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## CARD OF THE DAY - JULY, 2007

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



By Wizards of the Coast

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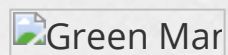
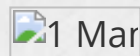
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### Card of the Day - vendredi 20 juillet 2007



#### Nomadic Elf

*Invasion* common. Thanks to Grizzly Bears, Balduvian Bears, Bear Cub, and Forest Bear,



vanilla 2/2s are often referred to as Bears. This "Bear" not only had a mechanically relevant creature type, it also helped fix mana in the multicolor *Invasion* environment. It's one of many cards that come up in a Gatherer search for "Elf".

## Card of the Day - jeudi 19 juillet 2007



### Selfless Exorcist

*Judgment* rare. This card has loads of top-down flavor: the cleric exorcizes the essence of the dead, and the dead souls battle the Exorcist as he destroys them. If he tries to exorcize a dead Tombstalker, the demon is likely to take the Exorcist down with it! With *Odyssey* block's threshold mechanic, this ability could always be put to good use.

## Card of the Day - mercredi 18 juillet 2007



### Angelfire Crusader

*Apocalypse* common. Many *Apocalypse* cards like *Cromat*, *Emblazoned Golem*, and *Savage Gorilla* ask players to spread their mana across many colors for best effect. The *Crusader* bucks that trend by rewarding players for playing a huge amount of red mana. In many sets, a "Crusader" with art of a person wearing full plate on a warhorse would be a Knight, but with *Apocalypse's* *Enlistment Officer* leading Soldiers, this card was made a Soldier too.

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



### Belfry Spirit

*Guildpact* uncommon. All haunt creatures boast comes-into-play effects, with this haunt flier creating creature tokens when it comes into play. To underline its allegiance to the Orzhov syndicate, this white creature actually creates black flying tokens. What concept best matches a white flier that creates black fliers? The spirit of a church belfry, and the bats who live there.

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



## Boreal Shelf

*Coldsnap* uncommon. Boreal Shelf and its brethren (Frost Marsh, Tresserhorn Sinks, Highland Weald, and Arctic Flats) are snowy updates of the Invasion tap duals (Coastal Tower, Salt Marsh, Urborg Volcano, Shivan Oasis, and Elfhome Palace). Though they have an occasional drawback in your opponent's Zombie Musher or Ronom Serpent, their upsides are substantial—search them out with Into the North, tap them to pay for Mouth of Ronom's activation cost, or turn them into 2/2 flyers with Balduvian Frostwaker.

## Card of the Day - vendredi 13 juillet 2007



## Inferno

*Classic Sixth Edition* rare. Inferno, like many cards from *Ice Age* block, boasts a quote from Jaya Ballard, Task Mage. But wait—Inferno wasn't printed in *Ice Age* Block; it's originally from *The Dark*, with flavor text attributed to Mairsil the Pretender. Core set flavor text writers have a (mostly) unique chance to write new flavor text relating to characters and situations from the past (although *Time Spiral* and *Planar Chaos* let them stretch those muscles as well), and that's exactly what one writer did here, providing a quote that brings something new to the table while staying true to the personality established in *Ice Age* Block.

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



### Syphon Soul

*Legends* common. Early **Magic** cards were generally designed with duels in mind, with their templates sometimes getting a little vague on the subject of whether they affected every opponent in a multiplayer game or just one. Syphon Soul, on the other hand, could hardly be clearer, and has served as the inspiration for such multiplayer love-'em-or-hate-'ems as Agent of Masks, Syphon Mind, and Kokusho, the Evening Star.

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



## Cloud Sprite

*Mercadian Masques* common. Cloud Sprite is one of a number of creatures that have flying but can only block creatures that also have flying, a combination of abilities sometimes known as "high flying." Cloud Sprite itself continued in *Masques* a tradition of such creatures being blue that goes back to Cloud Elemental in *Visions*, but the very next set, *Nemesis*, would see the ability depart into black (on Belbe's Percher and Battlefield Percher), a riff on black's "can't block" drawback that hasn't been repeated since.

## Card of the Day - mardi 10 juillet 2007



## Harrow

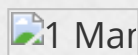
*Invasion* common. Many different **Magic** cards have been reprinted outside their original contexts, and it's always interesting to see how they shift in value. Terror was worse when it was reprinted in *Mirrodin* than ever before (though still quite good), whereas Shatter, also in *Mirrodin*, was better than ever. When Harrow was originally printed in Tempest, tempo was key and playing multicolor was hard, so the card was solid but unexciting. In the five-color world of *Invasion* Block, however, Harrow was a vital role-player, finding your third and fourth colors (or maybe fourth and fifth), enabling that greedy splash, and cranking up "domain" spells like Tribal Flames.

### Card of the Day - lundi 9 juillet 2007



### Incinerate

*Ice Age* common. Incinerate was originally made as a Lightning Bolt variant, not a replacement, costing



more but adding an upside. Later proving to be fairer than its one-mana uncle, it replaced Lightning Bolt in the core set starting with *Fifth Edition*, but was itself soon replaced by Shock and Lightning Blast—and eventually the inferior Volcanic Hammer. *Tenth Edition* marks Incinerate's return to the core set, proving that—unlike Lightning Bolt—it is considered fair after all.

### Card of the Day - vendredi 6 juillet 2007



## Dystopia

*Alliances* rare. Dystopia was the first black card that could kill White Knight, and there was much discussion over whether this was good for the game. White could kill Black Knight with Wrath of God (from Beta onward, anyway), but it was felt that one of black's weaknesses ought to be an inability to remove creatures with protection from black. As time went by, of course, Dystopia did not prove to be too powerful, and black has continued to receive a string of answers to White Knight, from Urborg Justice to Cruel Edict to the timeshifted Wrath itself, Damnation.

## Card of the Day - jeudi 5 juillet 2007



## Arenson's Aura

*Ice Age* common. *Legends* may have been the original multicolor set, but *Ice Age* and *Alliances* were the first to make heavy use of off-color activations, following in the footsteps of a few groundbreakers like *Sedge Troll* before them and laying the groundwork for *Invasion* and *Ravnica* blocks in the years to come. The name of the set *Alliances* refers (at least in part) to the alliances forged between colors in the harsh *Ice Age* setting, and both sets included allied-friendly twists on existing cards and effects.

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



### Omen of Fire

*Alliances* rare. Red bounce? No, it's not the *Planar Chaos* color pie gerrymander, it's an *Ice Age* color hoser. There was an approach for a while—more a tendency, really—to sometimes let colors use their enemies' mechanics against them, and *Omen of Fire* was one of the beneficiaries of this policy. These days, colors punish their enemies in their own ways, as evidenced by cards like *Luminesce* and *Flashfreeze*.

### Card of the Day - lundi 2 juillet 2007



## Tornado

*Alliances* rare. When the cumulative upkeep rules were updated to use age counters rather than simple memory to track the increasing cost, Tornado became one of only a handful of cards to use two unrelated types of counters in its text, something that Wizards would be very unlikely to do on a newly printed card.

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

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