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Card of the Day - September, 2003

Card of the Day
Monday, September 1, 2003



Myr Enforcer

Card of the Day - Tuesday, September 30, 2003

Mirrodin common.

The original R&D name for Myr Enforcer was "Artifact Lover" as it emphasized a deep affinity for other artifacts (4/4 for free must be love!)



Tower of Murmurs

Card of the Day - Monday, September 29, 2003

Mirrodin rare.

Like **Millstone** and **Mesmeric Orb**, Tower features one of "Artifacts" unique-*ish* abilities to put cards from the top of a players library into their graveyard.



Viridian Shaman

Card of the Day - Friday, September 26, 2003

Mirrodin uncommon.

Uktabi Orangutan gets even better when you make it into an Elf. Now it has synergy with cards like Wellwisher and Wirewood Symbiote.



Leaden Myr

Card of the Day - Thursday, September 25, 2003

Mirrodin common.

The five common mana Myr in *Mirrodin* are strictly better than Manakin from *Tempest*. Not that anyone's complaining.



Clockwork Beetle

Card of the Day - Wednesday, September 24, 2003

Mirrodin common.

"Clockwork" creatures were introduced in Alpha with Clockwork Beast, and also appeared in *Antiquities* and *Homelands* before showing up en masse in *Mirrodin*.



Howling Mine

Card of the Day - Tuesday, September 23, 2003

Core Set rare.

Howling Mine, unlike most artifacts, shuts off when it is tapped. *Mirrodin's* Lodestone Myr offers a new beneficial way to tap the Mine and deny your opponent extra cards.



Scarwood Bandits

Card of the Day - Monday, September 22, 2003

The Dark uncommon.

Green's hatred of artifacts has existed for a long time. Although stealing is not a green ability, the Bandits-along with Scavenger Folk-played the green anti-artifact role well in *The Dark*.



Staff of the Ages

Card of the Day - Friday, September 19, 2003

Ice Age uncommon.

Staff of the Ages did the job of five *Legends* enchantments all by itself. Those enchantments were Quagmire, Deadfall, Crevasse, Great Wall, and Undertow. Even so, the Staff was still too narrow to ever see much use.

Sunglasses of Urza

Card of the Day - Thursday, September 18, 2003



Alpha rare.

Because Urza wore both Glasses and Sunglasses, there were jokes early on in **Magic's** lifespan that he had two heads.



Acidic Dagger

Card of the Day - Wednesday, September 17, 2003

Mirage rare.

One way early designers tried to show that an artifact was a piece of "equipment" was to have the artifact be destroyed if the creature using it was destroyed. Ironically, that is the opposite of how *Mirrodin's* equipment works.



Mana Crypt

Card of the Day - Tuesday, September 16, 2003

Promotional card.

This powerful artifact still requires a coin flip even if it becomes tapped during your upkeep. This was not always so under pre-*Sixth Edition* rules, making it an awesome combo with cards like Disrupting Scepter.



Tetravus

Card of the Day - Monday, September 15, 2003

Antiquities rare.

The tokens created by Tetravus cannot be enchanted, mainly because the original designers thought it was unclear what would happen if an enchanted token was "reabsorbed" into the main body of the Tetravus.



Disrupting Scepter

Card of the Day - Friday, September 12, 2003

Alpha rare.

Artifacts have always blurred the "color lines." Discard is an almost exclusively black ability, but Disrupting Scepter gives it to any color for a hefty mana cost.



Urza's Tower

Card of the Day - Thursday, September 11, 2003

Core Set uncommon.

The *Mirrodin* design team wanted the Urzatron in *Mirrodin*, but creative differences (there is no Urza on *Mirrodin*) forced them to be moved into *Eighth Edition*.



Chimeric Idol

Card of the Day - Wednesday, September 10, 2003

Prophecy uncommon.

Because artifacts are playable in any deck, they must be balanced carefully. Chimeric Idol was a little too good compared to the rest of the cards available in the Standard environment of its time, causing it to show up in more decks than R&D would normally like.



Powerleech

Card of the Day - Tuesday, September 9, 2003

Antiquities uncommon.

Antiquities was the last "artifact set." Every card in the set but 4 either was an artifact or had the word "artifact" in its text.



Tawnos's Weaponry

Card of the Day - Monday, September 8, 2003

Antiquities uncommon.

Artifacts like the Weaponry, which can be "given" to a creature for longer than a single turn, where part of the inspiration for *Mirrodin's* Equipment cards.



Sage of Lat-Nam

Card of the Day - Friday, September 5, 2003

Core Set rare.

Many people were puzzled by this card's inclusion in *Eighth Edition*. Frankly, *Antiquities* didn't have much to offer that hadn't been reprinted before, but with new cards like *Mirrodin's* Artifact Lands, he should have plenty to do now.



Thran Golem

Card of the Day - Thursday, September 4, 2003

Urza's Destiny rare.

Destiny was the first set to list Artifact Creature subtypes on the type line. Previously the card would have read, "Thran Golem counts as a Golem." in the text box.



Metalworker

Card of the Day - Wednesday, September 3, 2003

Urza's Destiny rare.

Even though cards like Metalworker, Tinker, and Tolarian Academy seem to lend the Urza block an artifact feel, the block was really designed to be focused on enchantments.



Manakin

Card of the Day - Tuesday, September 2, 2003

Tempest common.

Prior to *Mirrodin*, *Tempest* was the last expert-level expansion to feature common

artifact cards.



Gauntlet of Might

Card of the Day - Monday, September 1, 2003

Alpha rare.

The Gauntlet was an interesting card because it was a powerful artifact with a heavy color slant without analogs in the other four colors. There have been very few artifacts like this in the years since.

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