

The Thran Magic The Gathering Novel The Thran

In the exciting new story of Magic's latest release, Throne of Eldraine, the young warrior-mage twins Rowan and Will Kenrith quest for their missing father, High King Kenrith. Venturing far from the safety of the Realm, their search takes them deep into the Wilds—a hostile land of faeries, monsters, and untamed magic. A chance encounter with the wily and inscrutable shapeshifter Oko seems somehow connected, but memory of the Fey trickster flits away with a wink. Beleaguered by unclear recollections and pursued relentlessly by Garruk, a cursed hunter stalking Planeswalkers across the Multiverse, can the royal scions unravel the mystery of their father's disappearance and restore him to his rightful throne before his absence shatters the peace of their home? Hanovi Braddock Ayesh knows that danger lurks in the Miritiin Mountains, and danger is just what she wants. With her beloved cities of Neah turned to dust and rubble in the goblin wars, with even their memory fading to legend, what reason does she have to go on living? She's ready to die--as long as she goes down killing goblins. But the Miritiin minotaurs have plans for Ayesh, plans that don't include her death--yet. And as Ayesh becomes entangled in the intricate web of Miritiin politics, she realizes that allies can be even deadlier than enemies.

An official visual guide to the fantastical worlds and legendary characters of Magic: The Gathering The various realms of Magic: The Gathering's storied Multiverse have served

as host to countless epic battles and dramatic cataclysms—and each plane is richly and uniquely populated with its own fantastical creatures, iconic characters, and legendary Planeswalkers. In Magic: The Gathering: Planes of the Multiverse, author Jay Anelli presents a visual guide to the history behind lore-defining events from the Phyrexian Invasion to the War of the Spark, as well as character profiles for Karn, Narset, Vraska, Sorin Markov, and other fan-favorite Planeswalkers. Planes of the Multiverse pairs original artwork—in many instances reproduced for the first time outside of the card frame—with detailed primers on each plane. This collection offers exclusive insight into the art and mythology of some of Magic: The Gathering’s most popular and enduring locales—and the characters that inhabit them.

In the wake of the Brothers’ War, Dominaria is in ruins. A backlash against magic and its users has become the focus for the tattered remnants of social order.

Future Sight

Mercadian Masques

The Brothers’ War

Planeshift

Throne of Eldraine: The Wildered Quest

Walk the Blind Eternities! The New York Times best-selling author Matthew Stover brings his razor-sharp prose and hard-hitting characterization to the Multiverse of Magic: The Gathering®. From the ashes of defeat, the planeswalker Tezzeret will rise again. Beaten to within an inch of his life and left for dead by the psychic sorcerer Jace Beleren, Tezzeret has lost control of the Infinite Consortium—an interplanar cabal he built from the ground up to

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achieve the sort of power and influence few in the Multiverse have ever achieved. Now he must turn to a former enemy for help: the dragon Nicol Bolas, perhaps the only being in the Multiverse powerful enough to get him back on his feet.

Set in the Magic: The Gathering universe, a collection of original short fantasy fiction features contributions from J. Robert King, Jeff Grubb, Paul B. Thompson, and Francis Lebaron, among others, in stories that focus on the most collectible cards from the trading card game. Original. Magnificent hardcover art books featuring the incredible images and lore of Magic: The Gathering®! Step aboard the legendary airship Weatherlight and explore Dominaria, an ancient world whose stories are known throughout the Multiverse. Dominaria has weathered one apocalypse after another and emerged into a time of rebirth and renewal. In these pages, lavishly illustrated with the award-winning art of Magic: The Gathering®, you can step into the world where it all began. Whether Dominaria is new to you or as familiar as an old friend, you'll find enough lore and legends here to make you feel at home. A new age is dawning on Dominaria. Come and be a part of it!

The war with the spirit world has begun... In a world of mysticism and honor, a war is brewing. Spirits launch attacks against humans as, in the shadows, a terror lurks just beyond sight. Michiko, daughter of the warlord Konda, must brave the dangers outside her father's fortress to consult holy monks and the orochi, snake folk with a strong connection to the spirit world. Yet when Michiko meets Umezawa, a thief and black magic user, she realizes that to stop the war that is about to sweep the land, she may have to make alliances with her enemies. And the most dangerous foes may be her friends...

The Fifth Dawn

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The Secretist, Part One

Scars of Mirrodin: The Quest for Karn

Return to Ravnica

The Myths of Magic

Urza Triumphant The war between Urza and Mishra is over. Brooding on the death of his brother at the hands of extraplanar forces, Urza drifts among the planes. But the end of the Brothers' War has transformed him into something greater. Deep within his heart, a spark has been kindled to a flame that cannot be quenched. Urza has become a planeswalker.

On the artificial plane of Rath, staging ground for invasion, the Phyrexians prepare to stop their greatest enemy. A "Magic: The Gathering" novel.

In the sequel to Onslaught, Kamahl, a former champion of the pits, must atone for his terrible deeds, deeds that gave rise to the followers of Phage, who want new blood battles in the arena, and the supporters of Akroma, leader of a terrible new religion. Original.

