn." It has since been ruled that tapping land for mana cannot be stopped.



Su-Chi

Card of the Day - Monday, October 28, 2002

Antiquities uncommon.

The Thran race were used extensively in the story of the *Weatherlight*, but their first official mention comes in the flavor text of Su-Chi.



Gorilla Pack

Card of the Day - Friday, October 25, 2002

Ice Age common.

With the popularity of Call of the Herd recently, 3/3 for three mana seems like the baseline for green creatures. But the first green 3/3 for three didn't appear until *Ice Age*, and it was handicapped with "foresthome."



Natural Selection

Card of the Day - Thursday, October 24, 2002

Alpha rare.

Library manipulation was originally thought to be a green ability, as evidenced by this card and *Legends'* Sylvan Library. Natural Selection was made blue and improved as Portent, an *Ice Age* common.



Howling Wolf

Card of the Day - Wednesday, October 23, 2002

Mercadian Masques common.

The "howling" mechanic (which allows you to search for additional copies of a creature) debuted at *Masques* and was limited to green cards. In *Onslaught* it bled to all five colors.

Silvos, Rogue Elemental

Card of the Day - Tuesday, October 22, 2002

Onslaught rare.

One early development version of Silvos had him as a 9/9 trampling regenerator for 3GGGG.





Lhurgoyf

Card of the Day - Monday, October 21, 2002

Ice Age rare.

The name "Lhurgoyf" doesn't mean anything... it was made up by the *Ice Age* team because it "sounded Scandinavian."



Brink of Madness

Card of the Day - Friday, October 18, 2002

Urza's Legacy rare.

The man pictured in the art is a sleeper agent named Kerrick, the leader of the "Phyrexian Bubble." He and his Negators attempted to siege the Tolarian Academy, but were defeated by Urza and Multani.



Soldevi Steam Beast

Card of the Day - Thursday, October 17, 2002

Alliances common.

The Steam Beast, along with Phyrexian War Beast, were illustrated by Bill Sienkiewicz. Sienkiewicz is a well-known comic artist, and had done work on Batman, Superman, and the New Mutants, in addition to other books, album covers, and movie posters.



Parallel Evolution

Card of the Day - Wednesday, October 16, 2002

Torment rare.

R&D liked the Beasts Matt Cavotta illustrated on this card that they used them as templates for the Onslaught cards Snarling Undorak and Run Wild.



Gluttonous Zombie

Card of the Day - Tuesday, October 15, 2002

Onslaught uncommon

This card was originally going to be part of the cycle that contains Embermage Goblin and Screaming Seahawk -- a 3/3 regenerator for five mana that let you search for another copy of itself. But R&D wanted to showcase the "fear" mechanic more, and switched it to its current state.



Chain of Acid

Card of the Day - Monday, October 14, 2002

Onslaught uncommon.

With all the new Chain spells, if your opponent chooses to "bounce it back" at you, you have the option of "bouncing it back" to him again, etc. It isn't just a "one time each" thing; the ability to duplicate the spell is duplicated!



Erratic Explosion

Card of the Day - Friday, October 11, 2002

Onslaught common.

Originally this card required you to shuffle your library before revealing cards, but R&D decided it would be more fun to allow players to try and set up devastating Explosions.



Karmic Guide

Card of the Day - Thursday, October 10, 2002

Urza's Legacy rare.

The last line of this card's text was changed to "When Karmic Guide comes into play, if you played it from your hand, return target creature card from your graveyard to play." This avoids, among other things, degenerate Altar of Dementia combos.



Ravenous Baloth

Card of the Day - Wednesday, October 9, 2002

Onslaught rare.

The Baloth was originally a 3/4 that could only sacrifice itself for four life, but it was improved in development to make it a real powerhouse.

Trade Secrets

Card of the Day - Tuesday, October 8, 2002

Onslaught rare.

"Draw up to four cards" means draw any number from 0-4. So if your opponent insists on repeating the process a large number of times, you can choose to draw 0 to avoid getting decked.



Astral Slide

Card of the Day - Monday, October 7, 2002

Onslaught uncommon.

Astral Slide is like a reusable Liberate. If you remove a face-down creature from the game, it returns face up.





Thoughtbound Primoc

Card of the Day - Friday, October 4, 2002

Onslaught uncommon.

Talk about your weird combinations. The Primoc is the only Bird Beast in **Magic**.



Denied!

Card of the Day - Thursday, October 3, 2002

Unglued common.

Kaboom! isn't the first **Magic** card with an exclamation point in its name; the first ones were in *Unglued*: Mine, Mine, Mine!; Incoming!, and Denied!



Hornet Cobra

Card of the Day - Wednesday, October 2, 2002

Legends common.

Hornet Cobra is a good example of a "strictly worse" card; it has the exact same text and stats as Elvish Archers, but costs G more to cast.



Ixidor, Reality Sculptor

Card of the Day - Tuesday, October 1, 2002

Onslaught rare.

Ixidor's original name during set design was "Vizik."

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