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CARD OF THE DAY - JUNE, 2006

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By Wizards of the Coast

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Card of the Day - vendredi 30 juin 2006



Cold Storage

Tempest rare. As many of his readers could probably tell you, Mark Rosewater has always been a fan of Safe Haven. So, when he got to work on the *Tempest* team, it should come as no surprise that he promptly added a card inspired by the Haven. The idea behind this version was to make it more flexible by allowing it to unload its creatures at any time, rather than just during the upkeep.

Card of the Day - jeudi 29 juin 2006



Buried Alive

Weatherlight uncommon. Another early set to feature "graveyard matters" was *Weatherlight*, which continued to explore just how much design space could be opened up by treating the graveyard as a resource. Buried Alive is a good example of a card that completely changes in power once the area it deals with becomes a resource rather than just a zone.

Card of the Day - mercredi 28 juin 2006



Tormod's Crypt

The Dark uncommon. If you asked most players "What's the first **Magic** set with 'graveyard matters?'" they probably wouldn't jump right to *The Dark*! The fact that the

first expansion to have a graveyard matters theme was also the set to have one of the most powerful graveyard hosers of all time shows just how much **Magic** design theory has changed over the years. In more modern sets (or even blocks) a moderately powered hoser may be printed to keep a set's main theme in check, but a card as powerful as Tormod's Crypt at cancelling a theme would be unlikely in that same set.

Card of the Day - mardi 27 juin 2006



Winter Orb

Fifth Edition rare. Originally, cards like this were called "continuous artifacts" and they maintained their effect unless tapped, in which case their power turned off. R&D realized that this rule only really wanted to affect a few select artifacts, and in the process was causing unintended effects on other cards (like Sands of Time) while restricting areas of design space. So, as part of the *Sixth Edition* rules overhaul, artifacts only "turned off" when tapped if they specifically said so on the card. Errata was then added to cards like Winter Orb and Howling Mine to maintain their intended functionality.

Card of the Day - lundi 26 juin 2006



Stone-Cold Basilisk

Unhinged uncommon. Though it's easy to miss at card size, the art to Stone-Cold Basilisk features two guys playing **Magic** under one of the tables, which references Enter the Dungeon. By their expression, it's clear they've figured something is up. (For a bigger view of the card's art, [click here](#).)

Card of the Day - vendredi 23 juin 2006



Kindle

Tempest common. Cards like this can lead to some unusual strategy decisions when both players have it in their decks. Making its debut at Pro Tour-Los Angeles 1998, one strategy in the mirror match was holding your kindles if you had a higher

toughness creature and no other kindles had been played yet, to avoid improving any Kindles your opponent might have been holding. A related card, Accumulated Knowledge, also created many interesting scenarios where players held their cards to avoid improving those of their opponents.

Card of the Day - jeudi 22 juin 2006



Hallowed Ground

Ice Age uncommon. This card was featured on the cover of a special supplement bundled with *The Duelist* #10. The supplement was added to provide coverage of the very first Pro Tour, which occurred in New York on February 17 and 18, 1996. The cover was in honor of Michael Loconto's winning deck, which had several innovative uses for the obscure card, including minimizing the impact of opposing Armageddons and making his Mishra's Factories more difficult to deal with. (You can see a copy of that cover by clicking [here](#).)

Card of the Day - mercredi 21 juin 2006



Pale Bears

Ice Age rare. The *Ice Age* designers named this card "Polar Bears" - but continuity told them they couldn't use that name because Dominaria doesn't have any poles. So, the designers changed the name to Pale Bears. A bit after that, continuity then went on to name a card in the same set "Polar Kraken".

Card of the Day - mardi 20 juin 2006



Force of Will

Alliances uncommon. During design, all of the *Alliances* cards had gorilla-related placeholder names. This one was called: "Gorilla, Gorilla, Gorilla, Stop That!" Called "Stop Spell" for a while after that, at the time it was felt that this card and Contagion

were "a little too good" -- which is why those two cards ended up also taking a point of life as part of the alternate casting cost as compared to the rest of the *Alliances* pitch spells.

Card of the Day - lundi 19 juin 2006



Death Spark

Alliances uncommon. Early in **Magic's** history the order of graveyard cards sometimes mattered quite a bit because of cards like this, but since around *Tempest* there has been a conscious effort to avoid designing new cards that care about the order of the graveyard. Instead, other techniques are used so that what's in the graveyard is more important than what order it got there.

Card of the Day - vendredi 16 juin 2006



Future Sight

Onslaught rare. Most of the time "un" cards inspire new tournament cards, often by stretching the boundaries of **Magic** design. Sometimes it's the opposite though. Future Sight was one of Mark Rosewater's favorite cards from *Onslaught*, so he tried taking it to an extreme with Yet Another AEther Vortex. The result turned out to be one of his favorite cards from *Unhinged*.

