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CARD OF THE DAY - JULY, 2006

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By Wizards of the Coast

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Card of the Day - vendredi 28 juillet 2006



Karplusan Minotaur

Coldsnap rare. With *Coldsnap* the designers wanted to explore completely new possibilities for cumulative upkeep. This card was a reaction to the fact that traditional cumulative upkeep cards were mostly defined by a big effect that showed up and then slowly became unaffordable, which meant that the cumulative upkeep was just a cost. With Karplusan Minotaur, the cumulative upkeep *creates* the effect!

Card of the Day - jeudi 27 juillet 2006



Chill To The Bone

Coldsnap common. Black removal spells like Terror or Dark Banishing that could take out large-sized creatures historically had the drawback of not being able to affect other black creatures, and sometimes not artifact creatures either. Flavor-wise, this was a representation of the idea that you couldn't manipulate other fear-mongers through fear, and artifact creatures don't have the ability to be scared in the first place. Since then this drawback has been tweaked in many ways that no longer limit the cards to just non-black or non-artifact. In more recent examples, the drawbacks were instead chosen with the current set's themes in mind, such as Rend Flesh, Rend Spirit, and now Chill To The Bone.

Card of the Day - mercredi 26 juillet 2006



Ohran Viper

Coldsnap rare. Though the ability to draw cards through a creature attacking and getting through is often referred to as the "Magpie" ability, this ability also shows up in green's share of the color pie. In fact, green is the number two color at drawing cards, behind blue and slightly ahead of black. The difference is that with green the card drawing (almost!) always involves creatures in some way.

Card of the Day - mardi 25 juillet 2006



Ronom Serpent

Coldsnap common. In **Magic's** earliest days, anagrams in card names and story locations were very common. Though *Coldsnap* is the first set to have "Ronom" in its card names, the location was originally referenced as part of the story line for *Ice Age*. But, the first reference to Ronom on a **Magic** card was actually in *Antiquities*! (See Feldon's Cane)

Card of the Day - lundi 24 juillet 2006



White Shield Crusader

Coldsnap uncommon. White Shield Crusader is part a two-card cycle with Stromgald Crusader. When it was decided that *Coldsnap* would have lots of references to favorites from *Ice Age* and *Alliances*, there was little doubt some nod would make it for the wildly popular "pump knights" - Order of the White Shield and Knight of Stromgald. In testing, these two crusaders were referred to as the "jump knights". It's no coincidence that the real names they both ended up with reference their *Ice Age* predecessors.

Card of the Day - vendredi 21 juillet 2006



Jokulmorder

Coldsnap rare. In **Magic's** early days there was a trend of slowly coming out with huger and huger blue creatures. Had Jokulmorder actually been printed in the set following *Alliances*, it would have been the biggest creature ever printed so far!

Card of the Day - jeudi 20 juillet 2006



Greater Stone Spirit

Coldsnap uncommon. One of *Coldsnap's* goals was to reference the *Ice Age* and *Alliances* sets on many different levels. Sometimes it's something very obvious, like the name of Shape of the Wiltigo, but sometimes it's something a little more subtle. For those that may not have noticed, this creature basically "casts" the *Ice Age* spell Stonehands on creatures for you, and even at the same mana cost!

Card of the Day - mercredi 19 juillet 2006



Phyrexian Soulgorger

Coldsnap rare. This was originally a black creature as a reference to player-favorite Lord of the Pit. However, the cumulative upkeep proved to be so difficult for black decks that the card was made an artifact instead, allowing decks with colors better suited to serving up a stream of creature snacks for this 8/8 beater.

Card of the Day - mardi 18 juillet 2006



Arctic Flats

Coldsnap uncommon. One of the early things current Director of R&D Randy Buehler is credited with is getting the comes-into-play tapped "dual lands" into *Invasion*. At the time, there was concern this level of mana fixing in a dual land was simply too good.

Randy managed to convince the team to give it a try, and since then R&D has been increasingly open to powerful fixing lands. With *Coldsnap*, the *Invasion* lands come back in a form that often will be strictly superior to their predecessors, something that would have been unthinkable in the times of *Invasion* design.

Card of the Day - lundi 17 juillet 2006



Frozen Solid

Coldsnap common. As the first "stand-alone" expansion, *Ice Age* had a minor theme of reprinting some cards from the original core sets. For *Coldsnap*, the only cards to be reprinted were *Frozen Solid* and the five snow-colored lands. Playing off the idea that *Coldsnap* completes the *Ice Age* block, the fun behind *Frozen Solid* is that it's not a reprint of the *Scourge* card, the *Scourge* *Frozen Solid* is a reprint of the *Coldsnap* one! The downside though is that *Frozen Solid* would probably have ended up as a snow enchantment if the *Scourge* version hadn't already been around.

