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## CARD OF THE DAY - APRIL, 2006

Posted in **Feature** on April 3, 2006



By Wizards of the Coast

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### Card of the Day - vendredi 28 avril 2006



### Psychic Possession

*Dissension* rare. Psychic Possession is the first card ever printed with the phrase "enchant opponent". Once it's in play getting it to stay in place may be tough with some opponents, but we suggest using tape rather than a stapler.

### Card of the Day - jeudi 27 avril 2006



## Azorius Herald

*Dissension* uncommon. The technique behind this cycle from *Dissension* can change how you look at a card's relationship between color and abilities. For example, since it requires blue mana to cast it for good, Azorius Herald can be the first white creature to ever be printed with the unblockable ability. (For more on *Dissension's* enhanced creature cycle, see Aaron Forsythe's article *Dissension's* Enhancements.)

## Card of the Day - mercredi 26 avril 2006



## Guardian of the Guildpact

*Dissension* common. *Dissension* is a set of many firsts for **Magic**. Over the years a number of twists on protection have been printed, but this is the first time

"protection from monocolored" has ever appeared on a card.

## Card of the Day - mardi 25 avril 2006



### Transguild Courier

*Dissension* uncommon. Let the word go out across the land that, starting right now, this card shall never count for Card of the Day-related trivia of any kind unless we say otherwise. It simply doesn't exist. (We're looking at you too, Mistform Ultimius - getting complex trivia down to three sentences or less is hard enough as it is!)

## Card of the Day - lundi 24 avril 2006



## Hit // Run

*Dissension* uncommon. Fans of obscure *Invasion* block trivia may already know that "Hit & Run" was actually the intended name for Assault // Battery, where Hit was the shock type spell and Run was the elephant token.

## Card of the Day - vendredi 21 avril 2006



## Disrupting Scepter

Alpha rare. One of the more powerful and popular tournament cards during **Magic's** ancient past, the first version of the art didn't make it very clear how the scepter causes mages to forget their spells. Starting with the *Fifth Edition* version it becomes clear that it probably works by whacking people on the head with it.

## Card of the Day - jeudi 20 avril 2006



## Disharmony

*Legends* rare. During the color pie shift some players complained that temporary creature stealing didn't feel like a Red ability, but even as far back as *Legends* Red has had some variations on that ability.

## Card of the Day - mercredi 19 avril 2006



## Disciple of the Vault

*Mirrodin* common. A common design method for coming up with new cards is looking for effects that can be mirrored in other colors. While designing *Mirrodin* the team wanted an effect like Soul Warden but for artifacts, and so Leonin Elder was born.

After that, Disciple of the Vault was an obvious next step as a mirror, but this pair of cards shows just how different life gain and life loss are in terms of power.

### Card of the Day - mardi 18 avril 2006



### Disappear

*Urza's Destiny* uncommon. The idea behind this one was to have something a little more versatile in that it could either save one of your own creatures, or slow down an opposing creature. Used on defense, this is essentially a Capsize with buyback for one less mana (but it only hits creatures). This card went on to inspire the *Ravnica* card Mark of Eviction.

### Card of the Day - lundi 17 avril 2006



## Disempower

*Mirage* common. Called "reverse-trips" by some, the idea behind this *Mirage* cycle was that you got a small effect, but then your opponent basically got one less card draw (since you put the new card on top of what they would have drawn) rather than you getting an extra card draw. The other cards in this four-card cycle would have been Fallow Earth, Memory Lapse, and Painful Memories, but Memory Lapse got moved to fill a slot in *Homelands*, so Ether Well was created to replace it in *Mirage*.

## Card of the Day - vendredi 14 avril 2006



## Territorial Dispute

*Mercadian Masques* rare. This was inspired by the *Legends* classic Land Equilibrium. Though popular, the problem with Land Equilibrium was that it had no safety valve for when opponents can just lock that resource up (such as Armageddon). In modern design, cancelling a basic resource in the game often means you have to use that resource to keep the cancellation going, which automatically provides a safety valve. This practice actually hails back to Stasis, which stops players from untapping, but requires tapping a card each turn to keep it around.

### Card of the Day - jeudi 13 avril 2006



### War Elemental

*Mirrodin* rare. Called "Blood Elemental" during design, the concept was that this card fed off the suffering of your opponent. For flavor reasons the actual card was named War Elemental to clarify that it was the strife the card feeds on, not the actual blood (to prevent the card from feeling like some kind of weird Vampire).

