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## CARD OF THE DAY - APRIL, 2007

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By Wizards of the Coast

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### Card of the Day - lundi 30 avril 2007



### Unblinking Bleb

*Future Sight* common. Unblinking Bleb's name was inspired by Brady Dommermuth's days as a proofreader at Publication Services, Inc. in Champaign, IL (where editor Kelly Digges also worked). Brady proofread a pathology textbook during his time there, which is where he learned the phrase "blue rubber bleb nevus syndrome."

### Card of the Day - vendredi 27 avril 2007



## Death Rattle

*Future Sight* common. The mantra is often repeated that "green should have the best creatures." Well then, why is it that the color whose creatures cannot be killed by "Banishing" effects something other than green? Wouldn't that go a long way to making it the best creature color? R&D experimented with this restriction on Death Rattle to see how it feels when green is immune to some of black's removal instead of being extra-susceptible to it.

## Card of the Day - jeudi 26 avril 2007



## Aven Augur

*Future Sight* common. The "future" is a huge theme in *Future Sight*—not just the future of **Magic** as a whole, but also mechanics that hint at the future of the game they are used in. The "Augur" cycle provides prime examples of the latter—while in play, they let your opponent know that at some point in the future you may sacrifice them for powerful spell effects.

### Card of the Day - mercredi 25 avril 2007



### Zoetic Cavern

*Future Sight* uncommon. Noncreatures with the morph ability create some interesting rules corner-cases. You can end up with a suspended land, for instance, if a morphed Cavern is hit with Delay while on the stack. What about Crucible of Worlds? Crucible of Worlds lets you play a land from your graveyard. So, you can play a Zoetic Cavern from your graveyard as a land. But it doesn't let you play a creature from your graveyard, so you can't play Zoetic Cavern as a creature. (Similarly, if you have Teferi in play and Zoetic Cavern in your hand, you can play Zoetic Cavern as a creature any time you could play an instant. But you can't play Zoetic Cavern as a land any time you could play an instant.)

### Card of the Day - mardi 24 avril 2007



## Daybreak Coronet

*Future Sight* rare. During most of design, the first line of this card was simply "Enchant enchanted creature." That sounded neat, but it didn't have the functionality R&D wanted. It did prevent you from playing it on a creature that wasn't already enchanted, but if you managed to move it or sneak it into play (with *Lost Auramancers* or *Nomad Mythmaker*), it would satisfy its own condition! Hence the change to "Enchant creature with another Aura attached to it."

## Card of the Day - lundi 23 avril 2007



## Storm Entity


*Future Sight* uncommon. Though it is not a rule, there is a guideline in **Magic** Creative that a card's name should contain a mechanic only if the card actually has that mechanic. Though this guideline is violated within reason—there was a discussion, for instance, about the fact that Stormfront Riders does not have storm—it is rare that a new card will sidestep it completely. In the case of Storm Entity, the name was consciously chosen to emphasize the fact that the Entity's ability is strongly tied to the storm mechanic.

### Card of the Day - vendredi 20 avril 2007



### Provoke

*Stronghold* common. Whenever a provoke creature like Deftblade Elite attacks, it basically casts Provoke on target creature. The one key difference, of course, is that Deftblade Elite's version of the spell doesn't contain "Draw a card!" If it did, Deftblade Elite would be quite an amazing creature. Even if your opponent had a blocker to stop your one-mana white Ohran Viper, Deftblade Elite could just pay

 1 Mar

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to survive the block and keep drawing cards!

### Card of the Day - jeudi 19 avril 2007



## Flash

*Mirage* rare. Flash is an amazingly cool idea with a terrible template and low power level, both of which are vastly improved by *Time Spiral* block flash creatures like Teferi, Mage of Zhalfir, Sulfur Elemental, and Bogardan Hellkite. Another modern descendant of Flash is the "Flash for Sorceries," Quicken, which also vastly improves on the original Flash's template and power level.

## Card of the Day - mercredi 18 avril 2007



## Recover

*Invasion* common. Just like Recover, the recover ability lets you bring cards from your graveyard to your hand, getting card advantage along the way. Comparing the

recover card Grim Harvest to Recover prompts a question: Do you prefer the more straightforward card advantage of Recover or the more open-ended, potentially unlimited card advantage of the recover mechanic?

### Card of the Day - mardi 17 avril 2007



### Dredge

*Invasion* uncommon. Dredge works a lot like the dredge ability on Golgari Grave-Troll. Throw some cards into the graveyard, and you get a card back. Dredge and dredge also create a combo: Play Dredge, sacrifice Golgari Grave-Troll, then replace the "draw a card" on Dredge with the Troll's dredge ability to mill yourself for six and put the Troll back into your hand, ready to be played again bigger than ever.

