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This article will be updated on the release of each new Magic: Collect set. It may be worth a bookmark on this page. You can find all our content resources here. Tip: Please use the Ctrl and F feature if you want to go to certain information. Magic: Gathering has been around since 1993 - almost 25 years - and during that time, we've seen hundreds of different sets hitting shelves. Not only the main core and block-sets, which now have hundreds of them, but also additional products; Intro decks, command decks, anthologies, conspiracy sets, themed decks, duel decks, vaults, launch kits and even un-sets. For someone new to the game, it's very hard to tell all these different extra editions besides the main blocks, and even harder to understand the timing - when did it all come out? Where does everything fit into the story? This article is a brief summary of each Magic extension from former standard legal releases that will effectively provide a list of new players that is now what it used to be, and the order it came out in (and what important sets are the staple), and for those interested to know a little about the story behind each set, in fact, where we are in the current release. I've included the main sets for the sake of completeness, although after the first few I won't write in detail about them, as they primarily reprint sets designed for new players to access evergreen cards. If you want to know about any additional products or kits that have not been standard legal since release, check out the alternative product guide. Limited edition Core Set - Released in August 1993 We will start at the very beginning, when Ye Holy Father Garfield and his team at Wizards released the first ever Magic set, Limited Edition, which included what we know as Alpha and Beta, nicknames for each of the copies of this set. It doesn't have any real storyline other than the concept that players were powerful planeswalkers dueling with each other. After the initial draw (Alpha), there was more demand than expected, so they ran two additional runs, now known as the beta version and the first white bordering set, Unlimited. White borders have been introduced as a way of labeling reprint kits. Set symbol: No number of cards in the set: Alpha 295, Beta 302, Unlimited 302 Three-letter code: LEA, LEB, 2ED Famous Mechanics: Banding, Fear, Landwalk, Magic Protection: The Collection was intended for the original title for the set, and each extension after that will change the name: Magic: Ice Age, or Magic: Arab Nights. However, they decided later on the consistency to save the collection for each set. Arabian Nights - released December 1993 Check out the latest pre-map Prices and and In here! The story of Arab Nights takes place on one of Rabia's planes, where an event called Thousand Refraction took place, creating a thousand and one identical aircraft. The story told of the life of planeswalker Taysir - he was refracted into five parts of the Thousand Times refraction, and manipulated the queen of Nalia to become one again, rediscovering his planeswalker sparks. He decided to leave, however, and Nalia then cast a spell that prevented planeswalkers from ever coming to the 1001 version of Rabia ever again. Set symbol: Scimitar Number of cards in the set: 92 Three-letter code: ARN Famous Mechanics: Banding, Landwalk, Defense Plane was sealed for real reasons; Rabia is not the intellectual property of the Wizards, so it is unlikely that we will ever see a comeback. Antiquities - Released in March 1994 This set returns to the original setting of the game, Dominaria, and covers the war brothers between Urza and Mishra, two powerful tricks. After an accident that killed their mentor when they were young, they parted, and Mishra was damaged by Firex technology because of the machinations of Gykes, Yavgmoth's servant. Mishra fought Urza for forty years in an ongoing conflict that divided the nation. It ended when Urza activated the Holgothian Silex, which unleashed an explosive wave that led to Urza's spark, Mishra died, and most civilizations in the Dominaria were destroyed, leading to the beginning of the Dark Ages. Set Symbol: Anvil Number of Cards in The Set: 100 Three-Letter Code: AT' Notable Mechanics: Banding Revised Edition Main Set - Released in April 1994 Set Symbol: No Number of Cards in the Set: 306 Three-Letter Code: 3ED Famous Mechanics: Banding, Fear, Landwalk, Defense Revised Edition was a reissue of the set, specified by its white borders to bring more copies of the main cards They also take the opportunity to strengthen the rules in physical guidance. It was the first set to be printed in French and German as well as in English. Legends - Released in June 1994 It was the brainchild of two Magic fans introduced to the game by Garfield and then recruited to the Wizards development team. It was the first set that included multicolored maps, and consisted mainly of legendary creatures of the game and places and their individual stories, rather than one comprehensive tale. Nicol Bolas first appeared here in the Dragon Elder cycle. Set symbol: Half Roman column Number of cards in the set: 310 Three Letter Code: LEG Famous Mechanics: Banding, Landwalk, Protection, Rampage, Shroud of Legends is the oldest set to have been printed in Italian. The Dark - Released in August 1994, The Dark takes us back to Dominarya, picking up Sylex after the explosion. The wreckage of the spot from the sun, The age when the new anti-magnagay religion grew after magicians were blamed for the disaster. They are in the Magot conclave in the west, while dark forces rule in the City of Shadows in the east. During the set, there are conflicts between the two fortresses, while the other creatures dominaria - thrush, goblins, orcs, merfolk and homarids - fight for control of the desert between them. Set Symbol: Crescent Number of Cards in The Set: 119 Three Letter Code: DRK Famous Mechanics: Banding, Landwalk, Protecting the Fallen Empire - Released in November 1994 This continues the storyline somewhat out of the darkness. This set focuses not only on the conflict between wizards and powers that will be, and more on the non-human races and their existence in the ruined cities destroyed by the Sylex explosion. The set follows the history of several different societies and their attempts to compete for power on the ruins of old human settlements. It is also when goblin tribes migrate south from the mountains and overthrow the Dwarf Empires. Set symbol: three-point crown Number of cards in the set: 187 Three-letter code: FEM Famous Mechanics: Banding, Landwalk, Protection, Shroud 4th Edition of the Main Set - Released in April 1995 Set Symbol: No Card Number in the Set: 378 Three Letter Code: 4ED Famous Mechanics: Banding, Fear, Landwalk, Protection This was the first set to be printed in Japanese, Chinese, Spanish. Ice Age - Ice Age, released in June 1995, launched a block system that was used until the end of the Ixalan block. We are still at Dominaria, and the event originally caused by the Sylex explosion has now finally happened: the energy of the twelve planes merged into the Shard of the Twelve Worlds, which fascinated Dominica away from the rest of the Multiverse, capturing planeswalkers inside the shard and preventing others from entering it. This led to the beginning of the Ice Age, when all major civilizations collapsed on ongoing wars and ice. Urza was damaged by Yawgmoth after his attempt to stop the Phyrexians failed, and has his mind healed. The powerful necromancante Lim-Dool is defeated and banished. Set symbol: Frozen Snowflake Number of cards in the set: 383 Three-aid code: ICE Block: Ice Age Famous Mechanics: Banding, Cumulative Content, Fear, Landwalk, Ice Age Protection was a special mechanic known as Snow, which powered some spells. There were snow-covered main lands available in Ice Age packs, and snow permanents were a key feature of the set. Chronicles and Renaissance - Released July-August 1995 Set Symbol: No Number of Cards in The Set: Chronicles 125, Renaissance 122 Three Letter Code: CHR/No Notable Mechanics: Banding, Fear, Landwalk, Defense Chronicles is one of the most important sets in history It had such a massive circulation that all the cards that were reprinted fell heavily in price and cost very little. Collectors were horrified by the loss of value, and many people left the game feeling betrayed. This led to an extraordinary promise that still affects the game today: The Reserved List. The Wizards put the remaining cards from the revised edition back on the list and created an official document stating that they would never reprint those cards again. It brought back a lot of faith from the players, however, no