### Card of the Day - mercredi 12 avril 2006



## Shock Troops

*Eighth Edition* common. First released in *Mercadian Masques* back in 1999, then reprinted in *Eighth Edition*, this card has been around for almost seven years now. Despite that, many players still haven't noticed the pun in this card's name!

## Card of the Day - mardi 11 avril 2006



## Exoskeletal Armor

*Judgment* uncommon. The April 6 Card of the Day on *Nature's Resurgence* spawned quite a bit of discussion in email and on the boards. Many players seem to feel that *Nature's Resurgence* make more sense in Green (perhaps evoking the flavor of recycling/renewal), but that cards like *Lhurgoyf* feel more Black. As this card shows

though, more cards like Lhurgoyf have been printed in Green than cards like Nature's Resurgence, at least so far.

### Card of the Day - lundi 10 avril 2006



### Mana Clash

*The Dark* rare. Did you know that “Mana Clash” was almost the official name of **Magic: the Gathering**? While it was being created Richard Garfield just referred to it as “Magic”. However, that name is too common to trademark, so they needed something else. At that point, “Mana Clash” became the working title while they continued working on the game! In the end, they decided to add “:the Gathering” to **Magic** to make the name eligible for trademark, with the possibility of using different phrases after the colon for future sets (though that part was later discarded). When *The Dark* was created, the card Mana Clash was named as a tribute to the name **Magic** almost went by.

### Card of the Day - vendredi 7 avril 2006



## Temporal Spring

*Apocalypse* common. Blue is the king of bounce, but Green gets to do some bouncing of its own when it comes to sending opponents' lands to the tops of their decks. Green has examples as old as Stunted Growth and Fallow Earth, not to mention new cards from recent sets like Rootrunner and Uproot.

## Card of the Day - jeudi 6 avril 2006



## Nature's Resurgence

*Weatherlight* card. Nature's Resurgence is something of an oddity in that it's a green card that gains power by having more and more of your creatures perish, an effect normally associated with Black. It came about because *Weatherlight* featured a pretty

strong graveyard theme, and the designers were looking for a way for Green to draw cards based on graveyards. There had been some precedent too, as *Ice Age* featured Lhurgoyf, which had a similar feel. Lhurgoyf made it back as recently as *8th Edition*, but was replaced by its black cousin Mortivore when *9th Edition* came out, since that card makes more sense in terms of the color pie. Philosophically, maybe Nature's Resurgence makes more sense as a Black card too.

### Card of the Day - mercredi 5 avril 2006



### Vernal Bloom

*Eighth Edition* rare. As we've mentioned many times on this site, internally it was decided long ago that Mana Flare made more sense as a green card. Mark Rosewater tried adding the green version to sets for years, but it wasn't until Heartbeat of Spring that it actually got printed. However, Vernal Bloom also started as a "green Mana Flare" when it was submitted. By the time the set was finished however, it was switched to the card you see here.

### Card of the Day - mardi 4 avril 2006



## Ravages of War

*Portal Three Kingdoms* rare. When Armageddon was printed in the *Portal* and *Portal Second Age* beginner's sets the card quickly became a favorite with tournament players looking to trick out their decks with the popular alternative art. When the beginner's set switched to *Portal Three Kingdoms*, Armageddon was reprinted as Ravages of War. With the beginner sets recently added to the older tournament formats, many Legacy players may not realize they could basically play with 8 copies of Armageddon if they wanted to, thanks to this obscure card.

## Card of the Day - lundi 3 avril 2006



## Prismatic Wardrobe

*Unglued* common. A common question with this card is "What's up with that rules text background?" The reason it looks like that is because, in the spirit of the card's flavor, the rules text background features sections of the backgrounds from each of the five colors. Unfortunately, for some reason it shows the land/artifact background as well.

Posted in **Feature** on April 3, 2006

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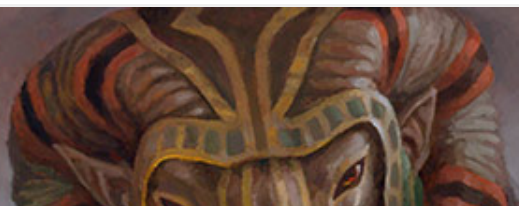
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