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## CARD OF THE DAY - MARCH, 2007

Posted in **Feature** on March 1, 2007



By Wizards of the Coast

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### Card of the Day - vendredi 30 mars 2007



### Krosan Cloudscraper

*Legions* rare. The temptation to "trump" the last biggest creature in **Magic** is ever-present, and Krosan Cloudscraper was not the first 13-power creature in a design file. That's not something R&D takes lightly, however, and in the years between Phyrexian Dreadnought and Krosan Cloudscraper, other candidates for biggest creature were cut from card files for various reasons. One, called Big and Weak, had the requisite 13 power... but only 1 toughness. Talk about a glass cannon!

### Card of the Day - jeudi 29 mars 2007



### Greater Gargadon

*Time Spiral* rare. Greater Gargadon started development as a 9/9, but its toughness was lowered to seven in order to increase the homage to *Prophecy's* Lesser Gargadon, whose toughness was also two less than its power. Greater Gargadon's activated ability, which involves sacrificing permanents, is a further nod to its little brother.

### Card of the Day - mercredi 28 mars 2007



### Devouring Strossus

*Invasion* rare. Devouring Strossus was known as Graveyard Gourmand and Slaughter Engine at various points in design, both names that play off of how destructive it is to

both sides of the table. The art keys off this concept as well, depicting the massive, contagion-spewing Strossus stomping indiscriminately across the battlefield at Koilos.

### Card of the Day - mardi 27 mars 2007



### Jokulmorder

*Coldsnap* rare. As you may be aware, "Jokulmorder" means "glacier-killer," and at 12/12, *Coldsnap*'s resident leviathan is certainly up to the job. Early **Magic** designers established a steady arms race for the title of biggest creature - Force of Nature (8/8) in Alpha, Colossus of Sardia (9/9) in *Antiquities*, Leviathan (10/10) in *The Dark*, and Polar Kraken (11/11) in *Ice Age*. If *Coldsnap* had come out in 1996 as the third set of the *Ice Age* Block, Jokulmorder would have taken its place at the top of the heap. In reality, the next step was Phyrexian Dreadnought (12/12) in *Mirage*.

### Card of the Day - lundi 26 mars 2007



## Woolly Razorback

*Coldsnap* rare. *Coldsnap* creative made a distinction between being snow-y (wintry, rimy, cold, etc.) and actually being Snow (infused with the cold-based magic used by Heidar and his Rimewind sorcerers). Thus, despite coming into play covered in ice (counters), Woolly Razorback is not actually Snow (well, unless there's a Rimefeather Owl in play).

## Card of the Day - vendredi 23 mars 2007



## Mox Emerald

*Limited Edition* Beta rare. Beta starter decks came with only two rares (as opposed to the three of today's Tournament Packs). Thanks to the way the press sheets were laid

out at the time, it was possible to get Mox Emerald and Black Lotus together in the same starter – not a bad return on your investment.

### Card of the Day - jeudi 22 mars 2007



### Blood Lust

*Legends* uncommon. According to *Legends* designer Steve Conard, this card was designed to capture the emotion "bloodlust," which is a desire for bloodshed that manifests itself as a rage in battle. Mechanically, that makes sense; a boost of power at the cost of personal safety. The artist, Anson Maddocks, was given just the name "Bloodlust" to work with, and interpreted it to mean someone who really, really liked blood – which explains the unusual art and the space in the card name.

### Card of the Day - mercredi 21 mars 2007



## Purge

*Darksteel* uncommon. As its flavor text alludes, Purge was designed as a mirror of Terror, using flavor to justify giving white access to something it normally wouldn't have. The fact that it happened to be awesome against Ravager Affinity (killing both the black Disciple of the Vault and any of numerous artifact creatures) was an added bonus – though not, admittedly, enough to stop the deck from dominating multiple formats.

## Card of the Day - mardi 20 mars 2007



## Haakon, Stromgald Scourge

*Coldsnap* rare. This card was initially designed top-down to be Avram Garrison, the leader of the Kjeldoran Order of the Knights of Stromgald. But continuity stated that Avram's body was irrevocably destroyed in a pyre, so he couldn't get a card. The character of Haakon was created to fit the card.

### Card of the Day - lundi 19 mars 2007



### Blood Knight

*Planar Chaos* uncommon. When designing the *Planar Chaos* "timeshifted" cards with color words in their text boxes, R&D shifted the color words along with the colors. This leaves open the question of what Blood Knight is timeshifted from. Is it a double-shifted White Knight? A mirrored Silver Knight? Or a color-shifted Black Knight with the color word unchanged? Flavor gallops to the rescue, with the composition of Blood Knight's art and the structure of its flavor text loosely modeled after that of its true inspiration, Black Knight.

### Card of the Day - vendredi 16 mars 2007



## Volcano Hellion

*Planar Chaos* rare. Volcano Hellion was a 9/5 in design and had the playtest name "Dolly Parton" -not for being topheavy, but for Parton's song '9 to 5' (not to be confused with the Sheena Easton song of the same name). The "can't be prevented" clause was added - and the wording of Reverse Damage-type effects changed slightly - to prevent ridiculous combos with the ability to deal an arbitrary amount of damage.