one could have imagined the consequences such a promise would have in 20 years - a game lasting that long would be unprecedented. Homelands - Released in October 1995 This set was originally the second set of ice age block, but was later replaced by Alliances as Coldsnap became the third. It was something pretty crashing off, and Garfield never wanted it printed. This is an autonomous story on Ulgrota's plane, where a planeswalker called Feroz decided to protect the plane and recover it after it was destroyed by the masters. However, he died, casting a spell to ban planeswalkers from entering him, and his widow left the plane, grief-stricken; its inhabitants were then the victims of the sinister vampire Baron Sengir. Set symbol: Globe Number of cards in the set: 140 Three-letter code: HML Block: Ice Age (now not) Famous mechanics: Banding, Landwalk, Protection, Shroud Alliances - released in June 1996 Alliances is the second part of the Ice Age block. Freialyz, a powerful planeswalker, used the freak occurrence of another aircraft, Shandalar, passing nearby to work out a way to end the ice age at Dominaria, and turned snow into rain. The shard of the Twelve Worlds is collapsing, leaving Dominary vulnerable to external invasion, the flooding begins, and the population needs to adapt again. The exiled necromancist Lim-Dool returns and summons the horde of undead, and scattered former enemies of the Dark Age must unite to defeat him or face extinction. Set Symbol: Flag Number of Cards in The Set: 199 Three-Frequency Code: ALL Block: Ice Age Famous Mechanics: Banding, Cumulative Content, Landwalk, Rampage, Shroud Mirage - released in October 1996 Mirage leads us to a completely different part of Dominaria, Jamuura. He introduces planeswalker Teferi and his island, which are both mysteriously terminated from existence. The three charmers intended to look for him; Mangara, Jolrael and Kaervek. They discover three warring towns nearby and Mangara diplomatically brings an end to the conflict, however, Kaervek conspires to overthrow him, and with the help of Jolrael traps him in an amber prison starting the Mirage Of War. Set Symbol: Palma Number of Cards in The Set: 350 Three Letter Code: WORLID Block: Mirage Famous Mechanics: Banding, Cumulative Fateseal, Fateseal, Flanking, Landwalk, Phasing, Protection, Rampage, Shroud of Visions - released in February 1997 in Visions, Tefary and his island are phased back into the flow of time unnoticed. The people of Femeref were destroyed during the war, and the neighbouring peoples of Shalir and Suk'Ata are still in conflict. Feferi convinces Jolrael to turn against Kaervek, and Jolrael's visions prove to be the key to defeating him. They will free Mangara and talk about war. Set symbol: Capital v Number of cards in the set: 167 Three-letter code: VIS Block: Mirage Famous Mechanics: Cumulative Content, Fear, Flanking, Landwalk, Phasing, Protection, Shroud Fifth Edition Of the Main Set - released in March 1997 Set Symbol: Roman Number 5 Number of Cards in The Set: 449 Three-Letter Code: SED Famous Mechanics: Banding, Fear, Landwalk, Protection, Rampage, Shroud Weatherlight - released in June 1997 This is the first set of long weather with that took place within a few quarters. It sets out the premise of this story; Yawgmoth sits ready to invade Dominaria now the shard has fallen. The plane's only hope is the Weapon Legacy, a collection of ancient artifacts that can be combined to produce power to defeat the phyrexians. We met the flying ship Weatherlight and its crew: Gerrard Kapachen, the brave leader; Squee, boy of the goblin cabin with a strange toy; Tangart, ferocious minotaur; Hannah, navigator; and Captain Sisay, who was kidnapped by the evil Vorat and taken to Rath, his artificial aircraft. Set symbol: Outdoor Thran Volume Number of cards in the set: 167 Three-letter code: WTH Block: Mirage Famous Mechanics: Banding, Cumulative Content, Fear, Flanking, Landwalk, Phasing, Protection, Storm - released in October 1997 Crewlight Journey to Ruth Weather to Rescue Captain Sisay. They fight through a turbulent plane created and ruled by Gerrard's blood brother Vorrat, who turned into evil and became The Deputy of Yavgmoth. Set Symbol: Wuthering Cloud Number of Cards in The Set: 350 Three-Writing Code: TMP Block: Storm Famous Mechanics: Ransom, Fear, Landwalk, Protection, Shadow, Shroud Fortress - released in March 1998 Skyship journeys through fortress Vorrata, in search of parts of Legacy Arms and their missing comrade. As they fight their way through the horrors, they discover that Rath is the exact size and shape of Dominaria, and was created as an attempt to impose it on his native plane and bring the invasion of the Phyrexians with it. Set symbol: Closed portcullis Number of cards in the set: 143 Three Letters Code: STH Block: Storm Famous Mechanics: Ransom, Fear, Shadow, Shroud Exodus - Released in June 1998 In the climax of Vorrat's plans, the crew successfully rescues Sisay and collects pieces of Legacy weapons. How they try their escape from Rath, Crovax, one of the crew, is cursed by the vampirism of the dark angel Of The Village and becomes a threat to the ship, so he is left behind, along with Ertai, the master of the ship, who became separated from the rest. The ship escapes from Rath, but does not return to Dominarya. Set symbol: Arch Bridge Number of cards in the set: 143 Three letter code: EXO Block: Storm Famous Mechanics: Redemption, Fear, Protection, Shadow, Shroud Remarkable, Exodus was the first set that used different colors on a set of characters to depict rarity. Urza's Saga - Released in October 1998 This set provides memories of hundreds of years, to the end of the war brother, and the events that Urza has led since. It turned out that Urza plans to destroy the Firexians, documenting the existence of heritage weapons and its location. Set symbol: Two Transmissions Number of Cards in the Set: 350 Three-Painting Code: USG Block: Urza Famous Mechanics: Cycling, Echo, Fear, Landwalk, Protection, Legacy of the Shroud of Urza - released in February 1999 We are showing the rise and fall of the Tolarian Academy, the school for talented artists where Urza created Carne Silver Golem, designed for his life. Teferi and Jhoira, two brilliant students, are involved in projects on phase facilities and people in the bubbles of time. Joyra and Urza discover Tran Mana Rig and begin to create the metal that will form the Weather Spotlight; meanwhile, the Firexians are invading the Academy. Set symbol: Hammer number of cards in the set: 143 Three-Deck Code: ULG Block: Urza Famous Mechanics: Cycling, Echo, Fear, Landwalk, Protection, Legacy of the Shroud of Urza was the first set to enter foil cards accidentally inserted into booster packs. The classic sixth edition of Core Set - released in April 1999 Set Symbol: Roman numeral 6 Number of Cards in the Set: 350 Three-Letter Code: 6ED Mechanics Notable: Fear, Landwalk Urza's Destiny - released in June 1999, we also discover Urza's Bloodline Project, and how it manipulated the Weatherlight crew's predecessors to create the perfect people to fight the Phyrexia. He completes the construction of the ship using Tran metal, and prepares to take the fight to Yawgmoth directly as he discovers the existence of Rath and his purpose. Set Symbol: Filled Bottle Number of Cards in The Set: 143 Three Letter Code: UDS Block: Urza Famous Mechanics: Cycling, Echo, Fear, Landwalk, Protection, Shroud Mercadian Masques - released in October 1999 We return to Weatherlight as they crash landed on Mercadia. The ship was stolen by the Cho-Arrim tribe, along with a member of orim's crew. The rest of the crew were arrested and taken to the capital. A lot of bargains and backstabbing takes place in Mercadia City, and eventually, the crew are sent on a raid with Mercadian to return the ship, which is successful, and the army indiscriminately kill almost every member of Cho-Arrim. They feel uneasy about it, and Orim prefers to stay with the remnant of the tribe, fall in love with its leader. Crews haggle for parts with the local Merfolk tribe, repair their ship, and escape Mercadia. Set symbol: Masquerade mask mask number of cards in the set: 350 Three-letter code: MMH Block: Masks Famous Mechanics: Fear, Landwalk, Protection, Shroud During the final revision of the reserved list in 2002, the Wizards decided that from the mask and beyond, no more cards will be added. Nemesis - Released in February 2000, Yavgmot is preparing for his last invasion of Dominary. Vorrat is dead, exposed and killed by Gerrard, and Bloodax's cursed ex-crew member has been chosen to take his place as Revkar. Yawgmoth sets his sights on Urza, the last to stand in his way, as Crovax had to cope with the rebellion