### Card of the Day - lundi 16 avril 2007



## Vanishing

*Visions* common. When phasing debuted in *Mirage*, it didn't trigger "comes into play" abilities, but it *did* trigger "leaves play" abilities. That functionality would have made Vanishing an awesome combo with vanishing creatures such as Aven Riftwatcher, Keldon Marauders, and Deadwood Treefolk. Sadly, the phasing rules have changed since then, and phasing out no longer triggers "leaves play" abilities.

## Card of the Day - vendredi 13 avril 2007



## Rock Hydra

*Limited Edition Alpha* rare. Rock Hydra's flavorful original text bears little resemblance to its Oracle wording, but it also illustrates the fact that use of mana symbols in Alpha

text boxes was spotty. Firebreathing and Conversion, for instance, use symbols, whereas Rock Hydra and Force of Nature, on the other hand, use letters. The issue is sidestepped entirely on cards like Dark Ritual, which refers to "3 black mana."

### Card of the Day - jeudi 12 avril 2007



### Elvish Archers

*Limited Edition Alpha* rare. Intended to be a 2/1, Elvish Archers was printed in Alpha as a rather less exciting 1/2 but restored to 2/1 status in Beta and all subsequent printings (up through *Seventh Edition*).

### Card of the Day - mercredi 11 avril 2007



## Volcanic Island

*Limited Edition* Beta rare. How many dual lands were there in Alpha? If you said ten, look again—Volcanic Island was omitted from the original printing and restored for *Limited Edition* Beta. A member of another famous cycle was also omitted: Circle of Protection: Black.

## Card of the Day - mardi 10 avril 2007



## Unsummon


*Limited Edition* Alpha common. The original Alpha version of Unsummon, due to some kind of mishap with a find-and-replace function, said that enchantments on the target creature were "CARD ed." Because Unsummon did not, in fact, need to see ID, the Beta, *Unlimited*, and *Revised Edition* versions of Unsummon were changed to say "discarded" as intended. (This text was left off for *Fourth Edition*, because the rules cover it.)


## Card of the Day - lundi 9 avril 2007




## Orcish Artillery


*Limited Edition Alpha* uncommon. Given that Alpha was the first Magic set, it's no surprise that there were some kinks to work out. Orcish Artillery, like Orcish Oriflamme, got an unintentional "Orc discount" and was printed at


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 Red Mar

instead of

 1 Mar

 Red Mar

 Red Mar

For subsequent printings, the card was restored to its intended cost.

**Card of the Day - vendredi 6 avril 2007**



## Rough // Tumble

*Planar Chaos* uncommon. Art is often used as another chance to reinforce the enemy relationships between the different **Magic** colors. Given that both sides of this split card are red, it's no coincidence that one shows a blue creature getting zapped while the other side shows a bunch of white-aligned creatures having a very, uh, rough time.

## Card of the Day - jeudi 5 avril 2007



## Frozen Aether

*Planar Chaos* uncommon. Occasionally R&D brings back older cards (or variants of older cards) because the context of the new set puts some new spin on them (such

as, for instance, Terror and Shatter in *Mirrodin*). The ability of this “timeshifted” Kismet takes on a whole new feel in suspend-heavy *Time Spiral* block, where haste is a lot more common – and thus making creatures come into play tapped may be more significant.

### Card of the Day - mercredi 4 avril 2007



### Magus of the Coffers

*Planar Chaos* rare. The background of this art shows the Cabal Coffers, which in this alternate reality have now been looted of any riches. The chamber still possesses such an intense mana connection despite this due to the raw power of the Mirari, held here long ago by the Cabal Patriarch.

### Card of the Day - mardi 3 avril 2007



## Roiling Horror

*Planar Chaos* rare. The art concept behind Roiling Horror is that the creature is some strange manifestation of negative emotion. In some places the shapes of the horror can be made out as faces to reinforce that idea. [Click here to see the art at larger size.](#)

## Card of the Day - lundi 2 avril 2007



## Ghost Tactician

*Planar Chaos* common. The idea behind this creature is a benevolent ghost that inhabits the bodies of others, strengthening them and making them instruments for good (for a short time). Flavor-wise, it's a complete reversal of the spell this shaper actually casts: Scare Tactics.

## Card of the Day - vendredi 30 mars 2007



### Krosan Cloudscrapper

*Legions* rare. The temptation to "trump" the last biggest creature in **Magic** is ever-present, and Krosan Cloudscrapper 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 Cloudscrapper, 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!

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