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# Card of the Day - January, 2004

*Card of the Day*  
Tuesday, January 6, 2004



## Chromescale Drake

**Card of the Day - Friday, January 30, 2004**

*Darksteel* rare. This Drake was originally designed for *Mirrodin* as part of a three card cycle (one for each rarity). The uncommon from that cycle didn't end up being printed but the cycle's common, **Neurok Familiar**, managed to make it into *Mirrodin*.



## Death-Mask Duplicant

**Card of the Day - Thursday, January 29, 2004**

*Darksteel* uncommon. In design this card simply said that it gained the abilities of the creature it was imprinting. When that caused problems during the development process it was changed to more specifically spell things out.



## Arcbound Ravager

**Card of the Day - Wednesday, January 28, 2004**

*Darksteel* rare. Called "Chimera Atog" in design, the Ravager was inspired by the desire to find synergy for gaining +1/+1 counters.



## Kraken's Eye

**Card of the Day - Tuesday, January 27, 2004**

*Darksteel* uncommon. Inspired by the "Lucky Charms" cycle printed in all versions of **Magic's** core set (see **Crystal Rod** as an example), the versions in this *Darksteel* cycle feature cleaner wording and no activation cost.



## Blinkmoth Nexus

**Card of the Day - Monday, January 26, 2004**

*Darksteel* rare. While designing the artifact block the team combed **Magic's** history for cool artifact creatures. The inspiration for Blinkmoth Nexus came when they found **Mishra's Factory** and knew they had to bring it back somehow.



## Sliver Queen

**Card of the Day - Friday, January 23, 2004**

*Stronghold* rare. The first five color **Magic** card ever printed (with the exception of the one-of-a-kind 1996 World Champion card), the Sliver Queen continues to be a favorite of many different types of **Magic** players.



## Chaos Confetti

**Card of the Day - Thursday, January 22, 2004**

*Unglued* common. Appearing only in the non-tournament legal set *Unglued*, Chaos Confetti was inspired by an urban legend that someone had won an early **Magic** tournament by shredding his Chaos Orb and scattering it over his stunned opponent's cards.



## Sands of Time

**Card of the Day - Wednesday, January 21, 2004**

*Visions* rare. At the 1996 **Magic** Invitational Thomas Andersson of Sweden demolished his opponents because he realized that, due to its wording and rulings of the time, this card basically only affected the opponent's permanents (since it would untap itself first during its controller's untap phase). Official errata was released soon after so that the card did not affect itself.



## Draco

**Card of the Day - Tuesday, January 20, 2004**

*Planeshift* Rare. The costliest **Magic** card ever printed (in terms of mana), Draco is tied with one other

card for the title of largest flier ever printed (Devouring Strossus).



### **Time Spiral**

**Card of the Day - Monday, January 19, 2004**

*Urza's Saga* rare.

Originally intended as a "fixed" Time Twister, many players consider Time Spiral even more powerful than the original. (Quick Trivia: Did you know the Spiral can be used to untap opponent's lands?)



### **Primal Clay**

**Card of the Day - Friday, January 16, 2004**

*Antiquities* uncommon.

Another *Antiquities* card that made the cut for several core sets (*Revised* through *Sixth Edition*), Primal Clay is unique due to its ability to come into play either with a creature type ("Wall") or without (since "artifact creature" is not a creature type).



### **Tawnos's Wand**

**Card of the Day - Thursday, January 15, 2004**

*Antiquities* uncommon.

Creatures benefiting from the original version could be blocked by artifact creatures. The card was functionally changed in *Fourth Edition* when the ability was reworded, making the creature completely unblockable.



### **Mishra's War Machine**

**Card of the Day - Wednesday, January 14, 2004**

*Antiquities* uncommon.

Mishra's War Machine didn't see much play in its day but it went on to become the inspiration for the *Urza's Destiny* card Masticore. The idea was to test if this drawback could be made playable. The result was an incredibly powerful and influential tournament favorite.



### **Flying Carpet**

**Card of the Day - Tuesday, January 13, 2004**

*Arabian Nights* uncommon.

Originally from *Arabian Nights*, this card has been included in every core set since Revised (3rd Edition). Functionally changed starting with *Sixth Edition*, early versions were sacrificed if the creature riding the carpet was destroyed.



### **Onulet**

**Card of the Day - Monday, January 12, 2004**

*Antiquities* uncommon.

First appearing in *Antiquities*, the intended name for this card was "Onulets", an anagram of Soul Net. When the art came back picturing only one creature the "s" was dropped from the name.



### **Wall of Stone**

**Card of the Day - Friday, January 9, 2004**

*Eighth Edition* uncommon.

Wall of Stone is the creature with the greatest difference between its power and its toughness in **Magic**.



### **Rootwalla**

**Card of the Day - Tuesday, January 6, 2004**

*Tempest* common.

This card was originally named Chuckwalla after a real lizard. The artist, Roger Raupp, thought the term was made up and drew his own fantasy lizard. The naming team was then forced to change the name as it was no longer a chuckwalla.

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