from the Rath population, which rose up against the tyranny of the Phyrexian in the name of Eladamri. Set symbol: Crovax's halberd Number of cards in the set: 143 Three-letter code: NMS Block: Mask Famous Mechanics: Withering, Fear, Landwalk, Protection, Shroud Prophecy - released in June 2000 Back on Dominaria, there are problems brewing. One of Urza's geneticists from the Bloodline project used his knowledge to improve the Keldon race, and they declared war on the new city-state of the united Jamuura, still recovering from the Mirage Wars. The stronghold of ki'pam on Shalfir fought back and managed to fight back the invaders. Set symbol: Three spiked crystals Number of cards in the set: 143 three-letter code: PCY Block: Mask Famous Mechanics: Fear, Landwalk, Protection, Shroud Invasion - released in October 2000 Yawgmoth begins its attack on Dominaria. Firexia warriors pour a plane through the portal, and its residents look at Urza for guidance. Urza, his hopes completely snn toxic to the missing Weatherlight crew, brings together nine titans - other planeswalkers currently living on Dominaria - in an attempt to stay the power of Phyrexian's. Barrin, the wizard, destroys with him the entire Tolaria and himself to hide the Secrets of the Academy from the invaders. After the Battle of Koilos, the portal to Firexia is closed. Set Symbol:

Sign of the Coalition (Allies of Urza) Number of cards in the set: 350 Three Letters Code: INV Block: Invasion Of Famous Mechanics: Domain, Fear, Kicker, Landwalk, Protection, Shroud, Split Planeshift Card - released in February 2001 True Invasion now begins. With a closed portal, Dominicans celebrate, but soon the plane Rath begins its overlay, bringing millions of phyrexians into battle. Weatherlight returned, but was destroyed, and Urza, Carne and Gerrard were captured. However, the fortress appeared in the and the remaining Dominicans lit it up, with the help of the remaining titans, who took the fight with Firexia itself. At the same time, Teferi created a time bubble around the entire northeastern Jamuara and all its inhabitants and phased it out of existence to prevent it being destroyed by the invasion. Set Symbol: Portal Number of Cards in The Set: 143 Three-Line Code: PLS Block: Invasion Famous Mechanics: Domain, Fear, Kicker, Defense Seventh Edition Main Set - released in April 2001 Set Symbol: Stylized Number Seven Number of Cards in The Set: 350 Three-Letter Code: TED Famous Mechanics: Fear, Landwalk Apocalypse - released in June 2001, Gerrard breaks the cycle by running away with Urza's head (Urza did not die from behanding since he's a planeswalker). The Titans are destroying most of Firexia. When they return to the crumbling Domaria, Yavgmoth appears as a black cloud of death, reanimating every dead thing on the plane, and allied forces overwhelmed. Urza tells Gerrard to take his powerstone eyes and put them in Carne, who has been fused with Legacy. He does this by completing the Legacy of the Weapon, and releasing an explosion of white mana that destroyed Urza, Gerrard, and Yavgmoth. Carne received a spark planeswalker from Weatherlight and climbed among the plane's ruins. Set symbol: Yavgmoth mask number of cards in the set: 143 Three Letter Code: APC Block: Invasion Famous Mechanics: Domain, Kicker, Protection, Shroud, Split Card Odyssey - released in October 2001 Odyssey set 100 years after the invasion. Carne left the probe on Otaria, a small continent on the Dominiaria, so that he would be able to monitor his progress, and left to create his own artificial plane, Argentum. This set introduces us to the new world a century after the war, to its new civilizations that emerged from the catastrophe - and new enemies in the form of Kabala, a sect of people who practice dark magic. We meet Kamal, the main character of the quarter, a young man with a thirst for adventure. Set symbol: Mirari Number of cards in the set: 350 three-letter code: ODY Block: Odyssey Famous Mechanics: Fear, Flashback, Landwalk, Protection, Shroud, Threshold of Torment - Released in February 2002 in Torment, Cabali Agent named Chainer discovers an artifact called Mirari. This is the probe Carne left a hundred years ago, but it failed and the mana leak, making it insurmountable for the inhabitants of the plane. With the power of the artifact, he climbs through the ranks of Kabala and befriends Kamal, with whom he trains as a pit fighter. In the kingdom of Merfolk, Ambassador Lakuat is plotting a coup. Set character: Ouroboros Snake Number of cards in the set: 143 Three Letter Code: TOR Block: Odyssey Famos Landwalk, Madness, Defense, Threshold Court - Released in May 2002 Chainer becomes unstable with Mirari and Kamahl forced to kill him. The City of Kabala has been destroyed by its power. Kamahl takes the ball intending to hide it away, but hounded Laquatus and leader aven Eesha who want it for their own political purposes. His sister Jeska and mentor Baltor advise him to be as far away from this as possible, but his conscience for killing Chainer will not allow him. Eventually, war breaks out over Mirari, and Kamal strikes his sister under her tainted invulnerability. Seeing that it cannot be preserved among civilization, he takes it into the depths of the Forest of Crosan and plant it in the soil, so mana seeps into the ground and makes the trees grow. Set Symbol: Set weights Number of cards in the set: 143 Three Letter Code: JUD Block: Odyssey Famous Mechanics: Fear, Flashback, Landwalk, Protection, Shroud, Threshold Onslaught - Released in October 2002 After the events of the trial, many thousands of people migrated to Otaria as a result of the power of The Mirari revitalizing the land, and created a refugee city called Sanctum. Kamal lives in the forest, guarding Mirari. His sister, Eska, was captured by the remnants of Kabala and turned into Page, a fighter with special abilities. She kills Nivea, beloved by the talented illusionist Ixidor, who was later kicked out by Kabal for gambling debts and left to die. He accidentally shows his rage and heartache in a real angel, Akrom, to whom he waves his mission to avenge his lost love. Set symbol: Four-legged insect-eating creature Number of cards in the set: 350 Three Letter Code: ONS Block: Onslaught Famous Mechanics: Cycling, Fear, Landwalk, Morph, Protection, Shroud Legends - released in February 2003 Kamahl goes to find Jeska, and discovers what she has become. He hopes to return it to its original form. They go to fight Akroma and Ixidor, and Fudge seemingly destroys Ixidor, causing a worm from the darkness that eats him. Kamal realizes that he can not save her and returns to the forest. He meditates for one year before being awakened by the power of his axe, Soul Reaper, imbued with magic. He heads to the Sanctuary to find Fague and Aklomah engaged in a battle with the leader of the Sanctuary, zagorka, watching. He brandishes an axe on them and kills all three women; however, as a result of the magic of the axe forges them into a new creature - Carona. Meanwhile, riptide's underwater lab fell on the fragments it resuscitated from the fossils, and the creatures found ground and multiplied. Set Symbol: Shield and Spear Number of Cards in The Set: 145 Three-Letter Code: LGN Block: Onslaught Of Known Mechanics: Amplification, Cycling, Morph, Protection, Provoke Whip - released May 2003 Many warring factions are now competing for control of crude embodied, Carona, whom everyone worships as a goddess. Mirari's magic got out of control and began to deform the people of Otaria mentally and physically. In addition, from the explosion that created Carona, Silver Overlord appeared, the leader of the hive-mind resuscitated shards that began to flood the continent. Carona leaves the plane, taking all the mana with her, and finds Carne, who realizes that she is, and accompanies her back. It continues to wage a holy war, destroying all those who do not follow it. The last city standing is the Sanctuary; Carona encounters Kamar, who owns Mirari, who has been turned into a weapon. She is killed by her followers, who use Mirari under the direction of Karn, and manifests back in Jeska, but with planeswalker sparks. Carne takes Jeska and Mirari to Argentum. Set symbol: Dragon Face Number of cards in the set: 143 Three letter code: SCG Block: Onslaught Famous Mechanics: Cycling, Fear, Morph, Protection, Shroud, Storm From Here, each set mentioned is legal in the modern. The eighth edition of Core Set - released in July 2003 This set debuted a new borderline face card, which is still in use today. Set symbol: 8 superimposed on three cards Number of cards in the set: 357 Trilliter code: 8ED Famous Mechanics: Fear, Landwalk, Shroud Mirrodin - released in October 2003 Mirrodin is set in a plane