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Card of the Day - June, 2003

Card of the Day
 Monday, June 2, 2003



Rotlung Reanimator

Card of the Day - Monday, June 30, 2003

Onslaught rare.

This card originally had flavor text, but it was cut for space reasons. It was: "*It works for the highest bidder. In other words, it works for the Cabal.*"



Dispersal Shield

Card of the Day - Friday, June 27, 2003

Scourge common.

Even though you have to pay 3 to play a morph creature, their converted mana cost is 0. So you can counter a morph on turn 3 with Dispersal Shield, even with just lands in play.



Recoil

Card of the Day - Thursday, June 26, 2003

Invasion common.

Recoil bends the rule about "no instant-speed discard. When played on a token creature, it nets a 2-for-1.



Hell Swarm

Card of the Day - Wednesday, June 25, 2003

Legends common.

One of the all-time bad cards, Hell Swarm is strictly worse than Marsh Gas from *The Dark*, a card that is also never played.



Long-Term Plans

Card of the Day - Tuesday, June 24, 2003

Scourge uncommon.

The playtest name for this card was "Lazy Tutor."



Ghitu Fire

Card of the Day - Monday, June 23, 2003

Invasion rare.

Even though Ghitu Fire can be played as an instant, its card type is always "sorcery"; you can never counter it with a Flash Counter.



Titania's Song

Card of the Day - Friday, June 20, 2003

Antiquities uncommon.

Titania's Song has an awkward clause that keeps the artifacts animated until end of turn once it leaves play, because early rules were unclear about what happened when something stopped being a creature in the middle of combat.



Fissure

Card of the Day - Thursday, June 19, 2003

The Dark common.

Modern red spells typically do not destroy creatures outright, but instead use damage. You won't see many Fissure-like cards in current sets.

Goblin Warchief

Card of the Day - Wednesday, June 18, 2003



Scourge uncommon.

This card's playtest name was "The Flash, Goblin Miniboss."



Magnify

Card of the Day - Tuesday, June 17, 2003

Urza's Destiny common.

While most green pump spells work well with first strike creatures, Magnify actually works well *against* first strike.



Naked Singularity

Card of the Day - Monday, June 16, 2003

Ice Age rare.

"Naked Singularity" is an astronomical term referring to a region of extremely high density existing outside of a black hole. It has nothing to do with clothes.



Stone Giant

Card of the Day - Friday, June 13, 2003

Alpha uncommon.

In general, older cards were more top-down than recent cards, as Richard Garfield tried to import as many elements of traditional fantasy as he could. Stone Giant's ability to throw other creatures is well-executed mechanically.



Hua Tuo, Honored Physician

Card of the Day - Thursday, June 12, 2003

Portal Three Kingdoms rare.

Several cards from the sets based on literary materials (*Arabian Nights* and *Portal 3K*) were designed top-down in an effort to capture the flavor of the characters and concepts.



Skyship Weatherlight

Card of the Day - Wednesday, June 11, 2003

Planeshift rare.

Many story cards are top-down. Most players were familiar with the *Weatherlight* long before the card was printed, so R&D had to make sure to come up with an ability that fit people's perceptions.



Baron Sengir

Card of the Day - Tuesday, June 10, 2003

Homelands uncommon.

Sometimes top-down designs are quite simple and intuitive, such as Baron Sengir. Creating a "vampire lord" was simple.



Frozen Solid

Card of the Day - Monday, June 9, 2003

Scourge common.

Frozen Solid combines a blue mechanic with one that was either previously black (*Death Pits of Rath*) or green (*Mortal Wound*), but the card remained blue because the flavor was so good.



Xantid Swarm

Card of the Day - Friday, June 6, 2003

Scourge rare.

The ability on Xantid Swarm was taken from an unused submission from the first round of "You Make The Card."



Pemmin's Aura

Card of the Day - Thursday, June 5, 2003

Scourge uncommon.

As a tribute to the all-mighty Morphling, Pemmin's Aura is an anagram for "I am Superman."



Enrage

Card of the Day - Wednesday, June 4, 2003

Scourge uncommon.

Enrage is almost exactly the same as long-time core set black staple *Howl From Beyond*, but what R&D considers the "right" color for the effect.

Proteus Machine

Card of the Day - Tuesday, June 3, 2003



Scourge uncommon.

The playtest name of this card was "Transformer," with the fake flavor text of "More that meets the eye."



Krosan Warchief

Card of the Day - Monday, June 2, 2003

Scourge uncommon.

For a while in development, this card was a 1GG 3/2, but the Beast decks were getting out of hand.

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