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## CARD OF THE DAY - FEBRUARY, 2006

Posted in **Feature** on February 1, 2006



By Wizards of the Coast

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### Card of the Day - mardi 28 février 2006



#### Izzet Guildmage

*Guildpact* uncommon. This card created quite a debate during the design and development of *Guildpact*. How many cards that could be used with these abilities would a set need to justify a card like Izzet Guildmage? (Djinn Illuminatus had a similar debate.) In the end, it was decided that while most cards are designed with their specific set in mind, it's also important to keep the larger picture available as context for some cards. With over 8000 cards to play with, sometimes cards should be printed that, though they may not interact as much with their own set, can create fun and new interactions with the cards in their block, larger formats, or even all cards ever created.

## Card of the Day - lundi 27 février 2006



### Electrolyze

*Guildpact* uncommon. One of the interesting things about the way the color wheel works out is that for each guild made of enemy colors, there is one guild that is their opposite. How do you find the opposing guild? Using the Izzet as an example, list all the enemies of the colors in the guild. Since Red and Blue are enemies of each other, that leaves White (enemy of red) and Green (enemy of blue). So, the guild diametrically opposed to the Izzet is Selesnya. Now take a closer look at the art from Electrolyze. See that guy having the bad day? It's no coincidence that it's this particular guildmage taking 2!

## Card of the Day - vendredi 24 février 2006



## The Abyss

*Legends* rare. Though it hasn't been updated since 2002, it's still well worth a visit to this site, where a **Magic** fan has put together a reference of all **Magic** cards that share their name with a movie listed in the Internet Movie Database. At the last update this site was up to a staggering 599 links. Didn't know that both Joven *and* Chandler were also the names of movies? Now you do!

## Card of the Day - jeudi 23 février 2006



## Ivory Tower

*Antiquities* uncommon. Life gain no good in constructed? Ivory Tower appeared in the finals of the World Championships three years in a row. Zak Dolan had one in his

winning deck in 1994, where his opponent Bertrand Lestree said it single-handedly defeated him in the finals. Mark Hernandez and Mark Justice finished second in '95 and '96 respectively with the Tower in their decks. More recently, in the 2005 World Championships, every one of the decks that made Top 8 had at least one card that could gain them life! Sure, some of those are Jittes, but you may be surprised how many other cards there were as well!

### Card of the Day - mercredi 22 février 2006



### Mishra's Workshop

*Antiquities* rare. Mishra's Workshop was the first card printed which offered mana at a discount, but discriminated against how you could use that mana. Many variations on this idea have been printed since, from Adarkar Unicorn to Untaidake, the Cloud Keeper.

### Card of the Day - mardi 21 février 2006



## Safe Haven

*The Dark* rare. Though modern lands always have a mana ability associated with them, in **Magic's** earlier days many lands were printed that had nothing at all to do with mana. This one's ability was printed to fire as an interrupt because a small number of cards back then could actually kill creatures at interrupt speed. (See Red Elemental Blast and Blue Elemental Blast for examples, prior to their errata.)

## Card of the Day - lundi 20 février 2006



## Castle Sengir

*Homelands* uncommon. For a land with four different activated abilities you'd think this would be a lot better right? One of the tricky things when it comes to lands that

fix mana is that there isn't a lot of fine-tuning available. As printed these lands are too weak for all but the most casual of decks, but drop all the colored mana abilities by one and these lands are too good.

### Card of the Day - vendredi 17 février 2006



### Ascendant Evincar

*Nemesis* rare. Ascendant Evincar was the first case where Magic got to show a legend evolving over the course of more than one card. This one represents Crovax the Cursed after the Phyrexians have removed his self-destructive tendencies and his guilt over killing his love Selenia. The card isn't named "Crovax, Ascendant Evincar" because at the time R&D was worried that could be confusing to players. By the next set that fear was gone however, when Balthor the Stout rejoined the game as Balthor the Defiled.

### Card of the Day - jeudi 16 février 2006



## Song of Blood

*Visions* common. Sometimes previously innocent cards that have slumbered peacefully for years gain crazy new life due to interactions with freshly printed cards and mechanics. Song of Blood never saw much play in the days of *Visions*, but it caused many opposing jaws to drop in shock when Brian Davis dusted it off at Pro Tour New Orleans '01 thanks to its synergy with an aggressive threshold deck.

