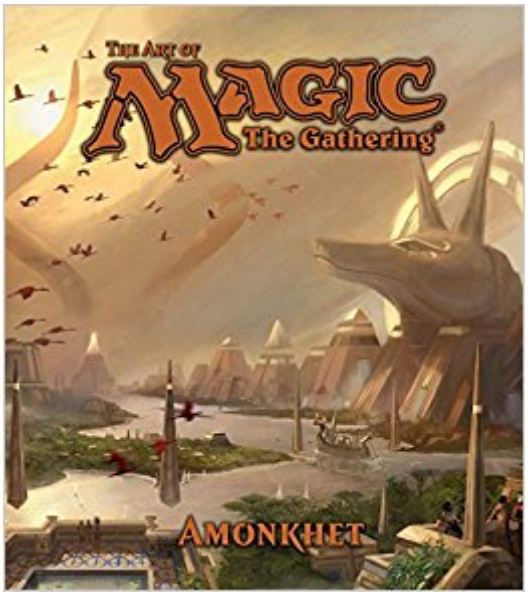
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The Art Of Magic: The Gathering - Amonkhet



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Synopsis

The first of its kind! A series of massive hardcover art books featuring the incredible images of Magic: The GatheringÃ Â®!!The fourth book in VIZ MediaÃ¢â ¬â„¢s new series of massive hardcover art books featuring the incredible images ofÃ Â Magic: The GatheringÃ Â®! Ã¢â ¬Å“When the Second Sun rests between the horns on the horizon, so begins the Hour of Revelation. Then the Hour of Glory, the Hour of Promise, and finally the Hour of Eternity.Ã¢â ¬Â• Ã¢â ¬â •The Accounting of Hours The Second Sun creeps across the sky, growing ever closer to the horns of the God-Pharaoh. These pages, lavishly illustrated with the award-winning art ofÃ Â Magic: The GatheringÃ Â®, will introduce you to the people of Amonkhet, whose life is a series of trials meant to prepare them for the great God-PharaohÃ¢â ¬â„¢s return. Join the heroic Planeswalkers of the Gatewatch as they come here to face the evil dragon Nicol Bolas, whose schemes span the planes of the Multiverse.Ã Â The glorious hope and desolate despair of Amonkhet await you as the final hours draw near!

Book Information

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Best Sellers Rank: #46,642 in Books (See Top 100 in Books) #1 inÃ Â Books > Humor & Entertainment > Puzzles & Games > Card Games > Trading Card Games #17 inÃ Â Books > Arts & Photography > History & Criticism > Themes > Science Fiction & Fantasy #80 inÃ Â Books > Science Fiction & Fantasy > Gaming

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,Eberron Campaign Setting, and three different Dungeon MasterÃ¢â ¬â„¢s Guides.

The art and story is amazing!!

Excellent combination of elaborate story line and breathtakingly beautiful artwork from the rich world of Magic: the Gathering. Love these things!

Really amazing work, the art is stunning and the Egyptian based theme makes everything way better

Amazing Book

good

I have been thoroughly enjoying 'the art of magic' series since zandikar was released last year. The series is great and the books are all amazing quality. Nice big hardcover books with good binding and page quality.Amonkhet is easily my favorite book in the series. It is highly inspired by ancient egyptian culture and the lore and imagery all play into this. I basically buy these books for the amazing artwork, but with Amonkhet i have found the lore equally inspiring.If you like magic the gathering, or egyptian themed art, you will love this book. Great source of reference and inspiration for professional and aspiring artists alike.

These books are excellent if your into the story as well as the cards and gameplay. The artwork is incredible for anything MTG and this book really shows it.

Brushworm Speaks!The Art of Magic: The GatheringAmonkhet****Acquired: .comSeries: Magic the Gathering (Book 4)Hardcover: 240 pagesPublisher: Perfect Square (July 4, 2017)Language: EnglishSubject: Fantasy****The Story: The Second Sun creeps across the sky, growing ever closer to the horns of the God-Pharaoh. These pages, lavishly illustrated with the award-winning art of Magic: The GatheringÃƒâ Ã Â®, will introduce you to the people of Amonkhet, whose life is a series of trials meant to prepare them for the great God-PharaohÃƒÂ¢Ã â ¬Ã â„¢s return. Join the heroic Planeswalkers of the Gatewatch as they come here to face the evil dragon Nicol Bolas, whose schemes span the planes of the Multiverse. The glorious hope and desolate despair of Amonkhet await you as the final hours draw near!The Review: Kaladesh was the expansion that

