



MAGICTHEGATHERING.COM

ARTICLES

- ▾ [Related links](#)
- ➔ [Read other articles](#)

TOURNAMENTS

MAGIC ONLINE

 Article Search ▾ ➔

When equipment was young

Magic Arcana
Thursday, March 4, 2004

During the dawn of *Mirrodin* design, equipment had some funny properties. First of all, the equip ability didn't have mana costs. It still could only be played during your turn, and only on an empty stack (in other words, only when you could play a sorcery), but all equipment essentially had Equip ①. But that's not as fun as it sounds.

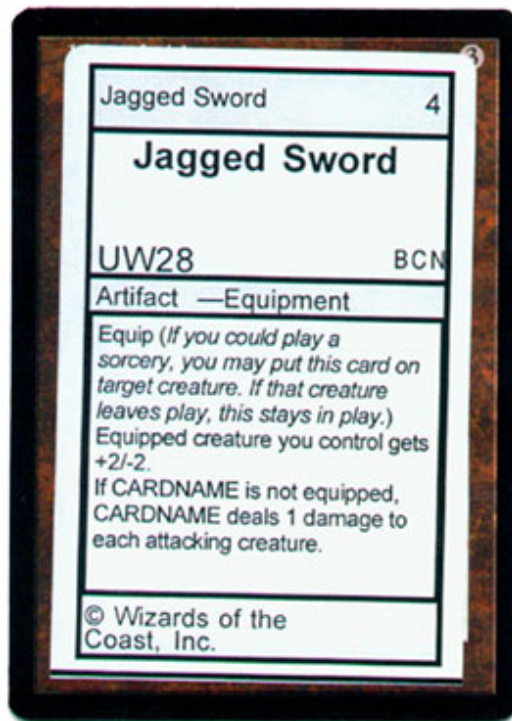


*"Ring of Invisibility," the card that eventually became **Whispersilk Cloak***

While Equip ① is fun (and moving **Lightning Greaves** from creature to creature for free is, indeed, fun), it gave *Mirrodin*'s development team few options for balancing powerful equipment. If equipping was free, then the cost to play the equipment had to go up. That left many fun equipment cards too expensive to see play; for example, the card that became **Mask of Memory** originally cost ④. So equip costs were born (and cards like **Leonin Bola** and **Surestrike Trident**, with special non-mana equip costs, became possible).

The other twist of equipment, early on? You could equip your opponent's creatures! Again, it sounds cooler than it really turned out to be.

*"Jagged Sword," an equipment that generally kills the creature that wields it (did not see print, but inspired **Skullclamp**)*



The flavor of equipping your opponent's creatures is nifty: you have a cursed or hard-to-wield weapon that you stick onto a soldier of your enemy's rank, and the soldier suffers its effects. But in practice, this was too confusing, and didn't add enough design possibilities for the headaches it caused. Cards like [Vulshok Gauntlets](#) and [Skullclamp](#) still capture the flavor of "detrimental" equipment, and create additional value for equipment-stealing cards like [Carry Away](#) and [Murderous Spoils](#).

[Magic Arcana Archive](#)

Continue

Other recent articles



[Selecting Ninth Edition](#) You help design the next Core Set
Magicthegathering.com Staff

Today



[Saturday School #82](#) Vedalken Engineer and Pentad Prism
Rune Horvik

Yesterday



[Here We Go Again](#) Selecting Ninth Edition starts Monday!
Randy Buehler

2 days ago



[Men of Mana](#) When mana cards attack
Nate Heiss

2 days ago



[North American Challenge](#) Paul Rietzl wins it all!
Alex Shvartsman

3 days ago

▪ [More recent articles](#)

▪ [Return to Magicthegathering.com](#)

© 1995-2004 Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. All Rights Reserved.

Wizards is headquartered in Renton, Washington, PO Box 707, Renton, WA 98057.

PRIVACY STATEMENT