of the same name. After Carne took Mirari back to Argentum, the plane he created, he used it for the nucleus of a new guardian, Memnarch, whom he left at the head of the plane while he was leaving planeswalking. Memnarch unfortunately went mad because of some Phyrexian oil that Karn trailed behind it (picking it up during the Dominiaria invasion) and renamed Argentum to Mirrodin, and began stealing other life forms to fill it. The aircraft combines metal and organic matter both in the environment and in the conditions of its citizens. It has four suns in all mana colors except green. We met Glissa Sunzeker, a young resident of the elves in the Motherland. Set Symbol: Sword Of Caldra Number of cards in the set: 306 Three-letter code: MRD Block: Mirrodin Famous Mechanics: Affinity, Entwine, Fear, Imprint, Protection, Shroud Darksteel - Released in February 2004 Pursued by unknown enemies for unknown reasons, Glissa and her allies Slobad and Bosch travel to the center of the plane to find out what is the driving force after fighting their way through the city of Quealken Lumengrid, they come to the core of Mirrodin and find out who their enemy is. Memnarch himself draws strength from the missing sun burning green mana in the plane's core, and has almost finished his new creation - Darksteel Eye, which will allow him to become a planeswalker. He pursues her because she has a hidden spark, which he really desires. Set the symbol: Shield Cards in the set: 165 Three-letter code: DST Block: Mirrodin Famous Mechanics: Affinity, Entwine, Equipment, Fear, Imprint, Modular, Protection, Shroud Of The Fifth Dawn - released in June 2004 Glissa Attacks Memnarch, collecting all of Caldra's artifacts together, but he takes control of the avatar and forces him to chase her out of his lair. When everything seems lost, the hidden power of Glissa causes the green sun to destabilize and erupt from the core into the sky, restoring the fifth dawn of Mirrodin. Memnarch, devoid of its energy source, puts Glissa in an enchanted dream for five years, hidden in a tangle. He torments her companion Slobad, who changes his car to devour souls, while war rages on the surface between his Yemen and other Mirrans. When Glissa wakes up, she again attacks Memnarha, rushing beside him into the raw core of the mana plane. After the death of Memnarch, Carne can finally return to the plane; he resurrects Glissa along with all those who died in the Memnarch war, destroys Memnarh's body, and leaves Mirari under the tutelage of Glissa and Slobada. Set symbol: Steering Kaldra Number of cards in the set: 165 Three letter code: SDN Block: Mirrodin Famous Mechanics: Affinity, Entwine, Fear, Imprint, Modular, Protection, Shroud, Sunburst Champions Kamigawa - released in October 2004 Kamigawa is a plane supported by the presence of spirits called Kamigawa. However, when spirits suddenly wage war with the mortal inhabitants of the plane, it is necessary to develop an alliance between the unlikely comrades - the thief Toshi Umedazava and the daughter of Loh Michiko Conda - to discover the source of the kama's wrath and prevent the complete destruction of everything on Kamigawa. Set symbol: Japanese style open gate Number of cards in the set: 306 Three-letter code: CHK Block: Kamigawa Famous mechanics: Bushido, Fear, Landwalk, Protection, Shroud, Soulshift, Splice Kamigawa Block was a unique set of cards called flip cards that had two ends, and will be upside down to become more powerful. Almost all of them were legendary creatures. The traitors of Kamigawa, released in February 2005 by Michiko and Toshi, discover that Michiko's father, Lord Konda, was the cause of the attack by the Kashi - he went to the spiritual world and stole divinity from the oldest and most powerful Kami, O-Kagachi. Thus, other spirits waged a war with the mortal world to restore what was taken. After their inability to obtain it, in the twentieth year of the Cami War, O-Kagachi himself enters the mortal world and destroys Konda's castle; however, Umezawa uses dark contracts to steal that which was taken away once again. Set symbol: syuriken Number of cards in the set: 165 Three-letter code: BOK Block: Kamigawa Famous Mechanics: Bushido, Ninjutsu, Offer, Protection, Shroud, Soulshift, Splice Saviors of Amigava - Released in June 2005 by Michiko frees divinity from his stone prison, and he takes the name Kyodai, a connection with Michiko, to form a powerful divine entity. He is grateful for the freedom from his father O-Kagachi. When the great kami descend on them, they fight together to kill him, and thus put an end to the war of the Kamei; they then take on the role of protecting the barrier between spirit and mortal worlds. Toshi betrayed his dark master, Meojin, and so he takes revenge, taking him back to another kingdom, which turns out to be Dominiaria, and taking away his eyesight. He became the head of the Udezav clan and the ancestor of Tetsuo, the man who killed and sealed Nicol Bolas on Dominiaria. Set Symbol: Lantern Number of cards in the set: 165 Three-letter code: SOK Block: Kamigawa Famous Mechanics: Bushido, Channel, Epic, Fear, Protection, Shroud, Soulshift, Splice, Sweep Ninth Edition Main Set - Released in July 2005 Set Symbol: 9 Superimposed on Three Cards Number of Cards in The Set: 359 Three Code: 9ED Famous Mechanics: Fear, Landwalk, Protection, Shroud of Ravnic: City Guilds - Released in October 2005 We Presented Ravnic: a giant city-state that covers the entire plane. He jointly rules ten guilds, each responsible for separate responsibilities, each representing two mana colors. A celebration is planned for the Guild's tenth anniversary, a document that keeps the peace between them; but there is an ominous conspiracy in motion. Set Symbol: Tower Number of Cards in The Set: 306 Three Letter Code: RAV Block: Ravnic: Famous Mechanics: Convoke, Dredge, Fear, Hybrid Mana, Landwalk, Protection, Shining, Transmute Guildpact - Released in February 2006, Gruul tore the streets of Ravnic seemingly without purpose, and Orzhov intended to clean up the city However, Agent Boroos feels that not everything is as it seems and is slowly starting to unravel for attacks that point to one guild in particular - the dark Dimir who live beneath the surface of the plane. Set Symbol: Print Guildpact Number of cards in the set: 165 Three-letter code: GPT Block: Ravnic: Famous Mechanics: Bloodthirsty, Fear, Haunt, Hybrid Mana, Landwalk, Protection, Replicate, Shroud Dissension - released May 2006 Nuance in The Magic of the Guildact discovered; it retains the harmony between the guilds and prevents any other planeswalkers coming in, but it also prevents everything that is left, including perfume. The dead exist in a place called Aguirem, a spiritual kingdom woven into the fabric of Ravnic. One of the spirits, named zadek, returned and took control of the Dimir Guild, which he founded. In Decimillenia he is arrested, but not before the magic of the Guildact will be broken: Guild feuds erupt in the streets in full-blown war as leaders struggle to regain control. Chaos in the city will eventually rein in and a new Guildpact is formed, but without the magic of the former to keep it in place. Agirem superimposes on Ravnic, forming a ghost quarter in the city and the soul of zadek escapes into the underground. Set symbol: Print, but inverted number of cards in the set: 180 Three-letter code: DIS Block: Ravnic: Famous Mechanics: Fear, Forecast, Graft, Hellbent, Hybrid Mana, Protection, Shroud, Split Cards Coldsnap - released in July 2006 Coldsnap was printed as a replacement for Homeland as the final batch in the Ice Age block long ago. We return to the pre-apsidy Dominiaria, the continent where the War of the Brothers took place, and witness the thaw that occurs as a result of the worldwide spell of Freyaise. Cult Rimewind is a secretive magician society dedicated to preventing thaw, as they believe ice enhances magic. They stop the thaw process and resurrect the ancient Firexian remains to protect themselves when the rest of the population descends on them. Soon they go crazy with the Firexians, their forces are destroyed, and their spell is broken, restoring the thawing process to a natural turn. Set symbol: Hanging icicles Number of cards in the set: 155 Three Letters Code: CSP Block: Ice Age Famous Mechanics: Cumulative Content, Fear, Protection, Recovery, Ripple, Shroud Coldsnap continued on the theme of the Ice Age with snow permanents, and included a new run of snowy covered lands in its booster packs. Time Spiral - Released in October 2006 , We return to modern Dominiaria, a wasteland dotted with death and decade. Save the few human civilizations that managed to escape the Apocalypse, and the skyshroud elves of the forest are