Card of the Day - vendredi 14 juillet 2006



Surging Dementia

Coldsnap common. Sometimes a card gets killed from a set after the art has already been commissioned. When that happens, the art goes to "the graveyard" and has to hope for another chance. Sometimes designers use graveyard art to inspire top-down cards. Another way for graveyard art to get a second chance is when a new card is designed that happens to work with that art. The art you see on this card was actually done for a *Kamigawa* card that got killed!

Card of the Day - jeudi 13 juillet 2006



Lightning Serpent

Coldsnap rare. As of *Coldsnap*, there are now 137 different cards with some kind of "x" in the casting cost, a very small number compared to the 8,000+ **Magic** cards printed so far. Finding different things for "x" to represent is challenging, but the game still manages to find new twists on this variable casting cost. In this case, you get a creature that starts as a kind of mini-Ball Lightning, but the flexibility to super-size it by dumping as much extra mana into it as you happen to have laying around.

Card of the Day - mercredi 12 juillet 2006



Krovikan Whispers

Coldsnap uncommon. Another modern vs. nostalgia debate centered on this cycle of *Coldsnap* cards with cumulative upkeeps that can be paid for with mana from either of two colors. What was the debate? Well, if you wanted to, this kind of upkeep could be shown more succinctly by using a hybrid mana symbol! Though cleaner, it was decided that approach was too jarring for a set that's supposed to have the feel of *Ice Age*-era **Magic**.

Card of the Day - mardi 11 juillet 2006



Mishra's Bauble

Coldsnap uncommon. During *Coldsnap* design, there was a debate on whether the cantrips in the set should work like modern versions (drawing the card right away) or the way they did back in the days of *Ice Age* when you didn't get the card until the next upkeep ("slowtrips"). In the end nostalgia won out, and it's a good thing for Mishra's Bauble because this card couldn't exist as is otherwise. If players could get the card right away, this card would be too good since you really could just use 4 of these to make what effectively is a 56 card deck. The difference is subtle, but having the card draw delayed just that much is what makes this card possible to print!

Card of the Day - lundi 10 juillet 2006



Zur the Enchanter

Coldsnap rare. The first attempt at Zur's card played around with combining the effects from all of the game's previous cards named after him: Zuran Enchanter, Zuran Spellcaster, Zuran Orb, and Zur's Weiriding. The result turned out to be a pretty complicated mishmash that didn't make much conceptual sense on its own except to players that had actually been around since the days of *Ice Age*. So, this much cleaner (and, we think, much cooler) version ended up being the legendary wizard you'll be seeing in booster packs.

Card of the Day - vendredi 7 juillet 2006



Snap

Urza's Legacy common. The untapping mechanic of cards like this actually began as a twist on cantrips. At the time, cantrips were seen as something that should only be done in sets from time to time, and since cantrips had appeared in *Tempest*, it was felt the *Urza* block needed something else. Whereas cantrips offered a smaller than normal effect but gave a card in return, the idea here was to offer a smaller than normal effect, but offer some *mana* in return instead. Unfortunately, this twist on cantrips turned out to be one of the more broken mechanics in **Magic's** history!

Card of the Day - jeudi 6 juillet 2006



Wrench Mind

Mirrodin common. When the designers of *Mirrodin* came up with Thirst for Knowledge the team really liked the way the card played out, particularly as part of an artifact block. Looking for other ways to use this effect, they came up with Wrench Mind, which is basically the opposite: rather than drawing cards yourself, you force the opponent to discard two cards, unless they can discard an artifact.

Card of the Day - mercredi 5 juillet 2006



Anurid Swarmsnapper

Judgment uncommon. Back during *Odyssey* design, a creature image turned up in the style guide that was so popular R&D decided they wanted it on several cards. The

image went on to inspire the Anurids, a new kind of beast in **Magic**. The first to see print was Anurid Scavenger, from *Torment. Judgment* featured a three-card cycle of them across rarity. The final two Anurids appeared in *Onslaught*.

Card of the Day - mardi 4 juillet 2006



Snapping Thragg

Onslaught uncommon. While putting together the list of morph creatures, R&D wanted to create some tension in Limited format blocking decisions by making some creatures that you wanted to block (like Snapping Thragg or Skirk Commando) while others punished you for blocking (like Daru Lancer or Snarling Undorak, which were often big enough to kill their surprised blockers).

Card of the Day - lundi 3 juillet 2006



Giant Badger

Eighth Edition common. As part of a promotion for **Magic's** tenth birthday, the *Eighth Edition* core set featured at least one card from each set in **Magic's** history. R&D took that claim as far as it could, even adding Giant Badger (the only book promo card to make a core set), and cards from each of the *Portal* sets. An added nod to this was *Invisibility*, which hadn't been printed since Alpha/Beta/Unlimited. The only set that missed out was *Unglued*, though *The Cheese Stands Alone* came very close to making it as well.

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