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# Card of the Day - February, 2003

*Card of the Day*  
 Monday, February 3, 2003



## Ghosthelm Courier

**Card of the Day - Friday, February 28, 2003**

*Onslaught* uncommon.  
 The five *Onslaught* Couriers are named after the magical items they are shown carrying in the artwork.



## Goblin Goon

**Card of the Day - Thursday, February 27, 2003**

*Legions* rare.  
 In early development, the Goon was 8/8. That didn't last very long.



## Symbiotic Elf

**Card of the Day - Wednesday, February 26, 2003**

*Onslaught* common.  
 All the Symbiotic creatures in *Onslaught* have centipede-like "insects" in their art.



## Hobble

**Card of the Day - Tuesday, February 25, 2003**

*Planeshift* common.  
 The "creature" casting the spell in the art of Hobble is Lord Windgrace, one of the Planeswalkers featured in the Invasion block storyline.



## Nantuko Husk

**Card of the Day - Monday, February 24, 2003**

*Onslaught* common.  
 The Husk is an exact reprint of *Urza's Saga's* Phyrexian Ghoul, except the Husk has "Insect" as an additional creature type.



## Lin Sivvi, Defiant Hero

**Card of the Day - Friday, February 21, 2003**

*Nemesis* rare.  
*Mercadian Masques*, three years ago, was the last block to have card banned in the Block Constructed Format-Lin Sivvi and Rishadan Port.



## Mox Emerald

**Card of the Day - Thursday, February 20, 2003**

Alpha rare.  
 "Mox" is not a real word, but Richard Garfield derived it from "moxie," which means "energy, courage, or determination."



## Frantic Search

**Card of the Day - Wednesday, February 19, 2003**

*Urza's Legacy* common.  
 Tolarian Academy is restricted in Type 1, but it still casts a long enough shadow that cards that combo well with it, such as Frantic Search, are also restricted.



## Jerrard of the Closed Fist

**Card of the Day - Tuesday, February 18, 2003**

*Legends* uncommon.  
 At one point years ago, all cards with the creature type Legend were restricted, even vanilla behemoths like Jerrard.



## Contract from Below

**Card of the Day - Monday, February 17, 2003**

Alpha rare.  
 Ancestral Recall? Balance? Pathetic! Contract is our pick for the most powerful card

ever... and it's banned in all sanctioned formats because of its ante mechanic.



### **Envelop**

**Card of the Day - Friday, February 14, 2003**

*Judgment* common.

Although it doesn't come across well on the card, the art for Envelop depicts a Fireball encased in a shield of energy.



### **Derelor**

**Card of the Day - Thursday, February 13, 2003**

*Fallen Empires* uncommon.

One of the better cards to come out of *Fallen Empires*, Derelor was the grandfather of the *Invasion* "Leech" cycle.



### **Lowland Tracker**

**Card of the Day - Wednesday, February 12, 2003**

*Legions* common.

Provoke creatures "hook" other creatures and force them to block. You can see hooks in the art of most provoke creatures.



### **Enslaved Scout**

**Card of the Day - Tuesday, February 11, 2003**

*Alliances* common.

No one ever mistook the *Seventh Edition* card Goblin Spelunkers for a powerhouse. Well, take a look at its predecessor. Ugh.



### **Stangg**

**Card of the Day - Monday, February 10, 2003**

*Legends* rare.

Because the creature type of tokens matches their names and vice-versa, the type of the token created by Stangg is "Stangg-Twin Legend." Feel free to make your Mistform Wall into a Stangg-Twin!



### **Brainwash**

**Card of the Day - Friday, February 7, 2003**

*The Dark* common.

Brainwash was one of the first white "taxing" cards, back before R&D even decided that taxing should be a primarily white mechanic.



### **Wall of Hope**

**Card of the Day - Thursday, February 6, 2003**

*Legions* common.

Unlike its *Stronghold* predecessor, Wall of Essence, Wall of Hope gives you life from all damage dealt to it, not just combat damage. A great combo with Earthquake!



### **Spectral Lynx**

**Card of the Day - Wednesday, February 5, 2003**

*Apocalypse* rare.

Up until the very last days of development, this card was a four-mana 2/2 named "Spirit Lynx."



### **Bandage**

**Card of the Day - Tuesday, February 4, 2003**

*Stronghold* common.

When *Stronghold* was released, rules dictated that you could not play Bandage if damage was not being dealt at the time you played it. Under current rules, it can be played any time you can play an instant, making it much better.



### **Island Sanctuary**

**Card of the Day - Monday, February 3, 2003**

Alpha rare.

Island Sanctuary is the only card with a basic land type in its name that is a different color than the mana that land would produce.

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