## Card of the Day - mercredi 15 février 2006



## Soul Collector

*Scourge* rare. Vampires are known for many different abilities, and those abilities have been reflected in the different kinds of vampires printed. The most common trait

associated with **Magic** vampires is growing stronger by sucking the blood of a victim, shown in the ability of cards like Sengir Vampire. Vampires are also often described as having the ability to charm lesser creatures. This enslaving ability gets reflected in the abilities of both Soul Collector and Krovikan Vampire.

### Card of the Day - mardi 14 février 2006



### Repentant Vampire

*Odyssey* rare. There are no green vampires in **Magic** so far, but there is a white one if you're willing to count Repentant Vampire. Note that the original art ended up being split across this card and Gallantry. (See "Getting 2-for-1" for info.) So, between the art and the vampire's ability, was WotC paying a little homage to a certain *Buffy* character? Good question!

### Card of the Day - lundi 13 février 2006



## Crovax the Cursed

*Stronghold* rare. Of the 16 cards actually printed with the Vampire creature type, only two don't have flying. Ice Age's Krovikan Vampire is strictly ground-bound, but Crovax the Cursed has the "jump" ability. How did that come about? Well, the writers of the Weatherlight saga didn't want any of the members of the flying ship's crew to have flying themselves. But, at that point it had already been established that Vampires in Magic should normally have the ability to fly. So, the jump ability was added as a compromise.

## Card of the Day - vendredi 10 février 2006



## Earth Surge

*Guildpact* rare. This card actually began as a proposed ability on the design version of Kamahl, Fist of Krosa. Thanks to that ability, his playtest name was the pun-ishing "Kamahl, Landlord."

### Card of the Day - jeudi 9 février 2006



### Bioplasm

*Guildpact* rare. Bioplasm is the first tournament legal card to be printed in a full-size set that uses both "X" and "Y" variables. "Y" has only appeared on two previous cards: the Beatdown box set version of Fireball and *Unglued's* The Ultimate Nightmare of Wizards of the Coast® Customer Service, which even sports a Z! However, special mention goes out to Aspect of Wolf and Snowblind, both of which use "Y" in their Oracle rules text.

### Card of the Day - mercredi 8 février 2006



## Frazzle

*Guildpact* uncommon. Fans of the flavor text from Erase (Not the Urza's Legacy One) must have greeted this card with a cheer. Could "Chafe" be on the way next?

## Card of the Day - mardi 7 février 2006



## Skarrgan Firebird

*Guildpact* rare. Skarrgan Firebird is the first Phoenix to be printed that doesn't have "Phoenix" in its name, which is the opposite of what happened with Pang Tong, Young Phoenix.

## Card of the Day - lundi 6 février 2006



## Absolver Thrull

*Guildpact* common. This creature type was first introduced in *Fallen Empires*, which had seven thrulls plus five more cards that involved thrulls. Since then new thrulls have appeared in *Tempest*, *Stronghold*, *Exodus*, *Urza's Saga*, and now *Guildpact*. (And, of course, *Legions*!) Absolver Thrull (along with its partner in crime Mourning Thrull) is the first time a thrull has been printed with a mana cost that wasn't exclusively black. Well, not counting Mistform Ultimus.

## Card of the Day - vendredi 3 février 2006



## Gruul War Plow

*Guildpact* rare. Though most **Magic** players probably wouldn't have guessed it, this is the first card in **Magic** to introduce the "Juggernaut" creature type! Recently R&D has decided to print all new creatures with creature types since there has been a push in recent years for type to matter more. The original Alpha card Juggernaut (and all other versions for that matter) were just artifact creatures. Mistform Ultimus, congratulations on becoming a Juggernaut!

### Card of the Day - jeudi 2 février 2006



### Hypervolt Grasp

*Guildpact* uncommon. Due to a printing error, this card bears the burning-tree watermark of the Gruul, even though its blue activation cost clearly makes it a spell more suitable for mages wearing Izzet colors.

### Card of the Day - mercredi 1 février 2006



## Wreak Havoc

*Guildpact* uncommon. This card represents a rare triple intersection of two colors, as Red and Green both have the ability to destroy lands, break artifacts, and cast uncounterable spells.

Posted in **Feature** on February 1, 2006

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