Card of the Day - jeudi 15 juin 2006



Pacifism

Onslaught common. Occasionally a card comes around that has such an impact that it shapes how a color is looked at for future sets. Pacifism was first printed all the way

back in *Mirage*. Since then it has been reprinted eight times and has inspired many new variations on what has now become one of white's defining methods of spot removal.

Card of the Day - mercredi 14 juin 2006



Akroma's Vengeance

Onslaught rare. Over the last few years R&D has been taking various steps to make the regeneration ability more relevant. Akroma's Vengeance was intentionally worded to allow regenerating creatures a chance to survive, which then made cards like Silvos, Rogue Elemental more powerful.

Card of the Day - mardi 13 juin 2006



Infest

Onslaught uncommon. Why does this cost one mana more than *Pyroclasm*? Black has a sub-theme that allows it to deal fairly efficiently with smaller creatures, but it's usually not as good at this ability as red. Red is best against smaller creatures to make up for the difficulty it can have with creatures that might be too large to burn easily, whereas black can often take those creatures down with cards like *Terror*.

Card of the Day - lundi 12 juin 2006



Windborn Muse

Legions rare. Windborn Muse is part of a five-card cycle from "the all creature set" *Legions*. During that set's development, there was concern that despite efforts to

include creatures that had spell-like abilities, there still wasn't enough variety of play within the set. One answer was the Muse cycle, created to add more interesting effects that might normally have been associated with artifacts or enchantments. The point with these cards was to be influential enough in play that people noticed the impact of their effects more than just the fact that they were creatures.

Card of the Day - vendredi 9 juin 2006



Midsummer Revel

Urza's Saga rare. Though it was often called the artifact block, *Urza's Saga* was intended as an enchantment-themed block, featuring many different cycles and new variations on the enchantment card type. This card's cycle is conceptually based on using music to summon magical power (hence the verse tokens), with the flavorful idea that as the song has more time to progress, it gathers increasing magical power. The entire cycle was inspired by Legacy's Allure, from *Tempest*.

Card of the Day - jeudi 8 juin 2006



Unchecked Growth

Betrayer's of Kamigawa uncommon. This spell is interesting in that, though it's an Arcane spell and thus associated with kami magic, it can still be used to benefit a non-Spirit instead. Rather than work *only* on Sprits, this Arcane spell instead offers an extra benefit if the creature happens to be a Spirit.

Card of the Day - mercredi 7 juin 2006



Summer Bloom

Ninth Edition uncommon. **Magic** often features cards inspired by older cards that turned out to be too powerful. From there, a cycle often occurs as the different versions of that ability reach or miss the threshold for seeing much play. Fastbond

from Alpha offered some truly ridiculous openings for just one mana. Summer Bloom offers a worse version at an extra cost, and didn't see play despite appearing in the same block as the famous Prosp-Bloom deck. (Named, obviously, for a different bloom!) By contrast, Exploration from *Urza's Saga* saw plenty of play.

Card of the Day - mardi 6 juin 2006



Moon Sprite


Portal uncommon. Designed as a more simple gateway product for learning how to play **Magic**, the *Portal* set had fewer keywords than a typical Core Set. Because of that, what keywords there were tended to show up in lots of colors, and then were costed to demonstrate how good (or bad) that color was at that ability. Because green is the worst color for flying, this set basically took the earlier staple Scryb Sprites and stapled on an extra mana. (That distribution of keywords is also why all four other types of basic landwalk appear in this set, but not plainwalk, since that's the rarest type of landwalking to find.)


Card of the Day - lundi 5 juin 2006




Winter's Grasp

Tempest uncommon. It's rare to find a card originally costed at C2 (1 colored mana and 2 colorless mana) get reprinted with the exact same set of abilities at CC1 instead. Green originally had this spell at C2 in Alpha (Ice Storm) but green land destruction after that has always been

 1 Mar

 Green Mar

 Green Mar

or higher.

Card of the Day - vendredi 2 juin 2006



Momir Vig, Simic Visionary

Dissension rare. Thanks to Aaron Forsythe, this card's name during playtesting was "Mark Gottlieb, Elf Biologist". When asked about the reason for the name Gottlieb didn't have an explanation, but some connection with Gottlieb's supervillain past seems likely.

Card of the Day - jeudi 1 juin 2006



Plaxcaster Frogling

Dissension uncommon. This card began as monoblue, but was switched since untargetability is an ability shared by both green and blue. A side benefit of making

the card gold was the ability to cost it more aggressively, making it a 3/3 for 3 with a strong ability as well.

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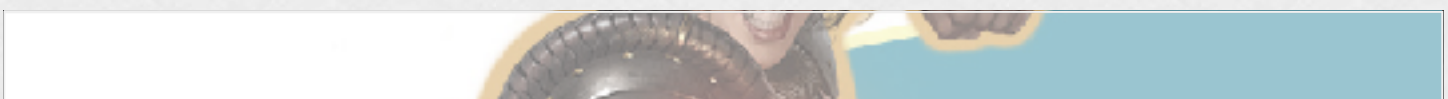
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