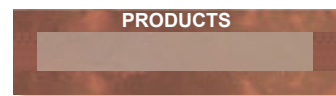


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10, on a Scale of 1 to 5

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Taste the Magic
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PRO TOUR-VALENCIA

Since *Tenth Edition* hit the scene I have been waiting for an opportunity to swim in its deep, deep pool of awesome art. Now that I have such an opportunity, I am drowning, drowning I say! There is so much amazing art in this set that I, at the very moment I am typing these words, have no idea how I am going to get to it all. Normally I can showcase the top ten or fifteen pieces in a set and feel like I have pretty much covered my bases. But with *Tenth*, ten or fifteen just scratches the surface.



The wonderful difference between core sets and expansions is that the core set gets to cherry pick art from all the past printings of its cards. In a case where appropriate art cannot be found in a pool of previous printings, new art can be assigned (and usually gets tossed to one of **Magic's** current butt-kicking artists.) *Tenth Edition* has, in my opinion, really taken advantage of this system and put together a set with both amazing quality and amazing diversity. Not only does it sport some dandy scratches from new kids on the block, but it also reprints, as it well should, some of the artistic doozies of the old days.

I just had a thought. A few weeks back, in my article [Where Numbers and Colors Collide](#), I set up a pointing system to try and quantify and compare the quality of art in an older **Magic** set (*Mirage*) and a newer one (*Future Sight*). *Tenth Edition* gives us the best of both worlds. Just for fun, I am going to jump into pointing *Tenth* and we'll see what happens.

In case you have not read [When Numbers and Colors Collide](#), here's what the rating scale looks like:

5. Wow! This is good in so many ways that I don't care to point out any flaws.
4. I like this a lot. (Fill in your favorite artist's name here) could have done it better, but it's still really good.
3. Pretty cool. Solid piece. I don't feel too strongly one way or the other.
2. There are some problems here that make it hard to enjoy the parts that are working.
1. Um... How did that make it past the art director's desk?

Just for a little refresher, here's how *Mirage* and *Future Sight* shook out. (Note, the *Future Sight* score was misrepresented as a 3 in [When Numbers and Colors Collide](#).)

Mirage

White - 2.6
Blue - 3.0
Black - 3.1
Red - 2.9
Green - 2.9
Gold - 2.8
Artifacts - 3.1
Lands - 2.5

Total - 2.9

Future Sight

White - 3.1
Blue - 3.5
Black - 3.3
Red - 3.2
Green - 3.2
Gold - 2.7
Artifacts - 3.1
Lands - 3.8

Total - 3.3

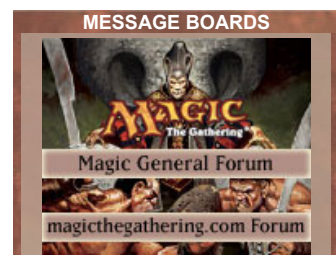
Tenth Edition

White - 3.4
Blue - 3.2
Black - 3.3
Red - 3.1
Green - 3.2
Artifacts - 3.3
Lands - 3.5

Total - 3.3

I was a bit surprised to see that this all-star team came out with the same score as *Future Sight*. I thought it might have nudged the bar up a little higher. It does say a lot that a set with 383 cards in it can maintain the same quality level as a set with 200 fewer cards. It also says a lot about the consistency of quality across *Tenth Edition* to have all five colors, artifacts, and lands keep an average of 3 or higher. Not a lot of 2s in *Tenth*, folks—and not a 0 in the bunch. 383 cards and no 0s, that's a feat to be acknowledged. Kudos to Jarvis for doing a little weeding and letting this garden bloom.

Final Wrap-up
[Top 8 Video Archives](#)



And what fun would an article about **Magic** art be without looking at any? Prepare your peepers, slaving art goobs, I am going to show you all the pieces that I scored as 5s. I am sure that I left out art to which you might give a 5. Everybody likes different stuff. But, I am also pretty darn sure that the ones I am going to show you are big-time winners.



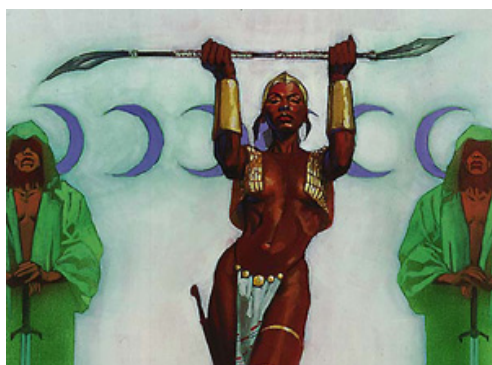
Island by Stephan Martiniere



Skyhunter Prowler by Vance Kovacs



Sunken Hope by Volkan Baga



Warrior's Honor by D. Alexander Gregory



Thrull Surgeon by rk post



Terror by Adam Rex



Pacifism by Robert Bliss



Jayemdae Tome by Donato Giancola



Bog Wraith by Daarken



Holy Day by Volkan Baga



Grave Pact by Puddnhead



Steadfast Guard by Michael Komarck



Chimeric Staff by Michael Sutfin



Soul Feast by Adam Rex



Forbidding Watchtower by Aleksy Briclot



Spirit Link by Kev Walker



Lord of the Undead by Brom



Sea Monster by Brian Despain



Pariah by Jon J. Muth



Telling Time by Scott Fischer



Faerie Conclave by Stephan Martiniere



Mind Bend by Mike Dringenberg



Sengir Vampire by Kev Walker



Story Circle by Aleksis Briclot



Time Stop by Scott Fischer



Rhox by Mark Zug



Unholy Strength by Terese Nielsen



Elvish Berserker by Parente



Remove Soul by Adam Rex



Stronghold Discipline by Daarken



Seedborn Muse by Adam Rex



Plains by Richard Wright



Gaea's Herald by Jim Murray

I really wanted to show you more. There are a boatload of 4s that really deserve some time in the spotlight. But that boat is so loaded that it's nearly tipping over, and at risk of falling into the sea where I am thrashing about in a never-ending swell—drowning, drowning in art! Blame it all on Jarvis. His red-hot artists are melting the polar ice caps. There is too much water. Only Kevin Costner, with his perforated ears and fourth-grader's acting skills, can save us all.

*Matt Cavotta has always been a fantasy goober. At various points in his gooberhood, he has used his nerdy knowledge to become a professional goober. He went from scribbling pictures of his own **D&D** characters to illustrating books and cards for his two favorite games; **D&D** and **Magic**. Then he channeled his inner 7th level Illusionist/3rd level Bard and landed himself a job at Wizards as a writer. He continues to cast his illusion spells each morning, lest they find out he's just another goober.*



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