still protected by Freyalise, there is very little life left on the ruined continent. Teferi appears amid this ruin, and realizes the Firexian war is over - and it's almost time for the Jamuura sector he phased in to return. However, the earth seems to be dying, completely disconnected from its mana - it is depleted in time cracks caused by gradual timeless. In his absence, they arise all over the plane. Teferi is forced to give up his spark planeswalker to safely reclaim one piece of land, however, there are still many. Set Symbol: Hourglass Number of cards in the set: 422 Three-letter code: TSP Block: Time Spiral Famous Mechanics: Ransom, Domain, Echo, Fear, Flanking, Flashback, Landwalk, Madness, Morph, Protection, Rampage, Shadow, Shroud, Split Second, Storm, Suspension Time Spiral has a cycle of temporary maps that have old boundaries. In every pack. Planar Chaos - Released in February 2007 by Teferi, together with Joyra and Wenser (the adversary they found living in the dried-up swamps of Urborg) tries to heal more time fractures. Without it planeswalker magic, however, it seems an impossible task, and the problems get worse; faults spread, overlapping alternate deadlines with reality, evoking glimpses of a possible past and future that never existed. Venser accidentally brings Bolas back to life. Freialases gave her life to seal a rift over the Skyschrud forest, but not before the Firexian horrors escaped on a plane from the future. Lord Windgrais sacrificed himself to heal Urborg. Set Symbol: Two planes overlapping Number of cards in the set: 165 Three-letter code: PLC Block: Time Spiral Famous Mechanics: Echo, Fear, Flanked, Kicker, Landwalk, Madness, Morph, Protection, Shadow, Shroud, Split Card, Split II, Suspension, Vanishing Planar Chaos has color shifts cards that do things that don't normally do. Some of these cards have seen a lot of play, since they give certain decks access to spells they usually don't have. Future View - released in May 2007 Most of the faults have disappeared, but the rift over Tolaria is too unstable to seal, so Joyra calls Carne - the only living creature that has traveled in time successfully - and he manages to go back in time when Barrin destroyed the Academy at the beginning of the Phyrexian invasion, and contain an explosion that tore the rift open in the first place. Jeska returns to Dominary for the first time since Carne took her, and falls under the influence of the evil Leshrac, but Leshrac quickly obeys Bolas, who sacrifices them to close the penultimate rift before Jeska gives his life to close the later. Vencer realizes its hidden planeswalker potential and leaves to explore the Multiverse, while Teferi and Jhoira seek to repair the damage that their time experiments have caused. Set symbol: The eye stared through the Rift Number of Cards in the set: 180 Three-letter code: FUT Block: Time Spiral Famous Mechanics: Absorb, Collect, Aura Swap, Bloodthirsty, Buyback, Contraption, Convoke, Delve, Dredge, Echo, Fateseal, Fear, Flanking, Flashback, Forecast, Fortification, Frenzy, Graft, Greatness, Gravestorm, Hellbent, Kicker, Landwalk, Madness, Morph, Poison, Defense, Shadow, Split Some of these mechanics are being revisited, while others probably never will. At this point in time, Mending occurred, as a result of events starting with the Sylex explosion and concluding on the destruction caused by time faults. Mending all living Planeswalkers from immortal, god-like beings (i.e. players) are essentially more powerful mortals who could travel on planes. It was knowledge-wise to make them more relatable, and introduce a 'Planeswalker' type of card in the next block, and make their power levels balanced. The tenth edition of Core Set - released in July 2007 Set Symbol: Roman numeral 10 Number of Cards in The Set: 383 Three-Letter Code: 10E Three-Letter Code: 10E Features Notable Mechanics: Fear, Landwalk, Protection, Shroud Lowrvin - released in October 2007 Lowrvin - a utopian, idyllic aircraft filled with light and beauty. Its daylight never ends and it exists in an eternal state in the middle of summer, with nature thriving and its inhabitants peaceful. The fairy queen rules the land, and that's the way it should be. Set Symbol: Leaf Number of Cards in the Set: 301 Three-Letter Code: LRW Block: Lowrvin Famous Mechanics: Champion, Change, Clash, Evolve, Fear, Hideaway, Landwalk, Protection, Shroud Lorvin Block introduced us to the first five Planeswalker cards, a preview of the future look at the Tarmoyf map. Four of the five are still the main characters, and are currently in Gatewatch. Morningtide - Released in February 2008 We follow a young elf named Rhys who lives on Lowrvin but who was driven out by his clan and a flame called Ashling. The aurora occurs - an annual event where the night sky can be seen above Lowrvin - but something is wrong. On the other side of the plane, Una, the fairy queen, panics; her usual control wanes, and she creates an image of herself, Maralen, to keep her memories in case the worst is to happen. Set Symbol: Sunrise Number of Cards in The Set: 150 Three Letter Code: MOR Block: Lowrvin Famous Mechanics: Champion, Change, Clash, Evolve, Fear, Kinship, Landwalk, Protection, Prowl, Strengthening, Shroud Shadowmoor - released May 2008 Aurora above Lorvin became the Great Aurora - an event that takes place every hundred years. The beautiful daytime world disappears, simplified for an age-old night. Horrible monsters lurk in the shadows and elves and kikin retreat into their fortresses, desperate to survive. No one on the plane remembers Lorvin, except for the ancient few. Una relaxes - although the events that took place in Time Spiral brought on the Great Aurora earlier than she had planned, she has kept her memories and is keen to regain control. Maralen, however, has other plans. Set symbol: Reaper King's Crown Number of Cards in The Set: 301 Three-part code: SHM Block: Shadowmoor Notable Mechanics: Conspire, Fear, Hybrid Mana, Landwalk, Persist, Protection, Shroud, Wither Eventide - released in July 2008 One of the other creatures who remembers is Colfenor, an ancient tree. He plotted along with Rhys and Ashleigh - both converted planes but taking Colfenor in - and they take it to Sapling to fight Una. They find Maralen, who joins their cause. Together they defeat Una and Maralen becomes the new fairy queen. After Coon's death, the usual day/night cycle returns to the plane. Set Symbol: Eclipse Sun Number of cards in the set: 180 Three-Painting code: EVE Block: Shadowmoor Famous Mechanics: Chrome, Fear, Hybrid Mana, Landwalk, Persist, Protection, Retrace, Shroud, Untap Symbol, Wither Shards of Alar - Released in October 2008 millennia ago, an unknown planeswalker smashed by Alar, in a world rich Each of these shards has access to three of the five colors, and each of them has evolved and adapted in different ways. We meet Ajani Goldman, a leonine planeswalker whose map featured in Lorvin. He was born on Naya, one of five shards. After attacking his pride, in which his brother is killed, he discovers his spark and finds himself on Jund, another shard where he meets Sarhan Vol. Sarhan shows him like a planeswalker, and he returns to Gna to take revenge, and is wounded. He flies to Bant, where he meets Elspeth Tyrel, who heals him, and he returns to Ney. There he learns that a dragon named Nicole Bolas is the source of his pride. Set symbol: five-piece gem Number of cards in the set: 249 Three letter code: ALA Block: Alar Famous Mechanics: Cycling, Devouring, Exalted, Landwalk, Protection, Shroud, Unearth Conflux - released in February 2009 Ajani knows only one place where dragons exist, so he tries to return to look for Jund Sarhan; however, when he tries, he finds Jund no longer there. The fragments of Alar have merged to form one plane, and when they begin to overlap, a disaster occurs. Unfamiliar mana colors fly from shard to shard, tribes and civilizations collide, as everyone tries to compete for power in this strange new reality. Set symbol: 5-piece Shield Number of cards in the set: 145 Three-letter code: CON Block: Alara Famous Mechanics: Cycling, Devouring, Domain, Exalted, Fear, Landwalk, Protection, Shroud, Unearth of Alar Reborn - released in April 2009 by Ajani Lands on another part of Alara and finds the combined armies of Naya and Jund fighting for control. He is surprised to see Sarhan involved in the fight. When they fight, Nicol Bolas emerges from a Maelstrom-induced reunion, and begins to absorb his power in an attempt to restore the god-like powers he had before Mending. Ajani admits that this dragon is the architect of his desperation, and in a desperate attempt to stop him, absorbs a tiny little mana that Bolas has not, and uses it to drive him out of