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Alpha "Oops..." II

Magic Arcana
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When *Alpha* came out, Orcs must've thought they were kings of the world. All their spells cost 1! Now, obviously *Ironclaw Orcs* is supposed to cost two mana, but what about *Orcish Artillery* and *Orcish Oriflamme*?

Those two cards inadvertently received casting costs of 1, later changed to 1 and 3 respectively in *Beta*. The switch is not to be seen as a "changing" of their costs – they were never intended to cost two. It was simply a pair of misprints.



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