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CARD OF THE DAY - SEPTEMBER, 2006

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



By Wizards of the Coast

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Card of the Day - vendredi 29 septembre 2006



Fallen Ideal

Time Spiral uncommon. This aura gives creatures the Fallen Angel's sacrifice ability. A visual cue to that ability is the crown of horns being placed upon the subject, the same crown of thorns worn by the original Fallen Angel, also painted by Anson Maddocks.

Card of the Day - jeudi 28 septembre 2006



Draining Whelk

Time Spiral rare. This card references one of the most powerful counterspells in the history of the game: Mana Drain from *Legends*. Thanks to the art on Draining Whelk, we get to see that the creatures depicted on Mana Drain were just the babies! You can see those smaller versions on the shore in the background of Draining Whelk, crawling up the shore from where they used to be underwater on the original card, and that even the color of the water is the same on both cards!

Card of the Day - mercredi 27 septembre 2006



Spirit Loop

Time Spiral uncommon. Astute readers that saw this art on the *Time Spiral* minisite at the end of Heroes of History figured out from the pose that the card would be somehow related to Spirit Link given its similarity to at least two of that card's illustrations. This card is part of a cycle of auras that also reference the cycle Rancor belonged to which could also return to hand if sent to the graveyard from play.

Card of the Day - mardi 26 septembre 2006



Might of Old Kroso

Time Spiral uncommon. The illustration for this card is a reference to the original Giant Growth from Alpha, which also featured a suddenly super-sized rat.

Card of the Day - lundi 25 septembre 2006



Jaya Ballard, Task Mage

Time Spiral rare. This oft-quoted character appears in the flavor text of an impressive twenty different cards. Her spellshaper abilities were designed so that the three "spells" she can cast are all cards that have been printed with flavor text attributed to her. (The first ability is the destruction half of Pyroblast, the second is Incinerate, and the third spell is Inferno.)

Card of the Day - vendredi 22 septembre 2006



Wheel of Fate

Time Spiral rare. During *Time Spiral* design, none of the suspend cards had mana costs. During development most of them were given a mana cost so that the suspend ability

was optional. However, a cycle of the six most powerful effects remained that still don't have a cost and can only be played by suspending them.

Card of the Day - jeudi 21 septembre 2006



Sedge Sliver

Time Spiral rare. Does Sedge Sliver herald an entire cycle of slivers with off-color abilities? Nope. Just like Sedge Troll from Alpha, he's the only one!

Card of the Day - mercredi 20 septembre 2006



Teferi, Mage of Zhalfir

Time Spiral rare. Teferi's abilities were designed to tie into the set's theme of temporal manipulation. By speeding up your own spells while slowing down those of the opponent at the same time, Teferi fits right into a set where time doesn't function normally. This card has generated a *lot* of email from readers asking why we "printed a planeswalker" on a card, but we aren't answering anything publicly until after the set comes out to give people that want to read the book time to finish. (Though the answer is certainly around if you look hard enough.)

Card of the Day - mardi 19 septembre 2006



Paradox Haze

Time Spiral uncommon. "Enchant player" started mostly as a joke, thanks to the crazy *Unglued* set. But, joking aside, it turns out being able to have enchant player opens up some interesting design space. Since then *Psychic Possession* has added "enchant opponent" to the mix, and now *Time Spiral* has brought an enchant player card to tournament-legal **Magic**.

Card of the Day - lundi 18 septembre 2006



Mishra, Artificer Prodigy

Time Spiral rare. When first previewed, many readers thought Mishra might be part of a five-card *Time Spiral* cycle of three-color legendary creatures. At this point, we'll let you know that Mishra is the only three-color legend in the set. So it's not *Time Spiral* that has a cycle of three-color legends.

Card of the Day - vendredi 15 septembre 2006



Eureka

Legends rare. **Magic's** creative teams through the years have generally done whatever they could to avoid depicting characters in stereotypical pointy wizard's caps. Eureka is a very rare exception that managed to slip through.

Card of the Day - jeudi 14 septembre 2006



Ghostly Flame

Ice Age rare. Back when Circles of Protection were extremely common in decks, the only two-color combination with basically no answer was red/black, since neither of those colors have any good way to deal with enchantments. Since there were very few ways for that particular color combination to get around circles, Ghostly Flame was created to give black/red a chance to fight back against circles without getting the ability to actually destroy enchantments.

Card of the Day - mercredi 13 septembre 2006



Rescue

Urza's Destiny common. Boomerang has been a staple of blue since it first appeared in *Legends*. One of many variants on the card, Rescue's twist is that it offers a more narrow effect (only affecting your own permanents), but costs only half as much as Boomerang in return.

Card of the Day - mardi 12 septembre 2006



Mirror Universe

Legends rare. Prior to the *Sixth Edition* rules overhaul, players did not have to worry about their life totals until the end of each phase! Because of that, many Type 1 decks before *Sixth Edition* would run this card so that they could mana burn down to 1 life, then tap something like a City of Brass during the upkeep to go to 0, and then use the mirror to drop their opponent to 0 instead. That same rule also helped out combo decks like ProspBloom, where players already at 0 could just keep on going with their combo, casting Infernal Contract along the way with no drawback, as long as they could win the game before the phase ended!

Card of the Day - lundi 11 septembre 2006



Weatherseed Treefolk

Urza's Legacy rare. Green has had the ability to get things back from the graveyard since the very beginning, thanks to Regrowth. Over time, however, one aspect of that ability has evolved into creatures being able to return from the graveyard to hand. Whereas black's approach to this has the feel of reanimation, green's flavor is the idea that, no matter how much you chop some things down, they still manage to come back, reflecting green's domain of life and growth.

Card of the Day - vendredi 8 septembre 2006



Time Walk

Alpha rare. Time Walk originally read: "Target opponent loses next turn." It was changed because it sounded like the game was over on the next turn!

Card of the Day - jeudi 7 septembre 2006



Time Stretch

Odyssey rare. Originally designed as a flashback card that gave you 1 turn, it proved too difficult to set a proper casting cost since players were able to split the total cost over two turns.

Card of the Day - mercredi 6 septembre 2006



Time and Tide

Visions uncommon. The design version of the card with this name was originally a blue mirror of *Fireblast*: counter target spell with an alternate casting cost of returning two Islands to your hand.

Card of the Day - mardi 5 septembre 2006



Timesifter

Mirrodin rare. In design this just revealed the card rather than also removing it. It changed because of the nasty interaction with combos like *Twisted Abomination* + *Unholy Grotto*.

Card of the Day - lundi 4 septembre 2006



Time Spiral

Urza's Saga rare. Originally intended as a “fixed” Timetwister, many players consider Time Spiral even more powerful than the original. (Quick Trivia: Did you know the Spiral can be used to untap opponent’s lands?)

Card of the Day - vendredi 1 septembre 2006



Halcyon Glaze

Ravnica uncommon. The original card intended for this slot got dropped from the set, but because it happened so late in the process, R&D already had the art intended for the original spell. Halcyon Glaze was a top-down design created by finding a card that could match the art already received.

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