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Card of the Day - February, 2004

Card of the Day
Monday, February 2, 2004



Leap

Card of the Day - Sunday, February 29, 2004

Stronghold common.

Leap is a cantrip (a spell that lets you draw a card as part of its effect) that costs the same as its non-cantrip equivalent, [Jump](#).



Maze of Ith

Card of the Day - Friday, February 27, 2004

The Dark uncommon.

Restricted in its time for contributing to annoying stalls, it was perhaps more annoying for sometimes causing hands that couldn't be mulliganned under the [old rules](#).



Timetwister

Card of the Day - Thursday, February 26, 2004

Alpha rare.

Of all the "[Power 9](#)," only Timetwister draws you 7 cards in one shot.



Wheel of Fortune

Card of the Day - Wednesday, February 25, 2004

Revised rare.

Restricted in Vintage like so many other "draw 7" cards but making it into the *Revised* set, the Wheel's art may be an indirect reference to the suits of the Tarot.



Memory Jar

Card of the Day - Tuesday, February 24, 2004

Urza's Legacy Rare.

One of only two Jars printed in **Magic** to date, this one was the first non-ante card ever preemptively banned from a tournament format.



Contract from Below

Card of the Day - Monday, February 23, 2004

Revised rare.

Given its miniscule casting cost (and drawback), Contract from Below is regarded by many players as the single most powerful **Magic** card ever printed.



Mycosynth Lattice

Card of the Day - Friday, February 20, 2004

Darksteel rare.

Nicknamed "Artifact World", the Lattice was inspired by the idea of crossing [Celestial Dawn](#)'s effect with that of [North Star](#).



Last Word

Card of the Day - Thursday, February 19, 2004

Darksteel rare.

This card has actually been submitted for several sets, but it wasn't until *Darksteel* that the card at last made the final cut to see print.



Genesis Chamber

Card of the Day - Wednesday, February 18, 2004

Darksteel uncommon.

Named "Sidekick Granter" during design, the only other change it underwent was having the original Gnome tokens switched to Myr tokens.

Gemini Engine

Card of the Day - Tuesday, February 17, 2004

Darksteel rare.

Inspired by the *Legends* card [Stangg](#), Gemini Engine is the first card directly named



after a sign of the Zodiac.



Furnace Dragon

Card of the Day - Monday, February 16, 2004

Darksteel rare.

Furnace Dragon is the only card printed (so far) that has Affinity for Artifacts but isn't blue or an artifact.



Rebirth

Card of the Day - Friday, February 13, 2004

Legends rare.

Rebirth was the first **Magic** card printed with the numeral 20 in its rules text. Since then five others have been printed. Can you name them?



Winds of Change

Card of the Day - Thursday, February 12, 2004

Legends uncommon.

Throughout the history of **Magic** this kind of ability has resided primarily in blue but also surfaces in red from time to time. *Alpha's Wheel of Fortune* is the earliest example, but you can see this same ability as recently as *Scourge's Dragon Mage*.



Divine Transformation

Card of the Day - Wednesday, February 11, 2004

Legends rare.

This card was the inspiration for the Embrace cycle of creature enchantments from *Urza's Saga*. The designers felt that previous creature enchantments tended to grant minor changes so they were looking for something with a more dramatic effect.



Reincarnation

Card of the Day - Tuesday, February 10, 2004

Legends uncommon.

Reincarnation is unique due to being a green card that pulls creatures from the graveyard directly into play. A form of reanimation, variants of this ability now typically reside in black (and, occasionally, white).



Launch

Card of the Day - Monday, February 9, 2004

Urza's Saga common.

Part of a cycle that spanned *Urza's Saga* and *Urza's Legacy*, the idea was to provide a way to enchant creatures without losing the card if the creature later died. The most famous member of this group is tournament favorite *Rancor*.



Screams from Within

Card of the Day - Friday, February 6, 2004

Darksteel uncommon.

Created to be a more controllable version of *Takklemaggot*, only the original caster ever gets to choose targets with this one.



Aether Snap

Card of the Day - Thursday, February 5, 2004

Darksteel rare.

Aether Snap was created when the designers realized how many +1/+1 counters were in *Darksteel*, causing them to explore the idea of bringing back some incarnation of the *Spike Cannibal* ability.



Death Cloud

Card of the Day - Wednesday, February 4, 2004

Darksteel rare.

No other card in **Magic** has so many instances of **X** in its text box.



Murderous Spoils

Card of the Day - Tuesday, February 3, 2004

Darksteel uncommon.

Though "stealing" tends to be a blue or red ability, killing a creature for its equipment was so solidly black in flavor that the ability was allowed to bleed over.



Echoing Decay

Card of the Day - Monday, February 2, 2004

Darksteel common.

Originally a Terror effect rather than a Weakness effect, Echoing Decay inspired an entire cycle of cards in *Darksteel*.



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