



Card of the Day - December, 2002

Card of the Day
Monday, December 2, 2002

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Birds of Paradise

Card of the Day - Friday, December 27, 2002

Alpha rare.

The Birds have been one of the staples of the game since it began, but they were created as an afterthought. Their art was originally supposed to be for Tropical Island, but the bird was too prominent. So Richard Garfield created a card just for the art, and it ended up being the most versatile mana-producing creature ever. (From 03/29/2002)



Morphling

Card of the Day - Thursday, December 26, 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. (From 07/22/2002)



Mangara's Equity

Card of the Day - Wednesday, December 25, 2002

Mirage uncommon.

Several proper names in **Magic** are actually anagrams of other words. The *Mirage* team decided to poke fun at that habit by creating Mangara, which is an anagram of "anagram." (From 06/06/2002)



Jackal Pup

Card of the Day - Tuesday, December 24, 2002

Tempest uncommon.

This card, originally called Jackal Familiar, got an illustration that is somewhat... passive: a little girl apparently about to feed her puppy. Needless to say, the *Tempest* team was a little disappointed with the art, and used the flavor text to poke fun at it. To make matters worse, Jackal Pup turned out to be one of the most aggressive cards in **Magic's** history. (From 04/26/2002)



Giant Slug

Card of the Day - Monday, December 23, 2002

Legends common.

The Slug's name went through many changes. First it was Slug Bug and then Smeltonian Slug and then the final name was going to be Slaughter Slug. When the word "Slaughter" was typeset it looked like "laughter," and "Laughter Slug" just wouldn't do. So the editors made a last minute change. (From 05/01/2002)



Death Pits of Rath

Card of the Day - Friday, December 20, 2002

Tempest rare.

This card was named early in set design, and people liked the word "Rath" so much that they made it the name of the entire plane.



No Quarter

Card of the Day - Thursday, December 19, 2002

Tempest rare.

The card name comes from the military term "give no quarter." The reference is to military quarters--accommodations--to which prisoners of war are entitled. The command "give no quarter" would have meant "take no prisoners" or "show no mercy."

Withering Boon

Card of the Day - Wednesday, December 18, 2002



Mirage uncommon.

The playtest name for Withering Boon was "Dauthi." While it didn't stick there, it was resurrected for use on the black shadow creatures in *Tempest*.



Cursed Scroll

Card of the Day - Tuesday, December 17, 2002

Tempest rare.

The 1 in the mana cost and the three in the activation cost were swapped in development to make the card harder to stop with counterspells and easier you empty out of your hand. The plan certainly worked.



Abandon Hope

Card of the Day - Monday, December 16, 2002

Tempest uncommon.

From the time it was released until the release of *Odyssey*, Abandon Hope is the first card alphabetically in all of **Magic**. It has since been surpassed by Abandoned Outpost if you ignore spaces.



Disease Carriers

Card of the Day - Friday, December 13, 2002

Urza's Destiny common.

This card was originally slated to be reprinted in *Onslaught*, but the team came up with Festering Goblin instead.



Everglove Courier

Card of the Day - Thursday, December 12, 2002

Onslaught uncommon.

Early on in development, the Couriers could target two different creature types. Everglove Courier could be used on a Cleric or and Elf. They were changed to unify the tribes more.



Intervene

Card of the Day - Wednesday, December 11, 2002

Urza's Legacy common.

Intervene was going to be repeated in *Onslaught*, but with Confound being printed somewhat recently the team decided to reprint Meddle instead.



Goblin Burrows

Card of the Day - Tuesday, December 10, 2002

Onslaught uncommon.

The activation cost on this land was originally just R, but it was ending games too fast and was increased to 1R.



Entrails Feaster

Card of the Day - Monday, December 9, 2002

Onslaught rare.

This card originally had flavor text, but it had to be cut for space considerations. It was: "Fortunately, Aphetto is full of zombie rats."



Erhnam Djinn

Card of the Day - Friday, December 6, 2002

Arabian Nights uncommon.

Favorite card of managing web producer Dan Stahl. "I always liked getting out the biggest creature as fast as I could."



Zur's Weirding

Card of the Day - Thursday, December 5, 2002

Ice Age rare.

Favorite card of Magic creative director Brady Dommermuth. "It's a blue card that screams to be broken, and no one has ever been able to do it."

Sol'kanar the Swamp King

Card of the Day - Wednesday, December 4, 2002



Legends rare.

Favorite card of the DCI's Jeff Donais. He liked it so much, he even played it in his deck at Worlds years ago.



Jokulhaups

Card of the Day - Tuesday, December 3, 2002

Ice Age rare.

Favorite card of mtg.com web developer Doug Beyer. "I've always loved big, sweeping effects that create the opportunity for breaking symmetries."



Mana Vault

Card of the Day - Monday, December 2, 2002

Alpha rare.

Favorite card of R&D's Brian Schneider. "I liked playing Type 1 with Shivan Dragons and Orggs. Mana Vault was insane in that deck."

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