

Home > Games > Magic > Magicthegathering.com > Magic Arcana



# Magic Dossier: Henry Stern

Magic Arcana  
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**Name:** Henry A. Stern

**Job title and duties:** Magic Developer, *Star Wars* R&D Lead

**Age:** 35

**Education:** UCLA, 1992, MS in Mechanical Engineering

**Began working at Wizards:** August 1996

**Previous job:** Engineer for Hughes Space and Communications (now Boeing) in El Segundo, California, designing and testing satellites. So yes, I was a rocket scientist.

**How you got your job here:** Well, I knew Mark Rosewater back when he was a struggling(!) writer down in LA. I had some success playing **Magic** professionally, and was an external playtester for *Alliances*. When Mark told me that there was a job opening in R&D, I leapt at the chance.

**Magic playing accomplishments:** 1995 US Nationals runner-up, 1995 Worlds Team champion, 1995 World Championships 3rd place, 1996 Worlds Championship 3rd place.

**Expansions or projects you've worked on:**

*Visions, Weatherlight, Tempest* (Lead Developer), *Stronghold, Urza's Saga, Urza's Legacy* (Lead Developer), *Mercadian Masques* (Lead Developer), *Invasion* (Lead Developer), *Planeshift, Odyssey, Torment* (Lead Developer), *Onslaught, Scourge, Mirrodin, Darksteel* (Lead Developer), *Fifth Dawn, Portal Three Kingdoms* (Lead Developer), and various World Championship Decks. I have also worked on various other Wizards TCGs: **X-Men, Harry Potter, Star Wars, Pokémon, Neopets**, and some **Showdown** sports games.

**Favorite part of your job:** The random R&D discussions!

**Least favorite part of your job:** Writing fat pack articles!

**Thing you've worked on that you're most proud of:** *Portal Three Kingdoms* was kinda my little baby. Reading the novels and adapting this fascinating piece of Chinese history/fantasy to **Magic** was a lot of fun, and I am quite proud of how it turned out.

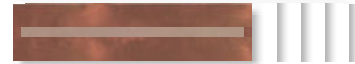
**Other games you currently enjoy playing:** basketball, *EverQuest, Scrabble* (even though my spelling is awful), and German board games (*Puerto Rico, Transamerica*, etc.).

**Favorite Magic card(s):** I am proud of the cards I have designed—I haven't designed *that* many cards as I am mostly a developer, but some of my favorites are:

- **Overrun** – as it appeals to all three **Magic** players types (Timmy, Johnny and Spike);
- **Masticore** – for pure power reasons and how it caught us by surprise;
- and the "Swamp matters" cards from *Torment* (**Mutilate**, and **Mind Sludge** especially) – as they really fit the *Torment* theme well.

**Black Vise** holds a special place in my heart, as does **Hypnotic Specter** from back in my playing days.

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