the plane. After the war, he leaves his friend, responsible for his pride, and goes in search of Elspeth, who flew a plane to Dominiaria. Set the symbol: The gem merges together Cards in the set: 145 Three-letter code: ARB Block: Alar Famous Mechanics: Cascade, Cycling, Devour, Exalted, Fear, Hybrid Mana, Protection, Shroud, Unearth Magic 2010 Main Set - Released in July 2009 Set Symbol: M10 Number of Cards in The Set: 249 Three-Block Code: M10 Famous Mechanics: Landwalk, Protection, Shroud of zendikar - released in October 2009. Strange natural phenomena called hedrons dot the landscape - no one knows their purpose - and a phenomenon called Roil causes the landscape to periodically change and change, breaking out in mana queues. Block zendikar introduced more planeswalkers as the main characters; Chandra Nalaar arrives on a plane in search of the sage-run of Nodoon. Jace Belleren, now an agent of the Consortium, follows her - he deciphered the scroll she stole, which he recovered from her three years ago. Set symbol: Hedron Number of cards in the set: 249 Three-letter code: SEN Block: zendikar Famous Mechanics: Intimidate, Kicker, Landfall, Landwalk, Protection Original packages of zendikar were accidentally inserted Priceless Treasures - remnants of cards such as Power Nine and Dual Lands from Alpha, Beta and Unlimited Printing works to match These cards were inflated massively thanks to the price of the reserved list. Worldwake - Released in February 2010, Jace tracks Chandra and Sage to Ugin's eye, where the pair meet Sarhan, his mind twisted and controlled by Nicolas Bolas. Three planeswalkers duel. Jace briefly allied with Chandra to defeat map Sarhan. Unfortunately, their duel causes a reaction in the surrounding hedrons, and the magic of the Dragon Scroll removes the castle that captured Eldrazi. Dozens of broods descend on unwitting citizens of zendikar. Set a symbol: Hedron partially opened the number of cards in the set: 145 Three-letter code: WWK Block: zendikar Famous Mechanics: Kicker, Multikicker, Landfall, Landwalk, Protection, Shroud Rebillion Eldrazi - released in April 2010 by Nissa Revane, a native planeswalker, protects her home from Eldrazi when Sorin Markov, an ancient vampire He instructs her to take him to the eye to which she obeys; however, when Sorin tries to restore the lock, Nissa questions him and the accident causes the hedron keeping eldrazi titans underground to break up. Sorin left, leaving Nissa with a new, impossible threat. Gideon Jura arrives on the plane shortly thereafter, in search of Chandra. He glimpses Eldrazi Titan Emrakul from a distance; Knowing it's a fight he can't win, he planeswalks into Ravnic where he's heard there's a consortium of other planeswalkers who can help him. Set the symbol: The hedron has fully opened the number of cards in Three-letter code: ROE Block: zendikar Notable Mechanics: Annihilation, Landwalk, Level Up, Defense, Rebound, Totem Armor Magic 2011 (Main Set) - released in July 2010 Set Symbol: M11 Number of Cards in The Set: 249 Three-Letter Code: M11 Notable Mechanics: Landwalk, Protection Scars of Mirrodin - released in October 2010. After the events of fifth dawn, Glissa was spoiled by a Phyrexian contagion that spread throughout the plane. New prators rose, commanding armies of Firexians. Carne is nowhere to be found, and has not been seen since his involvement in the time break over Tolaria. The native planeswalker, The Cat, goes to Dominica to seek help, and finds Elspeth Tyrell and Venser; they return with him to Mirrodin. Set symbol: hexplate, Mirrans Symbol Number of cards in the set: 249 Three-letter code: SOM Block: Scars of Mirrodin Famous mechanics: Imprint, Infect, Intimidate, Landwalk, Metacraft, Proliferate, Protection, Shroud Mirrodin Beseiged - released in February 2011 Carne appears, but himself has been damaged by Firecan oil and retreats in the core of the aircraft, where it is called the father of the aircraft. Mirrans despair as their forces are overwhelmed, and the Cat and his allies must fight their way up to the plane's core to cure Karn from pollution. Set symbol: Mirran and Phyrexian characters are superimposed Number of cards in the set: 155 Three-year-old code: MBS Block: Scars of Mirrodin Famous Mechanics: Battle Cry, Infection, Infection, Landwalk, Living Weapon, Metacraft, Distribution, Protection, Cloak New Phyrexia - released May 2011 War was won. The Firexians control all areas of Mirrodin, with few remaining Mirran forces slowly being erased - with the exception of the Urabrask region, which is at odds with other pretors and allows safe passage to Mirran under his rule. Three planeswalkers travel to the center of what is now new Phyrexia, and find Carne almost completely damaged. Venser gives up his own life and passes his spark to Carna, purifying Golem, who joins the Cat in a last-ditch attempt to retrieve his plane. The cat tries to kill Elesh Norne with a powerful bomb with a spell before retreating alive into the layers of the furnace. Elspeth leaves, convinced that the plane is lost, and her friends are with him. Set Symbol: Letter Phi, Phyrexians' Sign Number of Cards in The Set: 175 Three Letter Code: NPH Block: Scars of Mirrodin Famous Mechanics: Imprint, Infect, Intimidate, Landwalk, Living Weapon, Metacraft, Phyrexian Mana, Proliferate, Protection Magic 2012 (Basic Set) - released in July 2011 Of the Year Set Symbol: M12 Number of cards in the set: 249 Three-sex code: M12 Notable Mechanics: Bloody, Intimidate, Land, Protection Instrand 2011 We first met Sorin's home plane in Innistrad. It is a world that is dark and full of horrors, and where the reckless will quickly meet their deaths. Liliana accepted it as her home world, tolerant of the vampire who rules it, and she seeks answers to the pact she made a long time ago. At present, Innistrad is in despair, as his protector, archangel Avachin, Sorin's own creation, is absent - no one knows where she went, and without her protection the horrors of the night face. Set symbol: Two stylized herons standing outward Number of cards in the set: 264 Three-letter code: INN Block: Innistrad Famous Mechanics: Flashback, Intimidate, Morbid, Protection, Conversion (double cards) Innistrad block was the first set to showcase double-faced cards. These cards have no back, but instead have two front faces, and will be transformed when the conditions have been met, similar to the Kamigawa flip card. Many of them were werewolves. Mechanics was popular and has since been featured in the Shadows Over Innistrad block and the main Magic Origins set. Dark Ascension - Released in February 2012, Dark Creatures of Innistrada begin to suppress human populations. Without their angel to protect them, they quickly lose hope. Liliana seeks her demon, Griselbrand, to whom she owes part of her soul; With her new acquisition, Chain Veil, she hopes to defeat it and cancel the agreement. She discovers his location - Helvault, a prison made of silver moon - and that Avacyn, the defender of the world, is trapped there as well. Set symbol: Innistrad character inverted Number of cards in the set: 158 Three letter code: DKA Block: Innistrad Famous Mechanics: The Fateful Hour, Flashback, Intimidating, Landwalk, Morbid, Defense, Transformation (double cards), Undying Avacyn Restored - released in May 2012 by Liliana, armed with this knowledge, tricks Talia, one of the last commanders of Avachin and Griselbrand broke out of the vault, and Griselbrand quickly felled liliana. Avachin gathers his angels and drives away the evil hordes who preyed on her people, vowing to remove every demon from the plane and hope restored to the people of Innistrada. Set symbol: Avacyn collar, symbol of her church Number of cards in the set: 244 Three-letter code: AVR Block: Innistrad Famous Mechanics: Intimidating, Landwalk, Miracle, Protection, Soulbound, Transformation (double face cards), Immortal Magic 2013 Basic Set - released in July 2012 Set Symbol: M13 Number of cards in the set: 249 Three-letter code: M13 Famous mechanics: Exalted, Intimidate, Landwalk, Defense Return to Ravnic: a released in October 2012 The Year of written Guildpact that was drawn up after Disagreement have done little to keep the peace at Ravnic. The rise of Guildless, the rebel faction causing trouble on the streets, and the intra-guild rivalry will become problematic, and Jace Beleren, re-returned from zendikar, works with Niv-Mizzet, the leader of Izzet, to find a solution. Gideon Jura arrives from zendikar and learns about the Consortium. He's starting to look for Jace. Set symbol: Tip of the Fountain Pen Number of cards in the set: 274 Three-picture code: RTR Block: Return to Ravnic: Famous Mechanics: Delay, Landwalk, Overload, Settlement, Scavenge, Unleash