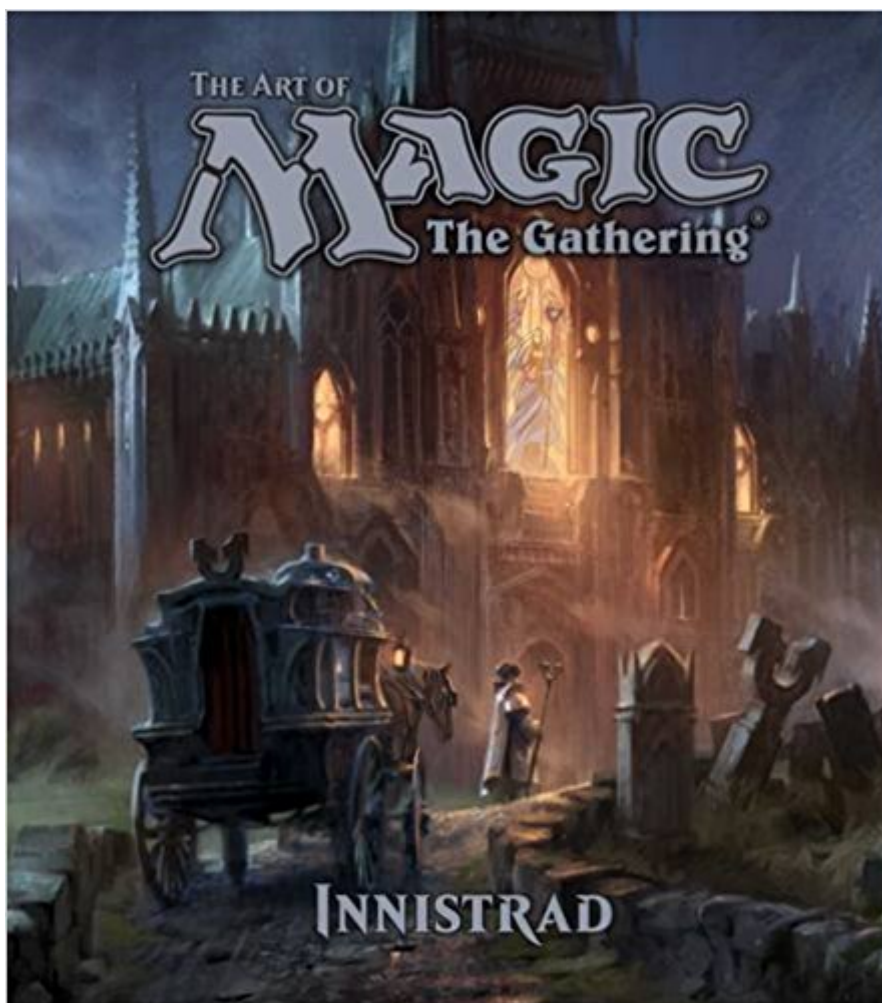


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The Art Of Magic: The Gathering - Innistrad



Synopsis

“Grab an axe and defend the gate! Your despair is an extravagance we can ill afford.” Thalia, Knight-Cathar Terror falls from the skies on blood-spattered wings, and nameless horrors lurk in the shadows. These pages, lavishly illustrated with the award-winning art of *Magic: The Gathering*, are your entry into a world beset by terrible evils on all sides and betrayed by the hope it held most dear. Tread lightly as you follow the heroic Planeswalkers of the Gatewatch as they investigate these dark mysteries, for the nightmare they will uncover is a threat to the whole Multiverse. The mysteries of Innistrad—its peoples, provinces, and monsters—await your arrival. But be careful as you peer into the darkness, for you might find something staring back.

Book Information

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Customer Reviews

James Wyatt is a Senior Game Designer on the creative team for *Magic: The Gathering*. Over the course of more than 14 years working on the *Dungeons & Dragons* roleplaying game, he wrote five novels and contributed to dozens of game sourcebooks, including *Oriental Adventures*, the *Eberron Campaign Setting*, and three different *Dungeon Master's Guides*.

I pre-ordered this book and was not disappointed. If you are into the art and lore of Magic: The

Gathering this is a must have. The book has weight with solid binding and when gently opened there was no cracking sounds like a cheap coffee table book. This is a high-quality production book. If you are like me and had to strain your eyes to appreciate the artwork, this book is a godsend as many of the illustrations are enlarged to fully appreciate the details by your favorite artists. For those who have been following the lore of Innistrad, this book further adds details you won't get from Wizards site thanks to James Wyatt's contribution to the details (for example: "Nahiri has played on their discontent and given them new masters to serve."). I really think Wyatt's deep background from the early days of D&D was invaluable for the book. In fact, the book reads like a classic D&D Dragon Magazine article which further expounds on the general lore. Back to the artwork, there are many two-page spreads of cards from SOI and even Eldritch Moon! Perhaps they timed the release intentionally! I read some reviews that the previous artbook for BFZ block had low resolution but that's nonsense after seeing the prints in this book. The details are amazing. The appendix is really fantastic as it delves into how and why Innistrad mechanics are so special. Unfortunately, upon initial look, it doesn't include Eldritch Moon's mechanics like Meld but it's still a fascinating look into how Wizards R&D operates. All in all, this is one of my favorite M: TG item of all time aside from the cards themselves. There is so much flavor and information about the Innistrad plane. I hope Wizards will continue this tradition with Kaledesh and beyond to satisfy the hard-core lore lovers like myself! Plus: I love the fresh smell of the book, it has a very much a "new car" smell.

