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CARD OF THE DAY - DECEMBER, 2006

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



By Wizards of the Coast

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Card of the Day - Friday, December 29, 2006



Armageddon

Sixth Edition

rare. This card is something of an anomaly in that despite appearing in all of the beginner sets (counting [Ravages of War](#), from

Portal: Three Kingdoms

), it was later removed from Core Sets for being too powerful

Card of the Day - Thursday, December 28, 2006



Killer Instinct

Guildpact

rare. [Sneak Attack](#) has been a very popular card with players, so R&D is always looking for new ways to duplicate the drama of that card while keeping its power level more reasonable. This one keeps the power level in check by using the deck to randomize the card's effect. With so many ways to know what's on top of a player's deck however, there are plenty of ways to get this thing running, particularly in more casual formats where decks have some time to get set up.

Card of the Day - Wednesday, December 27, 2006



Mortal Combat

Torment

rare. [Mortal Combat](#) was part of a five-card cycle of alternate win condition cards, along with [Test of Endurance](#), [Battle of Wits](#), [Chance Encounter](#), and [Epic Struggle](#). Because each of these represented a different way to win a fight, their names were chosen to include synonyms of "fight". ([Chance Encounter](#) fit that less well than the others.) Each of these went with a color, and their win condition was chosen to align with the goals of the card's color. (So green wins by making lots of creatures, whereas black wins by making lots of creatures dead, and so on.)

Card of the Day - Tuesday, December 26, 2006



Primal Rage

Stronghold

uncommon. The flavor text of this

Stronghold

card is actually a continuation of the flavor text from [Awakening](#). The word "Charge!" was put at the end of [Awakening](#) and also the beginning of [Primal Rage](#) as a cue that the pieces were intended to go together.

Card of the Day - Monday, December 25, 2006



Berserk

Alpha

uncommon. Released on April 11, 1994, "

Revised

" was the first base set to have different cards than the previous base sets, Alpha/Beta/Unlimited. (Not counting [unintentional exclusions from Alpha](#) like [Volcanic Island](#).) In *The Duelist Supplement*

a justification was printed for each card removed. [Berserk](#) was listed as a "spoiler" (too good) and got the following explanation: "Says Richard Garfield: 'Anything which multiplies is potentially abusive. Failure to have a [Fog](#) should not warrant 80 damage.'"

Card of the Day - Friday, December 22, 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 - Thursday, December 21, 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 - Wednesday, December 20, 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 - Tuesday, December 19, 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 - Monday, December 18, 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 - Friday, December 15, 2006



Triassic Egg

Legends

rare. The original wording of [Triassic Egg](#), like other similar early **Magic** cards, didn't name the counters it used. However, a thrust soon began to name the counters on new and existing cards, both to evoke the added flavor of named counters and to prevent potentially bizarre rules interactions ([Osai Vultures](#) + [Cocoon](#), for instance). This Egg started using hatchling counters for its

Chronicles

reprint and was switched to incubation counters somewhere along the way, the only card to make use of either type of counter.

Card of the Day - Thursday, December 14, 2006



Chimeric Egg

Darksteel

uncommon. When a set contains a strong "X matters" theme - that is, when a certain mechanic, zone, card type, or style of play is featured prominently - most on-theme cards reward their controller for staying on theme. Another common way of playing out the theme, though, is with cards that punish the opponent for not following it. [Chimeric Egg](#) pushes the

Mirrodin

block's artifact-heavy nature by giving you a 6/6 trampler for every three times your opponent breaks theme.

Card of the Day - Wednesday, December 13, 2006



Skycloud Egg

Odyssey

uncommon. Along with its Mossfire, Sungrass, and Darkwater brothers, [Skycloud Egg](#) was featured in [Sunny Side Up](#), a deck that debuted for the Extended portion of the [2006 World Championships](#) in Paris. The deck was known by several names throughout the tournament, including “the French egg deck” when it initially broke and “Omelette aux Lotus” by the French themselves.

