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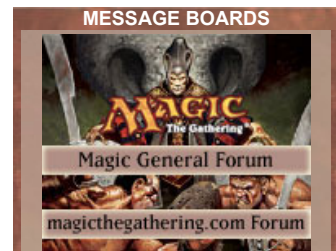
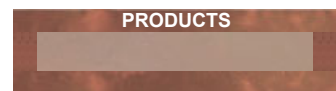


Magic Arcana
 Thursday, February 23, 2006

Alternate Chinese Art in *Guildpact*, Part 1

Today we take a look at alternate Chinese art in *Guildpact*. Remember, Chinese regulations require that human skeletons not appear in the art of **Magic** cards distributed there. As **Magic** is a fantasy game with an entire color devoted to dark fantasy elements, skeletons show up a lot -- and *Guildpact* is no exception.

With *Guildpact* following up a set full of the dredge mechanic, the *Invasion* reprint **Cremate** was a welcome piece of utility to help deal with *Ravnica*'s recursive threats. But dealing with the graveyard as it does, **Cremate**'s art had a few too many human skulls in the art for the Chinese market. Here's Paolo Parente's art for the *Guildpact* **Cremate**, and the touch-ups that were made in the Chinese printing.



Cremate art by Paolo Parente

For **Sanguine Praetor**, rk post was set to the task of creating an otherworldly avatar of overwhelming evil. The art description also called for it to have a cow skull for a head, and as you can see, that came through nicely. But for the Chinese market, the problem wasn't the Praetor's cow skull -- it was the heads on posts behind him. In the alternate art version, the skull features have been covered over, although the objects are still suggestively head-shaped.



Sanguine Praetor art by rk post

There are two more pieces of Chinese alternate art in *Guildpact* which we'll cover in a future Arcana.



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