LoA:		Link to video	Link to transcript
	Fav mechanic?		
		LoA: Warcry in game, Flying irl	
		CB: Beserk	
		AB: Revenge	
		Boxer: Unblockable, Exalted in game	
	Do you pay attention to the meta, TNE, etc?		
		Yes. We play ladder, we test, we monitor analytics. But sometimes the data diverges from the tournament reality. Classic: yetis were the secret winners with a high win rate (but not at the top of the meta).	
	What is/are your favorite card(s)?		
		AB: Priviledge of Rank	
		CB: Eremot's Mach	
		Boxer: Stonescar Scrapper	
	How do you pick nerfs/buffs?		
		It is hard. Sometimes focus on old favorites that are no longer in the limelight. Other times, community suggestions or random lightbulbs. We also consider synergies and combos that encourage brewing in new avenues, these are the best candidates.	
TheBoxer:		Link to video	Link to transcript
	How powerful did you expect corrupted to be? (You had to nerf like 7 of the cards.)		
		It was not a huge shock, but it was hard to predict. For example Kato, but it is easier to control when it was in linear playtesting. (But sometimes it is easier to adjust after release.) For example, the Vox + Keelo + Kato venn diagram was a surprise to us.	
	What were some of your favorite formats (Exp, Throne, set #?) accomplished what you aimed for?		
		AB: Flame of Xulta, debutting Mastery, lived up to AB's internal expectations and hopes.	
		CB: Defiance. Renown coming together. Is Hojan going to come together? I watched so many hours of streams at how stoked at people were at the various pieces of the set.	
Watchwolf92		Link to video	Link to transcript
	How many people at DWD work on Eternal?		
		Core design team (AB, CB, Sam, Devon), QA department, production, engineers (client, server), artists, 3rd parties.	
	Is Game Design as a job title, split into specialities?		
		Yes, some card designers are writers (Nathan), story writers, art, voice, vfx.	
	What makes a designer a better (as opposed to the player)?		
		Empathy. You need to be able to understand other views and make things better for them.	
Collector:		Link to video	Link to transcript
	Are there any plans to make older sets discounted?		
		Certainly, it is an area of discussion here. It makes sense, we understand, we know we can do better in that space. We love releasing cards and we also do not want to offend those that paid full price.	
	How were the packs generated for the draft event?		
		A snapshot was taken from the queues before the event. But we are looking into improvements for the next one.	
	How much weight is feedback and community opinion (ie Severin + Reap)?		
		They are valuable. We want things to be balanced, especially with analytics taken into account. Such as how long those games took. But we sometimes tweak not the offending card but the other cards in that combo (to not taken away the fun card from the enjoying player).	
Colacoma			