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CARD OF THE DAY - OCTOBER, 2004

Posted in [Feature](#) on October 1, 2004



By Wizards of the Coast

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Card of the Day - vendredi 29 octobre 2004



Lurking Jackals

Urza's Destiny uncommon. Can't see the jackals in the art? That's because they're "lurking" in silhouette up at the top!

Card of the Day - jeudi 28 octobre 2004



Swamp Mosquito

Alliances common. Thanks to the Poison mechanic, this was effectively a 2/1 flier for two mana! It still didn't get much use, though.

Card of the Day - mercredi 27 octobre 2004



Avatar of Woe

Prophecy rare. Part of a five card cycle from *Prophecy*, the inspiration was to have one avatar for each color which represented something that defines that color.

Card of the Day - mardi 26 octobre 2004



Phyrexian Portal

Alliances rare. This card from way back in June 1996 was the inspiration for the “divvy” cycle from *Invasion*, which included cards like Fact or Fiction.

Card of the Day - lundi 25 octobre 2004



Chance Encounter

Odyssey rare. The red member of an *Odyssey* cycle of alternative win condition cards (like Battle of Wits), the idea behind this card was to create a “luck” card that could reward planning and deckbuilding.

Card of the Day - vendredi 22 octobre 2004



Swamp

German *Revised* common. Looks like a Swamp right? Well, it turns out this is actually a Drudge Skeletons card! Thanks to a printing error from the German *Revised* set (1995), the card Drudge Skeletons accidentally has the art and background of a Swamp!

Card of the Day - jeudi 21 octobre 2004



Forest

Alpha basic land. Wizards has produced many promotional sets of basic lands over the years. One of the more obscure sets is the "Euro Lands", which included three

versions of each basic land. Each version depicts a different real world location, written at the bottom of the card.

Card of the Day - mercredi 20 octobre 2004



Island

Alpha basic land. The May 1996 issue of *The Duelist* announced that the card Island was being banned from **Magic** for being too good. Though intended as an April Fools joke, the announcement caused a minor uproar (and months of calls to Customer Service).

Card of the Day - mardi 19 octobre 2004



Plains

Alpha basic land. Plains is the only basic land whose name does not appear in the name of any other **Magic** card. (Unless you count cards like Planeswalker's Mirth...)

Card of the Day - lundi 18 octobre 2004



Mountain

Alpha basic land. Thanks to the famous *Arabian Nights* version, Mountain has appeared in more sets than any other **Magic** card, even the other basic lands!

Card of the Day - vendredi 15 octobre 2004



Ghost Town

Tempest uncommon. During design, Ghost Town could be bounced on any player's turn. That version was judged too powerful, due in part to cards like Armageddon.

Card of the Day - jeudi 14 octobre 2004



Ghostly Prison

Champions of Kamigawa uncommon. Functionally the same as the *Tempest* card Propaganda, it was shifted from blue to white because it is a "taxing" card, an ability set that belongs primarily in white's section of the color pie.

Card of the Day - mercredi 13 octobre 2004



Ghostly Visit

Portal Three Kingdoms common. Many variations of Dark Banishing have been printed over the years. This one is special because it has “isn’t black” rather than “nonblack”. The slightly different wording was used for this beginner set because it was less confusing for beginners.

Card of the Day - mardi 12 octobre 2004



Ghostly Wings

Torment common. This is an enchantment that can be useful on both your own creatures and those of your opponent. This is also one of a select number of cards that can destroy itself if you discard a card to it.

Card of the Day - lundi 11 octobre 2004



Ghostly Flame

Ice Age rare. In **Magic's** earliest days of Standard (then called "Type 2"), decks that only had black and/or red often struggled against Circle of Protection cards. Ghostly Flame was added to *Ice Age* specifically to help those colors deal with circles.

Card of the Day - vendredi 8 octobre 2004



Prodigal Sorcerer

Alpha common. Printed in every core set through *Seventh Edition*, "Tim" was then removed because its ability is now seen by R&D as primarily red.

Card of the Day - jeudi 7 octobre 2004



Gray Ogre

Alpha common. Some cards have color names that have nothing functionally to do with those colors, such as Black Vise and Riding Red Hare, plus (if we get a little silly) Gray Ogre, "White"out, and Urza's "Blue"prints.

Card of the Day - mercredi 6 octobre 2004



Giant Growth

Alpha common. Giant Growth is on a surprisingly long list of *forty* cards that have appeared in every core set so far (not counting basic lands).

Card of the Day - mardi 5 octobre 2004



Grizzly Bears

Alpha common. 2/2 (and no ability) for

1 Mar

Green Mar

was such an established benchmark that it wasn't until *Invasion's* Nomadic Elf that a

1 Mar

Green Mar

2/2 was printed with an ability.

Card of the Day - lundi 4 octobre 2004



Hill Giant

Alpha common. Hill Giant has appeared in every core set but *Sixth Edition*, where it was replaced by Talruum Minotaur from *Mirage*.

Card of the Day - vendredi 1 octobre 2004

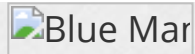


Discombobulate

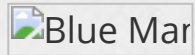
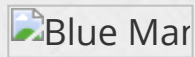
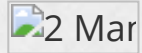
Onslaught uncommon. Originally costed at

1 Mar

Blue Mar



, it was changed to



in part because R&D didn't want it to overshadow Complicate.

Posted in **Feature** on October 1, 2004

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A banner for the Pro Tour Hour of Devastation. It features a large, detailed illustration of a dragon-like creature in the foreground, with a player in a red and white outfit in the background. The text 'PRO TOUR HOUR OF DEVASTATION' is centered over the image.

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