Gatecrash - released in February 2013 Jace discovers an implicit maze. It is a mechanic that has been implemented as fail-safe for the original, magical Guildpact. If it ever dissolves, it manifested itself after the events of discord and now stands below the city. All ten guilds must send a runner to complete the maze at the same time, and the winner will get enormous power for his guild: The true purpose of the maze, however, is to create a new Guildpact. Set symbol: a pointed number of arch cards in the set: 249 Three-painting code: GTC Block: Return to Ravnic: Famous Mechanics: Battalion, Bloodrush, Cipher, Evolve, Extortion, Intimidation, Maze Dragon Protection - Released May 2013 Maze Runners selected and they set off. Jace also manages the maze, not as a defender of any guild, but out of self-curiosity and instinct. When he arrives at the finish line, he finds all 10 guild runners to fight, and failsafe is called the Supreme Verdict, which if harmony could not be achieved, would be activated, and would destroy the guilds in their entirety. Jace uses his powers to unite the minds of all ten runners, allowing them to see each other's thoughts while preventing the Activation of the Verdict. At the same time, Lavinia, Azorius' runner, declares Jace the new living guild- mediator who can save the world and see things from the perspective of each guild. Peace on Ravnic has been restored. Set symbol: RTR and GTC characters combined Number of cards in the set: 156 Three-picture code: DGM Block: Return to Ravnic: Famous Mechanics: Battalion, Bloodrush, Shift, Delay, Evolve, Ransomware, Fuse, Landwalk, Overload, Population, Protection, Scavenge, Split Maps, Uncover Magic 2014 Main Set - Released July 2013 Set Symbol: M14 Number of Cards in The Set: 249 Three Letter Code: M14 Known Mechanics: Intimidate, Landwalk, Theros protectionnos - Released september 2013 , a new world dominated by a pantheon of 15 gods. This is Gideon Jura's home plane. Elspeth came here after the events of Mirrodin, saddened by the loss of his friends. She collides with the hydra and defeats it, catching the attention of Heliod, the leader of the gods. He strives to make it his champion, meets Daxos Meletis and they they in a brief case. Meanwhile, Xenagos, a satire native to the plane, has its planeswalker sparks ignite, and leaves to explore the Multiverse. Set symbol: Greek style column and arch Number of cards in the set: 249 Three-letter code: THS Block: Theros Famous Mechanics: Give, Loyalty, Intimidation, Heroic, Beat, Defending The Born Gods - released in February 2014 Xenagos returns, and after his experience outside his plane, no longer believes in the power of the Gods Theros he spent his life. He considers himself equal to them, and seeks to join their pantheon himself as God Revels. As he does the preparations, the barrier between Nyx (the land of the gods) and Theros fluctuates, and strange charm critters appear caused by Nyxborn. The gods wage war on the mortal kingdom, seeking to destroy Xenagos's attempt at ascent, fearing that he will succeed. Soon after, however, the Knicks become full of strange beasts and Krupix takes silence, forcing the gods to leave for the Knicks to sort out the mess. The celebration that follows their departure becomes a ceremony of Xenos's ascent, and he reaches his goal while the gods are distracted. Dakso's is killed, and Elspeth is accused of ritual and outing. Set symbol: Xenagos Horn Number of cards in the set: 165 Three-pointed code: BNG Block: Theros Famous Mechanics: Give, Loyalty, Inspired, Intimidating, Heroic, Defense, Tribute Journey to the Knicks - released May 2014 Elspeth takes over to restore the favor of the gods and avenge the Dakso's. While they are drawn into the battle against Xenagos and against strange beasts, carry him under the power, she and her friend Ajani Goldman, who was looking for her, hoping to convince her to come back and help him establish peace on Alar. He travels with her to the Knicks, where Elspeth takes over Xenagos and defeats him, throwing him back into the mortal world. Hello, frightened by the power that might destroy God, mortally wounded Elspeth, and Ajani answered her back to Theros, swearing at him to take revenge on Heliod. Elspeth dies, and her spirit is trapped in The Knicks. Ajani leaves the plane. Set Symbol: Column and Horn Number of Cards in The Set: 165 Three Letter Code: JOU Block: Theros Famous Mechanics: Bestow, Constellation, Heroic, Inspired, Intimidating, Beast, Strike Magic 2015 Basic Set - released in July 2014 Set Symbol: M15 Number of cards in the set: 259 Three-letter code: M15 Known mechanics: Convoke, Intimide, Landwalk, Protection of the Tarkir Khans - released in September 2014 We are rendered on a new plane , Tarkir, ruled by five clans, each representing three colors of mana. Each clan rules them kshan, all of whom are fierce warriors and leaders. This is the home plane of Sarhan Vol, who was once a general in the Horde mardu. He came back after freed from Bolas' control, but his mind is broken, and he does not know what to do except to look for a new fighting master. Dragons, however, died out on Tarkir centuries ago, so Sarhan is left to roam aimlessly. Set symbol: Shield and two crossed scimitars Number of cards in the set: 269 Three-letter code: KTK Block: Hana Tarkir Famous Mechanics: Delve, Ferocious, Landwalk, Morph, Outlast, Protection, Raid Fate Reforged - released January 2015 Sarhan wanders into Jeskai Land and meets Khan, who tells him that she has a vision of his arrival. He trusts her with what Bolas told him - that Ugin did thousands of years ago. Narseth tells him that Ugin is Tarkir's soul, and without him the plane is twisted irretrievably, and it is not as it should be. They go to Nexus Uginia, and they are surrounded by Helmsher. Narseth is killed, and Sarhan escapes to the Nexus. He arrives in the past and successfully thwarts Bolas' plan, saving Ugin's life with the headron he has been carrying with him since the days of zendikar. Set symbol: Mirror stylized fangs Number of cards in the set: 185 Three-painting code: FRF Block: Hana Tarkir Famous mechanics: Bolster, Trye, Delve, Ferocious, Hybrid Mana, Manifesto of Dragons Tarkir - released in March 2015 Sarhan disappears from the past and appears on modern Tarkir once again. Everything has changed; dragons hover in the sky, and clans rule dragons, not khans. Although the people he knew still exist, no one remembers him. Ugin is curious about how he was rescued by a hedron from zendikar, so Sarhan explains what happened. Ugin suggests that it does not exist in the new timeline, but has created a paradox because a new chronology exists because of it. Sarhan accepts this and searches for Narseth, who is a planeswalker in this timeline, as her hidden spark ignited. He explains the alternate timeline for her and the events that took place, and they set out to explore the new Tarkir together. Set symbol: Shield in the face of the dragon Number of cards in the set: 264 Three-letter code: DTB Block: Hana Tarkira Famous Mechanics: Bolster, Dash, Exploit, Terrible, Megamorph, Protection, Rebound Magic Origins Main Set - Released in July 2015 While this is the main set, Magic Origins was a little different as it was supposed to be the last. So he has a story and a theme to it that the other basic sets haven't. It explores the origins of each of the five major planeswalkers that later form Gatewatch. Jace Bellerin was born on Vreen, and is bullied as a child despite his high intelligence and talent for magic. He showed signs of telepathy at an early age, and he had a mentor, a sphinx named Alhammare, hired by his father. He showed great promise and found can control the thoughts of others with ease. However, when he tried to read Alhammare's mind as a young man, he discovered that the sphinx knew Jace was a planeswalker and hid that fact from him; in a fit of anger, he wiped his mentor's mind. Suddenly realizing what he had done, he collapsed, his spark ignited. He arrived at Ravnic and erased his own memory of the traumatic event, deciding to start over on a new plane. Nissa Revan is a Horaga elf born on the zendikar. She's an animist with a deep connection to the earth. She tested Roil's vision, and went to find out why. She followed the soul of zendikar to Akum, where she finally realized the horror that was lurking beneath the surface of the earth, and that Royle was not a natural phenomenon, but a cry for help: the plane was physically hurt by Eldrazi. Experiencing the pain of the earth ignited her spark, and she planeswalked away to Lowrvin. She met other elves there and wanted to know their customs, but soon the Great Aurora happened, and she left to return to zendikar after seeing the darkness