

## Card concept selection You Make The Card 2 - Step 8

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**W**ith Mark, Randy, and head creative honcho Brady Dommermuth lounging around brewpubs in Berlin this week leading up to Worlds, the responsibility for tackling the pile of You Make The Card concepts fell squarely on my shoulders. With a little help from my partner in crime Doug Beyer, and with Brandon Bozzi giving everything the official R&D "thumbs-up," I managed to whittle the immense stack down to the ten concepts below. Which one best illustrates the idea behind [Gazarsgo's Plow](#)?

Ah, right. The "Plow" issue. Perhaps Mark didn't make himself perfectly clear in the [last YMTC installment](#), but the name "Gazarsgo's Plow" was meant to be nothing more than a placeholder. Under no circumstances does the card have to actually be a plow. The playtest name really proved unfortunate in this case, as almost a third of the submissions were "a magic plow," or "an old rusty plow," or even "a more different plow." Okay, maybe not the last one. It seems we'd have been better off not letting the fellow whose mechanic was chosen create the playtest placeholder name, and instead called it "Gazarszszadgo's Artifact Thingy" or something.

But in between the avalanche of plows, there were some really evocative concepts. So vote for the one you like best. And yes, I did include one concept that actually is a plow, just in case you've grown so attached to the image that you couldn't bear to see it changed.

As a reminder, the card's text is:

**You may play land cards in your graveyard as though they were in your hand.**

The ten concept finalists:

**Concept A:**



A hand digs into a bag of soil and ashes. The grains sift through the fingers and fly in the wind.

**Concept B:**

A wizard holds a globe which is actually a puzzle. Odd puzzle pieces attach themselves onto the globe.

**Concept C:**

An hourglass with a destroyed forest in the top chamber and a beautiful lush forest in the bottom chamber.

**Concept D:**

A jewel hovers in front of a desert. Through the jewel the desert appears as a different type of landscape through each of its facets.

**Concept E:**

A mirror in which the reflections of dead trees and plants appear living.

**Concept F:**

An artist paints a picture of a landscape; the landscape alters to match the painting.

**Concept G:**

An old-style plow cutting through plain worn dirt. Prosperous land full of life forms in the cut behind.

**Concept H:**

A mysterious floating pyramid hovers above a barren wasteland. Tools and implements come out of the bottom, tilling, watering and fertilizing the land beneath.

**Concept I:**

A sundial with depictions of the five lands, colors, or elements around the dial. The setting should be pastoral.

**Concept J:**

A mechanical tree clings to a scorched wasteland. Clockwork roots repair the soil, and metal leaves radiate life.

As we are running out of time, voting for this step will end at midnight Thursday night, August 7th.  
So **vote now!**  
After this step ends, you'll choose which artist you want to illustrate this masterpiece!

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*Call Mr. Plow / That's my name / That name again / Is Mr. Plow.  
I mean... Send questions and comments to [editor@wizards.com](mailto:editor@wizards.com).*