Brushworm Speaks! The Art of Magic: The Gathering Innistrad****Acquired: .com Series: Magic the Gathering (Book 2) Hardcover: 224 pages Publisher: Perfect Square; 1st edition (July 5, 2016) Language: English Subject: Fantasy****The Story: Terror falls from the skies on blood-spattered wings, and nameless horrors lurk in the shadows. These pages, lavishly illustrated with the award-winning art of Magic: The Gathering, are your entry into a world beset by terrible evils on all sides and betrayed by the hope it held most dear. Tread lightly as you follow the heroic Planeswalkers of the Gatewatch as they investigate these dark mysteries, for the nightmare they will uncover is a threat to the whole Multiverse. The mysteries of Innistrad—its peoples, provinces, and monsters—await your arrival. But be careful as you peer into the darkness, for you might find something staring back.. The Review: Dark and Gloomy. Gothic Horror. Stoker, Poe, Lovecraft. These are just some of the ingredients that were all mixed together to form this book and the end result could be any goth enthusiasts wet dream. Innistrad is a call harkening the reader back to the classics of timeless horror. Looming castles, dark nights under the full moon, ghosts, werewolves, vampires. Truly, there

is something here for any fan of horror. The artwork captures this perfectly. One of the first things the reader will notice is that there is very little in the way of color on this plane. It exists, make no mistake but in a very limited capacity. When viewed in context among more fantastical worlds such as Zendikar or Kaladesh, Innistrad feels among the most grounded of them all, in spite of all the monsters and demons. The buildings are large and imposing. As much stone fortresses as much as domiciles or places of worship. The people who live and work inside of them exist in an almost constant state of fear both from threats outside the walls as well as within them. Humanity is its own worst enemy is a constant theme throughout which only adds to an already dark and dreary setting. Edgar Allen Poe can be seen a few places here. There is a lot more here than just monsters though. Woven throughout the images and text is an overpowering sense of dread and existential horror. The sense that all these beings: vampires, inquisitors, angels, necromancers, are nothing more than just pieces on a vast game board and those standing around the board are only tangentially aware of their foibles or strengths or even their existence. Such things are a hallmark of Master horror writer H.P. Lovecraft and his influence can be seen throughout the lore of Innistrad. Even though it originated in the previous expansion, Zendikar, the arrival of the Eldrazi Titan Emrakul further purports the Lovecraftian symbolism. For many of the plane's denizens, the only ray of light in their dark world (sometimes literally) is their faith in the Church of the Archangel Avacyn, who along with her angelic host and faithful clergy, battle against the vampires and demons that plague humanity. The truth, however, is much more sinister. Some would call it a vast, cosmic joke on hapless man, furthering the existential horror that is a common theme in this plane's Lovecraft themes. Religion plays a large role in this expansion. Brushworm is a newcomer to the Magic: The Gathering Universe and religion is not something that takes precedence within. At least compared to the other expansions that Bookworm is familiar with. This immediately sets Innistrad apart and makes it distinct. There are actually a few biblical references within the world's mythology, although, aside from the aesthetic of the Angels, there are not particularly overt. Perhaps, it could be argued that the whole thing gets a little too dark sometimes. It can get rather depressing in a few places. Also the story as described in the lore sections does not feel like it was resolved in a satisfactory way. The truth is, like all the other Art of Magic The Gathering books, the story of the particular plane is told in a very succinct way, like an encyclopedia entry. The official stories remain on the official story pages of the Magic The Gathering Websites. Magic: The Gathering has such a rich storyline and it is quite the shame that it remains mostly confined online. It would be a great boon by Wizards of the Coast to release the story of Innistrad and Amonkhet in print format alongside these art books. It would really help to put the

excellent artwork in a bit more context. Final Verdict: This book would make a perfect addition to the collection of any lover of gothic fantasy and/or vampire lore. Holding true to classic traditions while also maintaining its own unique take on the mythos. Four Innistrad Icons out of

Fivethecultureworm.blogspot.com

If you are a fan of the story and/or art from Innistrad, Dark Ascension and Avacyn Restored set that came out in 2012 or the recent Shadows Over Innistrad and soon to be released Eldritch Moon then this book of 239 pages of awesomeness is for you. This book not only contains a summary of all the major events that happen on Innistrad from the original set in 2012 and continue in the current 2016 set but also has extra details regarding the provinces of Innistrad, the humans, vampires, werewolves, etc that live there and ultimately what it is like in the plane. The art work is just...wow...freaking gorgeous. I mean the artwork on the cards are already nice but seeing them on these pages. You get a a lot of artwork and lore with this book so I wholeheartedly recommend it if you are a fan of Magic the Gathering or enjoy Gothic art work.

As always, fantastic service and packaging by . The book itself is a delight. Wonderful writing collects the two-block story arc all in one place. And, of course, there is the art in all its glory!! I am planning on running a pen and pencil RPG campaign set in Innistrad, and this resource will serve as a setting guide. Truly, this CCG resource will do a better job than 90% of the setting material sold specifically for RPGs. Why 4 stars then? There is no map! My hope for a map was motivated only somewhat for my intended RPG use. My expectation was driven more by the long history of the marriage between fantastic worlds and imaginative cartography. I have maps of Middle-Earth, Prydain, Westeros... I wanted one of Innistrad, too.

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