## Card of the Day - jeudi 15 mars 2007



## Urza's Blueprints

*Urza's Legacy* rare. When Urza's Blueprints was originally released under the pre-*Sixth Edition* rules, abilities of permanents with "phase costs" couldn't be played during that

phase until the costs had been paid. Echo was, of course, a phase cost, so if you didn't want to pay the echo you could draw a maximum of one card. With the release of *Sixth Edition* prior to *Urza's Destiny*, the concept of phase costs was removed, and the Blueprints could provide two cards for six mana – not exactly Inspiration, but not a bad consolation prize if you couldn't pay the echo.

### Card of the Day - mercredi 14 mars 2007



### Deranged Hermit

*Urza's Legacy* rare. Deranged Hermit was the centerpiece and namesake of Angry Hermit, a red-green land destruction deck that used Llanowar Elves and Birds of Paradise to accelerate into Avalanche Riders, Plow Under, and Arc Lightning (which was also mana denial, frequently zapping other people's Elves and Birds). The upshot of all this was that by the time the eponymous hermit hit play, the opponent was too far behind to answer it. The deck's designer, a fellow named Aaron Forsythe, piloted it to the Top 8 at U.S. Nationals in 2000, landing a spot on the National Team.

### Card of the Day - mardi 13 mars 2007



## Old Fogey

*Unhinged* rare. Everybody notices the dinosaur on this card, but fewer people register the time machine - of Time Machine fame - in the background, a nod to the card's 'out of time' nature. Blast from the Past, the other card in *Unhinged* with an old frame, also features the time machine, piloted by the goblin token the spell creates.

## Card of the Day - lundi 12 mars 2007



## Flamecore Elemental

*Time Spiral* common. This card was one of a pair of *Time Spiral* nods to Alpha's iconic 5/4 Elementals, Fire Elemental and Water Elemental. The blue card? Brine Elemental.

## Card of the Day - vendredi 9 mars 2007



### Simian Spirit Guide

*Planar Chaos* common. The original concept for this card was "Anaba Spirit Guide," and it showed a Minotaur based on *Homelands*' Anaba culture. In an attempt to synch up *Planar Chaos* "timeshifted" cards with the set they originally appeared in, the art was redone showing an Ape – one of the key races from *Alliances*, home of the original Elvish Spirit Guide.)

## Card of the Day - jeudi 8 mars 2007



### Soul Spike

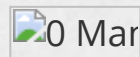
*Coldsnap* rare. In addition to forming part of the "double pitch" cycle in *Coldsnap* that pays homage to the original *Alliances pitch cards*, Soul Spike also portrays an important storyline moment. The art shows Lovisa Coldeyes being skewered by Heidar's "Glacierspike," a giant icy thorn that sucks the essence out of its victims.

### Card of the Day - mercredi 7 mars 2007



### Basking Rootwalla

*Odyssey* common. Because madness



could theoretically be played in any deck that wanted to discard, it was imperative that this card have some twist to it that made it work better in green decks than nongreen. The activated pumping was a great solution – nongreen decks could use it, but it would be unattractive to them. *Time Spiral's* Call to the Netherworld used a similar trick, regrowing only black creatures.

### Card of the Day - mardi 6 mars 2007



## Urza's Factory

*Time Spiral* uncommon. The numbers on Urza's Factory are crucial to its existence. The 2/2 Assembly-Worker is a nod to Mishra's Factory, and the 7-mana activation is exactly the mana produced by the UrzaTron. The card came out of design with these numbers, and if it wasn't balanced this way it would have been killed instead of changed. Luckily, the numbers worked out.

## Card of the Day - lundi 5 mars 2007



## Barbarian Ring

*Odyssey* uncommon. The cycle of threshold lands in *Odyssey* (Barbarian Ring, Cabal Pit, Centaur Garden, Cephalid Coliseum, Nomad Stadium) depicted the lesser pit-fight

battlegrounds that fed the Cabal's network of pit fighting. This network culminated in the Grand Coliseum (which got a card in *Onslaught*). Each of the *Odyssey* threshold lands is tied conceptually to a prominent *Odyssey* race – the barbarians of the Pardic Mountains, in the case of Barbarian Ring.

### Card of the Day - vendredi 2 mars 2007



### SeeYa

*Base Set 1.0* runner common. Besides playing a small role in some Search and Destroy decks, SeeYa also contains an interesting Easter Egg. Its flavor text is attributed to "Urza Bloodrunner," whom many players assume is just another runner with an eccentric name. What you may not realize is that this is actually a tip of the hat to another early Richard Garfield game, *Magic: The Gathering* (discontinued in 1995), in which a character named Urza was a powerful artificer – with a pair of magic spectacles.

What is 'What If?' Week?

### Card of the Day - jeudi 1 mars 2007




## Black Lotus

*Limited Edition Alpha* rare. Black Lotus remains one of the most sought-after cards in existence, along with the rest of the "Power Nine." Although it has been reprinted in multiple core sets, the Alpha version of the card is still a rare collector's item, sometimes selling on the secondary market for as much as \$100 – almost twice as much as any of the Moxes!

What is 'What If?' Week?

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