of the Shadow. Chandra Olaar is from Kaladesh. She had a happy childhood with her parents, but magic is banned on her home plane because of the rules set by the consulate. When she began to show signs that she was a magician, she was forced to hide it. Chandra, however, was wayward and foolish; after her parents tried their best to cure her, and eventually invited her to marry someone as an attempt to settle the magic down, she set off an explosion in a fit of rage. The consulate arrived in her village and considered them a whole group of fire magicians, so they drove them into huts and allowed them to burn alive. Chandra witnessed this and gave up to save her family, but she saw them die before her spark caught fire and she was taken to Reta. There she found her relatives, joined the abbots of Keral-Hez and learned to control the flames. Liliana Wess is much older than she looks - she was born before Mending. As a little girl, she was very privileged as the daughter of the Lord. She felt to misfortune when her beloved brother fell ill, and she went out to find the root that would save him. Her father's enemies destroyed the groves where she grew up. A mysterious figure appeared and told her to resuscitate the roots - she did it, but the resulting tonic drove her brother crazy. She was forced to kill him. This ignited her spark and she ended up on Innistrad. Sorin found and duelled her, and declared her too weak to be a threat. He told her she could stay as long as she was a civilian quest. Liliana agreed and spent time honing her necromance, swearing in revenge on the mysterious Raven Man, who cost her brother his life. Gideon Jura was born as Keaton Iora on Theros. His father left, and his died when he was young, so he grew up on the streets as part of the gang from which he became a leader. They stole from the rich to survive, and gave away what they didn't need. Soon Kayton discovered his forces of yerontity and inviolability. On one particular robbery, they were caught and Kytheon sent to prison. When the prison was liberated by Erebos' troops, Hixus, the warden, released all prisoners who wanted to fight. Kytheon agreed, and surrounded once again by his irregular he successfully repelled the threat, and then, having benefited Heliod, used the spear of god to kill one of the titans of Erebos. He was filled with arrogance, though, and threw the spear once more at the erebos himself. God rejected him, and he killed all his irregular. Wrengering. The spark of Kyeton caught fire, and he went to Bant, where he became Gideon Jura. He trained with The Banta Warriors, determined to stand up for his arrogance and spend the rest of his life protecting the weak and the innocent. Set symbol: Symbol planeswalker under the sun Number of cards in the set: 272 Three letter code: ORI Known Mechanics: Protection, Fame, Spell Of Mastery, Conversion (double cards) From now on, all sets are now legal in standard. Battle of zendikar - Released in October 2015, Gideon succeeds in recruiting Jace's aid on Ravnic, and the Blue Magician returns with him to zendikar to find him already heavily irradiated. While Gideon gathers forces at the Sea Gate with Mercfolk Kiora and her forces, Jace goes to the eye and finds Ugin, trying to figure out how the Titans can lock up again. Ugin warns Jace not to kill them, but he ignores the dragon's words. Nissa Reman addresses their camp during the assault and immediately recognizes them as planeswalkers. She tells them to target the hedrons and they fight Ulamog, trying and failing to put him in jail. Chandra Nalaar, whom they tried to persuade to help them, arrives in time to see it, and promises himself to the cause, even if the situation looks bleak. Just as the last of Kiora's forces is defeated, Kozilek rises from the ground. Set symbol: Broken hedron Number of cards in the set: 274 Threebook code: Block BF: Battle for the zendikar Famous Mechanics: Awakening, Convergence, Deprived, Ingest, Landfall, Rally for the Block of zendikar was the first time we returned to zendikar with priceless treasures. In the same vein, wizards inserted Expedition Cards into packages - a very valuable land foil, not legal to the standard, but only for collectors. The idea was popular again, and they capitalized on it, continuing the theme of Expeditions in the Kaladesh block and the Amomkhet block. Oath Gatewatch - Released January 2016 Facing Two Eldrazi Titans, the situation looks bleak. Demon Abot Nixilis, returning the spark, tries to stop them, but beaten. Jace uses Ugin's knowledge to work with Nissa. Gideon and his powers attract them, then the two mages use the power of the lellins to pull the titans out of the Blind Eternity, and Chandra blows them up with fire. Four planeswalkers swear to keep the clock on the Multiverse and help where they are needed. Ugin appears and scolds them for killing the titans, warning that there could be consequences in the Multiverse before walking away angrily. Jace decides to track down Emrakul, the last missing Titan to escape through the Blind Eternity. Set symbol: Goat Blade Number of cards in the set: 184 Three-letter code: OGW Block: Battle for the zendikar Famous Mechanics: cohort, deprived, landfall, support, splash in the Gatewatch oath, a new basic type of land has been added - waste - that taps exclusively for colorless mana. The colorless mana received a new symbol, and the previous maps were errata'd. Cards that required colorless mana now require a common mana that can be created by any colored source, and colorless refers specifically to the mana generated by colorless sources. It can no longer be created by regular man lands. Shadows Over Innistrad - Released in April 2016, Jace arrives in Innister, where he believes Emrakul may have escaped. The strange madness seems to have taken hold of its inhabitants, including his once protector Avacyn, who began killing people rather than protecting them. He contacts Liliana because they have a romantic story, and he believes that she can help him. She points him to Markov's estate, but she refuses to go there for fear of Sorin's wrath. Sorin, meanwhile, finds Evachina and, unfortunately, had to cease to exist, as she succumbed to madness. He was targeting Nahiri - a planeswalker he was trapped in Helvault when it was done thousands of years ago. She was released with Avachin and Griselbrand and seeks revenge. Set symbol: Avacyn collar inverted Number of cards in the set: 297 Three-year code: SOI Block: Shadows over Innistrad Famous Mechanics: Delirium, Investigation, Madness, Skulk, Transformation (Double Cards) Eldritch Moon - released in July 2016 By Jace Meets Tamie, moonfolk planeswalker from Kamigawa. She has been living in Innistrad studying her moon for years. Together they discover the source of madness and go to the Nefalian court, where a series of hedrons was placed. Emrakul was deliberately lured by Nahiri to the plane in retaliation for leaving her own plane, zendikar, to die. Emrakul begins to wreak havoc in the city of Gavoni, but Liliana appears at the last minute with an army of the dead and fends it off. Tamiyo and Jace work together to catch inside the silver moon of Innistrada, like a hedron, ending the madness. Liliana agrees to go with Jace and join Gatewatch. Meanwhile, Nahiri confronts Sorina, two duels and Sorin remains alive, but trapped in stone, unable to planeswalk. Set symbol: Emrakul in the shadow Number of cards in the set: 205 Three-letter code: ENM Block: Shadows over Innistrad Famous Mechanics: Delirium, Emerge, Escalation, Madness, Meld, Protection, Skulk, Conversion (double cards) Kaladesh - released in September 2016 Gatewatch approached by a man from the consulate on Kaladesh hoping that they will help. They arrive on the plane and quickly discover that everything is not as it seems. The inventors' fair goes up, and while the consulate assures them that they are there for security reasons, Chandra has a hard time trusting them, and is determined to seek the truth. They meet the rebel Ovia Pashiri, who tells them that the consulate regulates the airwaves on the plane, which is the source of all power, despite the fact that it flows freely in the sky. Chandra begs her friends to help her october the consulate. Liliana discovers that Tezzeter, Nicola Bolas' agent, is in charge of the fair. Set symbol: Stylized Vine Number of Cards in The Set: 264 Three Letter Code: KLD Block: Kaladesh Famous Mechanics: Crew, Manufacturing, Energy Counters, Vehicles Ether Rebellion - released in January 2017 Chandra and Ovia Pashiri captured by the consulate and left in a poisonous turn. They released Ajani, who has been on Kaladesh for some time. At the Inventors' Fair, the Gate

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