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# Card of the Day - April, 2003

*Card of the Day*  
Tuesday, April 1, 2003



## Viashivan Dragon

Card of the Day - Wednesday, April 30, 2003

*Visions* rare.

Much like Spirit of the Night from *Mirage*, the Viashivan could be put into play by sacrificing specific other creatures - in this case Spitting Drake and Kyscu Drake.



## Elder Land Wurm

Card of the Day - Tuesday, April 29, 2003

*Legends* rare.

Steve Conard, *Legends* designer, tells us that the original flavor text submitted for this card was: "Once there were multitudes of Elder Dragons in Dominia. After the Great War of the dragons, many were beaten to the ground, stripped of their title, never to fly again."



## Forgotten Ancient

Card of the Day - Monday, April 28, 2003

*Scourge* rare.

We've talked about it for months, and now it exists! Introducing the first card YOU made, Forgotten Ancient, aka "Mr. Babycakes."



## Funeral Charm

Card of the Day - Friday, April 25, 2003

*Visions* common.

Instant discard is a very rare ability, since it can lead to "lock" situations where you force your opponent to discard right after his draw step but before he can play the card. Vision Charm is one of the most high-profile cards with this mechanic.



## Jump

Card of the Day - Thursday, April 24, 2003

Alpha common.

Time has proven that an instant that gives flying is too weak of a card, making Jump one of the "most obsoleted" cards of all time. The *Stronghold* common Leap is a cantrip version of Jump at the same cost.



## Gallantry

Card of the Day - Wednesday, April 23, 2003

*Tempest* uncommon.

The shadow being cast in the artwork is from the Sliver Queen.



## Goblin Grenade

Card of the Day - Tuesday, April 22, 2003

*Fallen Empires* common.

All cards with additional costs have been reworded in the Oracle to clear up the myth that you can pay the additional cost more than once to generate the effect more than once.



## Animate Wall

Card of the Day - Monday, April 21, 2003

Alpha rare.

In order to clean up the card, Animate Wall has been errataed to be able to enchant any creature, not just Walls.



## Spirit of the Night

Card of the Day - Friday, April 18, 2003

*Mirage* rare.

The Spirit was originally called "Spirit of the Nightstalkers," as the three creatures that

"fetch" it are creature type Nightstalker. But that long name wouldn't fit on the card, and was shortened to "Spirit of the Night."



### **Amulet of Unmaking**

**Card of the Day - Thursday, April 17, 2003**

*Mirage* rare.

The Amulet was slated to be named Sword of Damocles, from the Greek tale about imminent peril. But in an attempt to build the world of Jamuraa, it was changed.



### **Prismatic Circle**

**Card of the Day - Wednesday, April 16, 2003**

*Mirage* common.

The character's fingers in the art of Prismatic Circle are painted and arranged just like the color wheel on the back of **Magic** cards.



### **Shimmer**

**Card of the Day - Tuesday, April 15, 2003**

*Mirage* rare.

The original name for Shimmer was Mirage, which obviously had to be changed once the set was named.



### **Yare**

**Card of the Day - Monday, April 14, 2003**

*Mirage* rare.

What the heck is a Yare? Actually, yare (rhymes with "care") is an adjective meaning *agile* or *lively*.



### **Primal Whisperer**

**Card of the Day - Friday, April 11, 2003**

*Legions* rare.

The Whisperer was designed as a white card, as white was initially going to be the "best morph color." When that idea was abandoned, the Whisperer became green.



### **Notorious Assassin**

**Card of the Day - Thursday, April 10, 2003**

*Mercadian Masques* rare.

If you look closely at the art for this card, you'll see that the wall outside the window is lined with "wanted posters" bearing the assassin's likeness.



### **Psychic Vortex**

**Card of the Day - Wednesday, April 9, 2003**

*Weatherlight* rare.

The Vortex is an interesting card because the negative aspect of the card is its main ability, and the beneficial part of the card is its upkeep cost. This is the opposite of how most cards with upkeep costs work.



### **Saproling Burst**

**Card of the Day - Tuesday, April 8, 2003**

*Nemesis* rare.

Most keywords (like "fading") have reminder text, even in expert-level set. However, on certain rares where the text won't fit, it is eliminated.



### **Deathmark Prelate**

**Card of the Day - Monday, April 7, 2003**

*Legions* uncommon.

There was a lot of arguing in development about this card. First, it required no mana cost to use and killed non-black creatures as opposed to non-Zombies. Oh, and it was common. As it was really, really good in Limited, changes kept being made until it ended up how it is now.



### **Mountain Stronghold**

**Card of the Day - Friday, April 4, 2003**

*Legends* uncommon.

The most maligned cycle of nonbasic lands in the history of Magic is the *Legends* bands-with-others cycle. Making cards purely by flavor sometimes leads to really bad cards.



### **Tarnished Citadel**

**Card of the Day - Thursday, April 3, 2003**

*Odyssey* rare.

Tarnished Citadel's original design was not used in *Odyssey*; instead, it was moved to *Onslaught* and became Grand Coliseum.



### **Salt Flats**

**Card of the Day - Wednesday, April 2, 2003**

*Tempest* rare.

The comes-into-play-tapped *Tempest* painlands were not very good, and strictly

better versions were printed in *Apocalypse*.



## **Thawing Glaciers**

**Card of the Day - Tuesday, April 1, 2003**

*Alliances* rare.

Because of the redefined "end of turn" in Sixth Edition rules, the second part of Thawing Glaciers now reads: "If it's the end phase, return Thawing Glaciers to its owner's hand. Otherwise, return Thawing Glaciers to its owner's hand at end of turn."

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