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That Which Was Templated

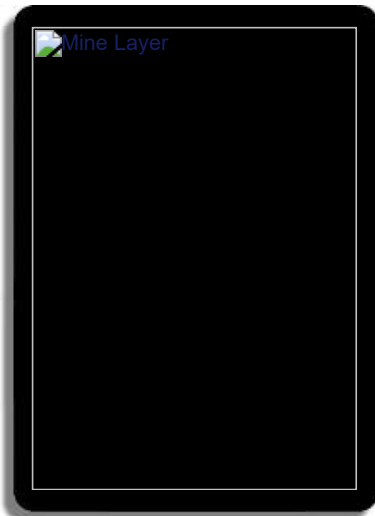
Magic Arcana
Tuesday, April 26, 2005

Betrayers of Kamigawa's **That Which Was Taken** represents the kami child of **O-Kagachi**, the theft of which began the mortals' war with the kami. The wording you see on the card -- and even wording you *don't* see -- was chosen very carefully.



It was brought up during development that **That Which Was Taken** can leave stranded divinity counters on permanents. You could play its ability to add a counter to your **Lantern Kami**, for example, and then your opponent might **Naturalize That Which Was Taken**. The **Lantern Kami** would still have a divinity counter on it, but without **That Which Was Taken** around to provide the *significance* of divinity counters, the Kami would not be indestructible anymore. And who wants the board cluttered up with meaningless divinity counters? Why should that counter even stick around?

A few counter-granting cards, such as **Mine Layer** and **Aurification**, actually remove their counters when they leave play, to solve this problem.



However, the *Betrayers* development team did not want to include a similar clause on **That Which Was Taken**. Why? So that the card wouldn't have a bizarre, unflavorful interaction with the **Myojin!** It wouldn't make much sense that destroying or bouncing **That Which Was Taken** would suddenly, unintentionally steal away the divinity counters of godlike kami.

The Myojin of Infinite Rage likes his divinity



counter just where it is,
thank you.



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