caught BrushwormÃƒÂ¢Ã â ¬Ã â„¢s attention to Magic: The Gathering but when Amonkhet came along, Brushworm was blown away. For some people, all that really matters is the eponymous card game and the playing of it. Which is fine, but it also enables people to tragically overlook the superb artwork and the rich lore and storytelling that goes into the creation of the cards and their expansion sets. This book, along with the rest of the Art of Magic: The Gathering books, solve this problem and allow those who have never played the game to dive right in to this almost literally, infinite world.This expansion is BrushwormÃƒÂ¢Ã â ¬Ã â„¢s favorite.It could be said that this expansion was what solidified the love for WizardÃƒÂ¢Ã â ¬Ã â„¢s of the Coasts gaming franchise.There are plentiful examples of ancient Egyptian culture that have in almost every branch of popular culture, even the hospitality industry. Amonkhet takes it further though and does much more than merely replicate the Giza pyramids and the sphinx.Something that is interesting to consider in spite of the very fantastical setting, Amonkhet actually does have a few points towards historical accuracy. Popular culture as well as modern day geography have cemented the view that ancient Egypt was always the desert wasteland it is today. This actually wasnÃƒÂ¢Ã â ¬Ã â„¢t so. The Nile River Vile was once a lush and green land that slowly dried up over the millennia. That is the reason such a wealthy and developed civilization came to be. Amonkhet acknowledges this and Amonkhet is a gorgeous, green, lush city. This is particularly the realm of Rhonas the God of Strength and Willpower, whose temple is a jungle teeming with wildlife that is richly described in the artwork and text of this book.Brushworm acknowledges that a fantasy settings filled with walking mummies and people with crane heads, is what is being discussed here but popular culture is an important front in progressive social movements. As a result, this art book and by extension, this expansion, deserves not a small amount of credit for deftly avoiding whitewashing. The ÃƒÂ¢Ã â ¬Ã Å“ancient egyptianÃƒÂ¢Ã â ¬Ã Â• proxies in Amonkhet are correctly depicted as having dark skin. For almost as long as Ancient Egypt has appeared in popular culture, there has also been the tragic tendency to cast caucasian actors as the pharaohs or other figures from mythology or history. Needless to to say that is a very backward view such a rich culture, not to mention racially insensitive. Thankfully, this artwork is a very significant step in the right direction towards more racial and cultural inclusivity in popular media.Another point in favor of Amonkhet is the overall atmosphere of the world itself. The veneration of death is something that was quite a facet of ancient Egyptian culture. The reason ancient cultures made such a big deal out of the afterlife and gods of death was the fact that life back then tended to be a very short life. Death was much more common than life in theses times. Amonkhet takes this theme and manages to skillfully integrate it into weave of this world to quite the affect. The constant use of mummies in the city, called

Naktamun, as well as the hope towards a better afterlife is a unique take not always found in works of fiction.Remember, this is Magic: The Gathering. No expansion would be complete without sinister undertones, and this one seems to have the most sinister undertone of them all.Naktamun is part farm, part factory. All solely dedicated to a single purpose: to create corpses. Think about it, all the menial work, the farming, the training, the construction and cleaning, is all done by the mummies. The preserved undead created from the bodies of failed initiates. All the living people need to do is train and sharp eyed readers may notice the one thing missing from this world: the elderly.Brushworm will not give away the ultimate ending to this whole escapade but when the ending comes, the whole picture crystallizes in a terrifying realization. It really is a gut punch. One canÃƒÂ¢Ã â ¬Ã â„¢t help but wonder how the next expansion will turn out after such a grand event.There is very little in the way of flaws here. The biggest one honestly is the way the story told by the artwork is conveyed. This is not a novel, the story of the realm as well as that of the Planeswalkers when they arrive, is told in avery flat manner. It is reading a detailed Wikipedia article about a story, rather than the story itself.Brushworm cannot stress enough that any interested reader should further explore this world and in order to do that, they need to consult the Magic: The Gathering website.Final Verdict: The Art of Magic the Gathering - Amonkhet is gorgeous. The art is breathtaking. The setting is one of the most iconic ones Brushworm has encountered in quite some time. This story does not feel like it is quite finished yet. The day we return to Amonkhet will be a glorious one indeed!Ranking: Five Amonkhet Icons out of FiveBuy One Now!!!theculturewormblogspot.com

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