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Card of the Day - May, 2003

Card of the Day
Thursday, May 1, 2003



Shock Troops

Card of the Day - Friday, May 30, 2003

Mercadian Masques common.

This card's name is a play on the fact that its activated ability has the same effect as the card Shock.



Icatian Javelineers

Card of the Day - Thursday, May 29, 2003

Fallen Empires common.

During design, this card did not have the tap as part of its cost, but designer Chris Page built a deck of nothing but Plains and Icatian Javelineers and proved it was a problem. (The card would have been a better white Mogg Fanatic.)



Trap Digger

Card of the Day - Wednesday, May 28, 2003

Scourge rare. This card is named after the card it emulates, Pit Trap. Its ability essentially turns lands into Pit Traps.



Intrepid Hero

Card of the Day - Tuesday, May 27, 2003

Urza's Saga rare.

During design, this card was a Legend named "David, Giant Killer" after the biblical tale "David and Goliath." Its legendary status was revoked during development.



Aven Brigadier

Card of the Day - Monday, May 26, 2003

Onslaught rare.

This card was originally designed as an enchantment, but was changed because R&D believed that "lords" feel better as creatures. Note that Bird Soldiers get +2/+2 from this card.



Edgewalker

Card of the Day - Friday, May 23, 2003

Scourge uncommon.

Edgewalker is the first card that reduces the number of colored mana that cards cost to play.



Treetop Scout

Card of the Day - Thursday, May 22, 2003

Scourge common.

This was originally designed to be a blue card, but was moved into green to line up with Treetop Rangers and Elven Riders.



Goblin War Strike

Card of the Day - Wednesday, May 21, 2003

Scourge common.

Scourge does have one repeat, and it is this card, which first appeared in *Portal Second Age*.

Day of the Dragons

Card of the Day - Tuesday, May 20, 2003



Scourge rare.

If you put Day of the Dragons' comes-into-play ability on the stack and then Disenchant it, all your creatures will be Dragons permanently.



Guilty Conscience

Card of the Day - Monday, May 19, 2003

Scourge common.

Guilty Conscience deals the damage to the creature as opposed to the creature dealing it to itself. The card started out doing the latter, but that caused unwanted loops.



Krosan Constrictor

Card of the Day - Friday, May 16, 2003

Torment common.

The Constrictor was originally going to be a repeat of Warthog, then a repeat of Pygmy Allosaurus, but eventually got it's own identity.



Thumbscrews

Card of the Day - Thursday, May 15, 2003

Tempest rare.

Thumbscrews was made to be a reverse of Black Vise, but having it deal scaling amounts of damage was too good, so it was significantly watered down.



Wirewood Hivemaster

Card of the Day - Wednesday, May 14, 2003

Legions uncommon.

The Hivemaster's text contains the word "nontoken" to prevent an easy infinite combo with Artificial Evolution.



Divine Intervention

Card of the Day - Tuesday, May 13, 2003

Legends rare.

Divine Intervention was banned from sanctioned play for a long while because the DCI wanted to discourage people from trying to get draws.



Urza's Rage

Card of the Day - Monday, May 12, 2003

Invasion rare.

The "can't be countered" text on Urza's Rage differs from that on Obliterate. Urza's Rage cannot be countered by spells or abilities, but it can be countered by the game rules. If the Rage's target becomes illegal (if it's sacrificed or gets protection from red), the Rage is countered.



Seeker

Card of the Day - Friday, May 9, 2003

Legends common.

The original designed intent of Seeker was to just make the creature unblockable, but the developers thought it would be "cooler" if the card mirrored Fear. Quite a bargain at four mana! Not!



Dromar, the Banisher

Card of the Day - Thursday, May 8, 2003

Invasion rare.

The original ability for Dromar was 2WUB: Return target red or green permanent to the top of its owner's library. Development made all the *Invasion* Dragons have abilities that triggered on combat damage instead. Attack!



Bane of the Living

Card of the Day - Wednesday, May 7, 2003

Legions rare.

For a while, the Bane was uncommon in development. But it was causing such havoc in limited games that it was moved to rare.



Capture of Jingzhou

Card of the Day - Tuesday, May 6, 2003

Portal Three Kingdoms rare.

Many *P3K* cards were simply remakes of other popular **Magic** cards with new flavorful names. This card is functionally identical to the *Tempest* favorite Time Warp.



Moorish Cavalry

Card of the Day - Monday, May 5, 2003

Arabian Nights common.

Trample is clearly not a white ability. Moorish Cavalry is one of only three white commons with trample; the other two are Elephants.



Zodiac Dragon

Card of the Day - Friday, May 2, 2003

Portal Three Kingdoms rare.

From rules guru Stephen D'Angelo: "When played under non-*Portal* rules, the text should be read as "When ~this~ goes to a graveyard from play, you may return

~this~ to its owner's hand." The "from play" clause keeps the Dragon from being a combo with cards like Wild Mongrel.



Nicol Bolas

Card of the Day - Thursday, May 1, 2003

Legends rare.

The *Legends* Elder Dragons were based on dragons from designer Steve Conard's **Dungeons & Dragons** campaign. Nicol Bolas was the oldest of these dragons, clocking in at 20,000 years.

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