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October 8, 2004

Q: "I was wondering... In Angel Week it was stated that an angel that was to be printed in *Fifth Dawn* would, instead, get printed in *Champions of Kamigawa*. Will we ever learn who that angel was? Will it be an angel in *Champions* or another creature type? If you don't want to answer before the *Champions* release it's ok but please let us know eventually because it's killing me... (I'm an angel fan!) Thank you!"

--Alex
 Athens, Greece

A: From **Brian Tinsman, Magic R&D:**

"Alex,

"You might be able to guess the answer now that you've seen the set: it's a 3 4/4 flying creature. It was originally conceived as an angel that would get temporarily removed from the game when an instant or sorcery was played, making it difficult to kill with any type of removal spells (in the tradition of **Pristine Angel**). As it left *Fifth Dawn* and came into *Champions* block we realized angels didn't really have a place in our Japanese-inspired setting, but it would make a great legend. We then changed it to a spirit and tweaked the ability for flavor reasons to trigger whenever its controller played a spirit or arcane spell. And that's how **Hikari, Twilight Guardian** came to be."



October 7, 2004

Q: "It seems as of late that people at Wizards have been fond of using new keywords for old and new effects. Some examples of this are the vigilance and defender keywords. Are you not afraid that this could hinder beginners because they now have to learn all these new keywords?"

--Craig
 Mississauga, Ontario, CAN

A: From **Randy Buehler, Director of Magic R&D:**

"It's a good question. We are constantly torn by the desire to make the game as easy to play as possible for beginners, while also keeping our expert-level players happy as well. Just about everyone we've gotten feedback from seems to like the idea of keywording abilities like vigilance because they know next year those keywords won't have reminder text anymore, and that will make the cards both more elegant (since they have less text junking them up) and also simpler to play with (since it's quicker to mentally parse 'vigilance' than 'CARDNAME does not tap to attack') and the chance might even allow us to do more interesting cards since we'll have more room for rules text. However, every time we add a new keyword it raises the bar on how much you need to know in order to learn how to play **Magic**.

"The good news is that we have an answer to this puzzle: we aim our Core Sets at new players and do our best to get them all to start with what we call 'Nth Edition.' One of the big differences between Core Sets and Expert-level sets is that every single keyword in the Core Set gets reminder text every time. That way new players will get to learn what all the basic **Magic** abilities (like flying, first strike, fear, and vigilance) actually do. Hopefully, by the time they move up to expert level sets they won't be confused when they run into a keyword like 'defender' and everybody just winds up happier than they have been."

October 6, 2004



Q: "Have you considered going back and adding the subtype 'Arcane' to previously released spells (like **Arcane Denial** perhaps)?"

--John
Holbrook, New York

A: From **Aaron Forsythe, Magic R&D:**




"That would be a pretty random change. We don't like issuing weird errata, especially on cards that we aren't reprinting because there'd be no good way for people to know that the card worked differently. Plus, 'arcane' magic is practiced by the denizens of Kamigawa's spirit world, not by random mages in Kjeld, so that change doesn't make sense flavorfully, even based on the name. We normally like to make mechanics that work well with older cards, but unfortunately 'arcane' isn't one of those."

October 5, 2004



Q: "I don't really get the *Scourge* card, **Scornful Egotist**... its a 1/1 for 8 mana...I think that's waaaaaaay to expensive!"

A: From **Brian Tinsman, Magic R&D:**

"On the face of it, **Scornful Egotist** might seem like a ludicrous card. It's  for a creature that you'd expect to cost . R&D does like to make 'bad' cards sometimes, but not THAT bad. Fortunately, the Egotist has morph, meaning you can always play it as a 2/2 creature for 3 mana. So it rarely gets stuck in your hand for long. Then you can pay  at any time to turn it face up to its 1/1 version. But why would you want to? To answer that question you need to look at some other cards in the set. Take a look at *Scourge* commons like **Rush of Knowledge** and **Torrent of Fire** to see why you might want an 8 mana cost creature on turn 4 or 5."

October 4, 2004



Q: "When will you be posting the *Champions of Kamigawa* checklist on your web site?"
-- Ron C.

A: From **Doug Beyer, magicthegathering.com** Web Developer:

"The checklist is up now on the [Champions product info page](#), which you can reach by going to the [Champions of Kamigawa site](#) and clicking the Product Information button."

October 1, 2004



Q: "Why is **Magic Online** frequently abbreviated as MODO? I've asked a number of friends and none of the could tell me. Thanks a lot!"

--Nathan
Tulsa, Oklahoma, USA

A: From **Alan Comer**, *Magic Online* programmer:

"'MODO' is a term standing for 'Magic Online with Digital Objects'. The term was used internally at Wizards for a while early on, and subsequently was shortened to its official name of '**Magic Online**' or 'MTGO' for short. But occasionally, someone will use the old term."

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