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# Card of the Day - March, 2004

*Card of the Day*  
Monday, March 1, 2004



## [Hoverguard Observer](#)

**Card of the Day - Wednesday, March 31, 2004**

*Darksteel* uncommon.

Although it's almost an exact reprint of *Nemesis's Stronghold Zeppelin*, Hoverguard Observer's creature type was made Drone (instead of Ship) to line up with the flavor of the *Mirrodin* block.



## [Dismantling Blow](#)

**Card of the Day - Tuesday, March 30, 2004**

*Invasion* common.

There was some discussion during *Invasion* development to simply make Dismantling Blow a cantrip *Disenchant*. But since cantrips are found in many blocks and kicker is found only (so far) in *Invasion* block, it was created with the more unique kicker effect.



## [Lord of Tresserhorn](#)

**Card of the Day - Monday, March 29, 2004**

*Alliances* rare.

Lord of Tresserhorn has the legend with the highest power -- however, the 8/8 *Zhou Yu, Chief Commander* from *Portal Three Kingdoms* is the legend with the highest sum of power of toughness.



## [Swat](#)

**Card of the Day - Friday, March 26, 2004**

*Urza's Legacy* and *Onslaught* common.

During *Urza's Legacy* development, there was concern that Swat was able to target black creatures, when many black removal spells can't. After some debate it was decided that it made Swat interesting enough to leave it that way.



## [Wild Dogs](#)

**Card of the Day - Thursday, March 25, 2004**

*Urza's Saga* common.

As designed, Wild Dogs was a 2/1 for with the life-total drawback. Cycling was added to it later, during development.



## [Decree of Pain](#)

**Card of the Day - Wednesday, March 24, 2004**

*Scourge* rare.

Part of the cycle of "supercyclers" (the Decrees that generate a huge effect when either cast or cycled), Decree of Pain had its cycling cost reduced from to to make it competitive in constructed play.



## [Break Asunder](#)

**Card of the Day - Tuesday, March 23, 2004**

*Scourge* common.

As designed, this card (and a few other non-creature spells in *Scourge*) had landcycling. During development, it was decided that landcycling should only appear on large creatures and Break Asunder's ability changed to regular cycling.

## [Shimmering Barrier](#)

**Card of the Day - Monday, March 22, 2004**



*Urza's Saga* uncommon.





This is the only wall in **Magic** with the cycling ability.

## [Fangren Firstborn](#)

**Card of the Day - Friday, March 19, 2004**



*Darksteel* rare.

This aggressive green attacker is the only card in **Magic** with a mana cost of **1**    .



### Hallow

**Card of the Day - Thursday, March 18, 2004**

*Darksteel* common.

The flavor of this **Awe Strike** like instant: it's a protective spell used by Leonin cleric elders to turn fire or death magic into healing light.



### Bonesplitter

**Card of the Day - Wednesday, March 17, 2004**

*Mirrodin* common.


For a while in development, this *Mirrodin* block staple granted first strike as well as +2/+0... but it cost **3** mana to play and **2** to equip. After the first strike was dropped it was changed to its current form.



### Dwell on the Past

**Card of the Day - Tuesday, March 16, 2004**

*Torment* uncommon.

This card was going to cost **2**  and be a cantrip, but it was changed to its current form to distance it from **Gaea's Blessing**.



### Pyramids

**Card of the Day - Monday, March 15, 2004**

*Arabian Nights* rare.

Sometimes good templating can increase the number of a card's abilities. As printed, **Pyramids** has one ability with an "or" clause. Its Oracle text is split into two abilities for clarity.



### Sliver Overlord

**Card of the Day - Friday, March 12, 2004**

*Scourge* rare.

For a short time during development, **Sliver Overlord** had the ability "Sacrifice **Sliver Overlord**: **Sliver** legends get +13/+13 until end of turn." The idea was that it could combine with **Sliver Queen** to produce a huge 20/20 **Sliver**, but the combo was ruled too narrow and obscure, and was discarded.



### Hunter Sliver

**Card of the Day - Thursday, March 11, 2004**

*Legions* common.

**Hunter Sliver** is the only two-headed sliver! At one time its ability granted the "**Goblin War Drums**" ability (**Slivers** can't be blocked except by two or more creatures) but that was replaced with *Legions'* provoke mechanic.



### Brood Sliver

**Card of the Day - Wednesday, March 10, 2004**

*Legions* rare.

By creating sliver tokens that themselves have the **Brood Sliver's** ability, **Brood Sliver** has the potential to create an exponentially increasing number of slivers.



### Metallic Sliver

**Card of the Day - Tuesday, March 9, 2004**

*Tempest* common.

**Metallic Sliver** is the only artifact creature **Sliver**. Also, in its Oracle text version, it is the only **Sliver** with no rules text.



### Mistform Sliver

**Card of the Day - Monday, March 8, 2004**

*Legions* common.

**Mistform Sliver** was conceived as a sliver that was made from the same material as the **Mistform** creatures, and is the only non-legendary sliver that has a creature type besides **Sliver**.



### Soulscour

**Card of the Day - Friday, March 5, 2004**

*Darksteel* rare.

**Soulscour** is tied for the title of "sorcery with the highest converted mana cost," joining **Decree of Annihilation** and **Time Stretch** in that honor.



### Well of Lost Dreams

**Card of the Day - Thursday, March 4, 2004**

*Darksteel* rare.

As designed, this card was symmetrical (meaning both players could benefit from its effect). It was changed to only work for the controller during development.



### **Myr Moonvessel**

**Card of the Day - Wednesday, March 3, 2004**

*Darksteel* common.

The Moonvessel is the 1/1 descendant of the cards *Cathodion* and *Su-Chi*.



### **Thunderstaff**

**Card of the Day - Tuesday, March 2, 2004**

*Darksteel* uncommon.

This card originally had flavor text, but it had to be cut to make room for the mechanic. The flavor text was:

*“War is a constant. Only the rate of bloodshed changes.”*

*—Korva, Vulshok battlemaster*



### **Leap**

**Card of the Day - Monday, March 1, 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*.

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