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Card of the Day - October, 2003

Card of the Day
 Wednesday, October 1, 2003



Bad Moon

Card of the Day - Friday, October 31, 2003

Alpha rare

This card was designed as a mirror to the white enchantment *Crusade*. It was later decided that it wasn't in flavor for black to uniformly pump up its creatures without a drawback.



Vampire Bats

Card of the Day - Thursday, October 30, 2003

Legends common

This card has been repeated twice in expert expansions, each time with a new name and creature type: *Pit Imp*, an imp in *Tempest* and *Phyrexian Battleflies*, an insect in *Invasion*.



Sarcomancy

Card of the Day - Wednesday, October 29, 2003

Tempest rare

In its earliest version, this card was a 2/2 creature that made you lose 1 life at the beginning of your upkeep if it was in your graveyard.



Crovax the Cursed

Card of the Day - Tuesday, October 28, 2003

Stronghold rare

This legend was designed for *Tempest* but had to be moved to *Stronghold* as *Crovax* had not yet become a vampire in the story.



Lesser Werewolf

Card of the Day - Monday, October 27, 2003

Legends uncommon.

Ironically, most players consider *Lesser Werewolf* to be better than *Homelands'* *Greater Werewolf*.



Rule of Law

Card of the Day - Friday, October 24, 2003

Mirrodin rare.

This card is a white version of the *Urza's Saga* card *Arcane Laboratory*. In the latest shifting of the color pie, white was given the "rule setting" enchantments.



Lightning Coils

Card of the Day - Thursday, October 23, 2003

Mirrodin rare.

This card does two rather rare things. First, it creates creature tokens whose power is not equal to their toughness. And second, the tokens have an added ability, haste.



Domineer

Card of the Day - Wednesday, October 22, 2003

Mirrodin uncommon.

Technically, "Enchant Artifact Creature" is the third new subtype in *Mirrodin* along with "Artifact - Equipment" and "Artifact Land".

Tower of Murmurs

Card of the Day - Tuesday, October 21, 2003

Mirrodin rare.

Called "Millstone of the Ages" in design, this was the first Tower to be created.



Ogre Leadfoot

Card of the Day - Monday, October 20, 2003



Mirrodin common.
During most of design, this creature could not be blocked by artifact creatures.



Tempest of Light

Card of the Day - Friday, October 17, 2003

Mirrodin uncommon.
As part of the latest shifting of the color wheel, **Disenchant** moved from white to green to become **Naturalize** and **Tranquility** moved from green to white to become **Tempest of Light**.



Mass Hysteria

Card of the Day - Thursday, October 16, 2003

Mirrodin rare.
This card is a red version of the *Legends* enchantment **Concordant Crossroads**. Besides the color change, the only difference between the two cards is that Mass Hysteria is not an "enchant world".



Brown Ouphe

Card of the Day - Wednesday, October 15, 2003

Mirrodin uncommon.
This repeat from *Ice Age* is pronounced "oof".



Psychogenic Probe

Card of the Day - Tuesday, October 14, 2003

Mirrodin rare.
This card was submitted numerous times as a red enchantment but always cut in development. For *Mirrodin*, the designers tried submitting it as an artifact.



Goblin War Wagon

Card of the Day - Monday, October 13, 2003

Mirrodin common.
This card and **Goblin Dirigible** were inspired by the *Arabian Nights* card **Brass Man**.



Liar's Pendulum

Card of the Day - Friday, October 10, 2003

Mirrodin rare. This card started in design as a **Cursed Scroll** variant, but was later changed to a card drawer (called "Bluffing Book") as the design team felt it had better flavor.



Proteus Staff

Card of the Day - Thursday, October 9, 2003

Mirrodin rare. Named "Wand of Polymorph" in design, this card was changed in development from its original ability to become a wand that has the effect of the spell **Polymorph** from *Mirage*.



Chalice of the Void

Card of the Day - Wednesday, October 8, 2003

Mirrodin rare. The original version of this card was designed by Gary Wise for the Magic Invitational to be printed if he won. Wise didn't win but R&D liked the card.



Neurok Spy

Card of the Day - Tuesday, October 7, 2003

Mirrodin common. This card is a repeat of the *Urza's Legacy* card **Bouncing Beebles**. As Beebles don't exist on *Mirrodin*, the card was changed to a Human Rogue.



Broodstar

Card of the Day - Monday, October 6, 2003

Mirrodin rare.
Originally called "Kracky McKraken", this card was created by merging two cards in the design file, a large "Affinity for artifacts" flier in blue and an artifact creature that had power and toughness equal to the number of artifacts in play.



Sunbeam Spellbomb

Card of the Day - Friday, October 3, 2003

Mirrodin common.
The "spellbombs" were initially called "potions" then rejected and changed to "spellbombs" to make them less ordinary. Then "spellbombs" were changed to "phials" for flavor sake but changed back again because what does a "phial" do? We all know what a "spellbomb" does!

Skeleton Shard

Card of the Day - Thursday, October 2, 2003

Mirrodin uncommon.



Part of the Shard cycle in *Mirrodin*, this card originally granted an ability similar to **Fear** but was changed during development to a **Raise Dead** ability in order to make the card more potent.



Grid Monitor

Card of the Day - Wednesday, October 1, 2003

Mirrodin rare.

This card was originally designed to be similar to **Steel Golem** and was officially named Steel Behemoth. However, right before the set was finalized, it was determined that too many cards contained the word "steel" and so it was changed.

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