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Card of the Day - July, 2003

Card of the Day
Tuesday, July 1, 2003



Elvish Pioneer

Card of the Day - Thursday, July 31, 2003

Eighth Edition common.
Even though Llanowar Elves is gone from the Core Set, their legacy lives on in the new art for Elvish Pioneer.



Merchant of Secrets

Card of the Day - Wednesday, July 30, 2003

Eighth Edition common.
The very first three mana 1/1 cantrip creature was the green Pyknite from *Ice Age*.



Western Paladin

Card of the Day - Tuesday, July 29, 2003

Eighth Edition rare.
A good way to remember which black Paladin kills which color of creature is mnemonically: the W in "Western" also stands for "White."



Elfhame Palace

Card of the Day - Monday, July 28, 2003

Eighth Edition uncommon.
Of the five *Invasion* dual lands put into *Eighth Edition*, only Elfhame Palace received new art.



Phyrexian Plagelord

Card of the Day - Friday, July 25, 2003

Eighth Edition rare.
As the "one new card from every expansion" gimmick was being fleshed out for *Eighth Edition*, Thrashing Wumpus was kicked out of the set in favor of the Plagelord.



Rukh Egg

Card of the Day - Thursday, July 24, 2003

Eighth Edition rare.
The original wording on the *Arabian Nights* Egg created the 4/4 token if the Egg went to the graveyard from anywhere, even your hand.



Death Pit Offering

Card of the Day - Wednesday, July 23, 2003

Core Set rare.
Death Pit Offering's drawback of sacrificing your creatures has been changed into a triggered ability for *Eighth Edition*, meaning it can now be side-stepped with Stifle.



Staunch Defenders

Card of the Day - Tuesday, July 22, 2003

Core Set uncommon.
What a difference one mana makes. Staunch Defenders is a 3/4 for 3WW, and never sees competitive play these days. Its smaller cousin, Teroh's Faithful, is a 1/4 for 3W, and sees regular play in Astral Slide decks and is often used as a sideboard card against Goblin decks.



Ivory Cup

Card of the Day - Monday, July 21, 2003

Core Set Uncommon.
One of the 5 "[Lucky Charms](#)", it is one of the few cards that has appeared in every *Core Set* since *Alpha*.

Card of the Day - Friday, July 18, 2003



Ivory Mask

Mercadian Masques rare.
In design, this card was called Protective Bubble.



Spreading Algae

Card of the Day - Thursday, July 17, 2003

Urza's Saga uncommon.
This color hoser was inspired by the Alpha card *Kudzu*.



Coat of Arms

Card of the Day - Wednesday, July 16, 2003

Exodus rare.
The popularity of this card showed R&D that the tribal theme was popular and helped lead to the creation of the *Onslaught* block.



Rolling Stones

Card of the Day - Tuesday, July 15, 2003

Stronghold rare.
This card was created as a beefed up version of the Alpha card *Animate Wall*. Ironically, *Stronghold* had only one wall with a power greater than 0.



Trained Armodon

Card of the Day - Monday, July 14, 2003

Tempest common.
Very few vanilla creatures (creatures without rules text) end up in tournament play. The Trained Armodon is one of the few exceptions.



Telepathy

Card of the Day - Friday, July 11, 2003

This card was designed as a "cleaned up" version of the *Alpha* card *Glasses of Urza*. R&D didn't like how the card made players constantly reveal their hand. In addition, they felt the card worked better as a blue enchantment.



Spellbook

Card of the Day - Thursday, July 10, 2003

This card was designed as a "cleaned up" version of the *Alpha* card *Library of Leng*.



Death Pits of Rath

Card of the Day - Wednesday, July 9, 2003

This *Tempest* card's final title was also its playtest name. The naming team liked it so much, they decided to use Rath as the name of the shadow plane where the *Tempest* block took place.



Lhurgoyf

Card of the Day - Tuesday, July 8, 2003

The card name of this popular creature from *Ice Age* is often mispronounced. The correct pronunciation is "Lure - Goif".



Urza's Mine

Card of the Day - Monday, July 7, 2003

When Anson Maddock turned in his original art for this card from *Antiquities*, it illustrated a "land mine" as opposed to a "excavation mine".



Tireless Tribe

Card of the Day - Friday, July 4, 2003

Odyssey common.
When Tireless Tribe was changed from a 2/2 to a 1/1 to even out white's commons for Limited, no one expected the card to show up in Standard. The fact that it has just emphasizes the power of "symbiotes."



Stronghold Assassin

Card of the Day - Thursday, July 3, 2003

Seventh Edition rare.
Stronghold Assassin did surprisingly good work in Standard during its stay in the Core Set. It is being replaced with Royal Assassin in *Eighth Edition*.



Nantuko Monastery

Card of the Day - Wednesday, July 2, 2003

Judgment uncommon
The playtest name for this "man-land" was "Angry Savannah," since it is a green-white aligned land that can also attack.

Kirtar's Wrath

Card of the Day - Tuesday, July 1, 2003



Odyssey rare.

This card originally put one 2/2 flying Spirit token into play at threshold, but in an attempt to unify token types, it was changed to two 1/1 tokens.

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