Card of the Day - Tuesday, December 12, 2006



Summoner's Egg

Fifth Dawn

rare. Although imprint played only a very small role in *Fifth Dawn*

, [Summoner's Egg](#) was included as a sort of teaser for different directions the imprint mechanic could take. It is the only imprint card in

Mirrodin

block that removes the card from the game face-down and the only one that allows the imprinted card to return (other than as a copy). And unlike [Rukh Egg](#) and [Chicken Egg](#) (and [Mistform Ultimus](#)), [Summoner's Egg](#) doesn't have the Egg creature type. The Egg tribal deck, it seems, has yet to leave the nest.

Card of the Day - Monday, December 11, 2006



Chicken Egg

Unhinged

common. [Chicken Egg](#) was an overt parody of [Rukh Egg](#) from *Arabian Nights*

, right down to the Christopher Rush art. We are sometimes asked why the Giant Chicken token doesn't fly when the Rukh from the original Egg does. The answer, of course, is that chickens aren't known for soaring majestically, and a

giant

chicken is bound to be even less aerodynamic.

Card of the Day - Friday, December 08, 2006



Dingus Egg

Alpha rare. Modern design tends to lean on cycles (among many other things), but Richard Garfield's original designs took at least as much interest in reflections – pairs of cards whose effects somehow mirror each other. While enemy-colored opposites such as [Black Knight](#) / [White Knight](#) were easy to spot, [Dingus Egg](#)'s reflection was more subtle: [Ankh of Mishra](#). And in case you're wondering what hatches from such an egg, a “dingus” is “an article whose name is unknown or forgotten,” which certainly clears that up.

Card of the Day - Thursday, December 07, 2006



Ramirez DePietro

Legends

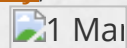
uncommon. Once a Legend, now a Legendary Creature, soon to be an infamous... pirate? There's currently some debate in R&D surrounding this fellow. It's a standing guideline that any creature with a supported creature type in its name should have that creature type ([Thrull Wizard](#) has its type line pretty well locked in, for instance). The question here is whether flavor text should carry similar weight. Pirate is currently a supported type, and Mr. DePietro is a flamboyant one... or so his flavor text suggests.

Card of the Day - Wednesday, December 06, 2006

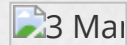


Orcish Oriflamme

Alpha rare. [Orcish Oriflamme](#), like [Orcish Artillery](#), was originally printed at

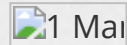


, apparently by accident. Though certainly overcosted at



, the Oriflamme was once restricted in tournament play. The *Time Spiral*

design file at one point included an exact reprint of [Orcish Oriflamme](#) at



(probably a fair price for it, incidentally) as a very particular nod to the Alpha version.

Card of the Day - Tuesday, December 05, 2006



Ali from Cairo

Arabian Nights

rare. Like many creatures from

Arabian Nights

, [Ali from Cairo](#) represents a specific person but isn't legendary. Obviously, these story characters would be legendary were they printed today (or any time after *Legends*

), but at the time of

Arabian Nights

, that design and templating technology simply didn't exist. [Uncle Istvan](#) and [Sindbad](#) were included in the

Time Spiral

“timeshifted” set without legendary status as a reminder of a time when you could Summon Ali from Cairo rather than play, say, a Human Rogue.

Card of the Day - Monday, December 04, 2006



Gauntlet of Might

Alpha rare. A designer who likes a particular card may submit variations on it for many different sets. [Gauntlet of Might](#) is unusual in that it spawned competitive decks in its heyday, had a remake ([Mirari's Wake](#)) that also served as the centerpiece for some very strong decks – and then, after two successful outings, was remade

again

as

Time Spiral's

[Gauntlet of Power](#). Even

Mirrodin's

[Extraplanar Lens](#) started life as a Gauntlet variant.

Card of the Day - Friday, December 01, 2006



Island Sanctuary

Alpha rare. Though the more familiar printings of [Island Sanctuary](#) keep creatures from attacking you, the Alpha version worked a little differently. “Declining” to draw a card kept creatures without flying or islandwalk from

damaging

you, a vital distinction where your opponent's [Prodigal Sorcerer](#) was concerned. This loophole was even abused in decks that featured [Orcish Artillery](#), which no longer dealt damage to its controller thanks to [Island Sanctuary](#)! The wording was changed for Beta – not for power reasons, but because the functional change wasn't noticed.

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