Mirrodin—a world of living metal, an artificial ecosystem created by the Planeswalker Karn to support organic life—is on the cusp of cataclysm. When the Planeswalker Venser goes in search of his former mentor, he learns Karn's life hangs in the balance—and with him the entire plane of existence. For fans of the mega-selling trading card game, Magic: the Gathering®, the

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full story behind Scars of Mirrodin, a revisitation one of Magic's most popular settings.

Artifacts

Outlaw, Champions of Kamigawa

Rath and Storm

Mirrodin Cycle

Judgment

The journey to Theros begins here... In a realm where mortals are the unwitting pawns of temperamental gods, the Planeswalker Elspeth charts her own fate. Wielding a divinely forged sword, Elspeth's heroics attract the unwanted attention of vengeful, jealous deities. After surviving an attempt on her life by the sun god Heliod, an even more colossal battle awaits her. If Elspeth can slay Polukranos, a monstrous, many-headed hydra, she will gain the power to stand shoulder-to-shoulder with the heroes—and gods—of Theros.

In this struggle for influence and power, for the keys to magical knowledge, everything you knew about novels based on Magic: The Gathering® is changing . . . Jace Beleren is a planeswalker who has taken the path of least resistance. He is gifted and powerful, but chooses not to push himself. Part of an inter-planar consortium that deals in magical artifacts, Jace has some power and influence. He also has a certain amount of security. That's all about to change. When Liliana, a dark temptress with demons of her own (quite literally), comes into his life, she brings with her more possibilities, but also more problems. Under attack from external interests, a friend dies because of decisions Jace made. Upset

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with himself and fearing for his life, Jace sets out to find who is behind this new threat. What he uncovers along the way, an inter-planar chase filled with peril, will alter everything he knows.

One courageous and honorable man sets out to stop the reign of terror perpetrated by a ruthless emperor and his scheming, power-hungry, and ambitious assassin. Original. Out of the devastation, destruction, and chaos of the fierce struggle between Phage and Akroma a new force is born, as Kamahl confronts his greatest foe--Karoma the destroyer. Original.

A Visual History

Magic: The Gathering: Rise of the Gatewatch

The Art of Magic: The Gathering - Dominaria

Nemesis

Artifacts Cycle

The Myth. The Magic. Dominarian legends speak of a mighty conflict, obscured by the mists of history. Of a conflict between the brothers Urza and Mishra for supremacy on the continent of Terisiare. Of titanic engines that scarred and twisted the very planet. Of a final battle that sank continents and shook the skies. The saga of the Brothers' War.

Before history itself, the plane of Dominaria was ruled by the Thran. They built machines and artifacts, the likes of which have never been seen. But amid all this, a shadow took root, one that would stretch its arms across space and time.

Gerrard's Legacy A collection of powerful magical artifacts is the only defense against the

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forces of evil that are arrayed against Dominaria. Gerrard, the heir to the Legacy, together with Sisay, captain of the flying ship Weatherlight, has sought out many parts of the Legacy. Gerrard's Quest Sisay has been kidnapped by Volrath, ruler of the plane of Rath. Gerrard stands at a crossroads. His companion is in danger, the Legacy may be lost forever. Only he—with the loyal crew of the Weatherlight— can rescue Sisay and recover the Legacy. Returning to the popular world of Dominaria for the first time in years, the Time Spiral Cycle centers on Teferi Planeswalker, a well-loved character with a rich history in Magic: The Gathering. This title also features appearances of many other beloved characters who will be easily recognized by readers and fans alike. As with previous Magic titles, Future Sight previews the latest Magic card set release by giving readers the first look at what will be coming out in the set.

Planeswalker

Kidd 2

Onslaught

Kamigawa Cycle

Invasion

Brand-new Magic: The Gathering official novel which ties in to the brand-new card game set. Experience the first official adventure in Magic: The Gathering's multiverse in nearly a decade as an epic conflict engulfs the world-spanning city of

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Ravnica. Teyo Verada wants nothing more than to be a shieldmage, wielding arcane energies to protect his people from his world's vicious diamondstorms. When he's buried alive in the aftermath of his first real tempest, the young mage's life is about to end before it can truly begin—until it doesn't. In a flash, a power he didn't know he had whisks him away from his home, to a world of stone, glass, and wonder: Ravnica. Teyo is a Planeswalker, one of many to be called to the world-spanning city—all lured by Nicol Bolas, the Elder Dragon. Bolas lays siege to the city of Ravnica, hungry for the ultimate prize: godhood itself. His unparalleled magic and unstoppable army appear poised to bring the city to utter ruin. Among those who stand in the way of Bolas's terrifying machinations are the Gatewatch, Planeswalkers sworn to defeat evil, no matter where it's found. But as they work to unite the other mages and mount a defense of the city and its people, the terrifying truth of Bolas's plan becomes clear. The Elder Dragon has prepared a trap to ensnare the most powerful mages from across the Multiverse—and it's too late to escape. As forces great and small converge on the city and the battle rages, the stakes could not be higher. If the Gatewatch

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falters and the Planeswalkers fail, the curtain will fall on the age of heroes—and rise on the infinite reign of Nicol Bolas. **Don't miss John Sandford's brand-new thriller Masked Prey, available now** The ultimate con game thriller from the internationally bestselling master of suspense, John Sandford When the cops of Longstreet, Mississippi see a black boy running away from them and clutching something in his hand, there's only one thought in their minds - bag-snatcher. So they shoot him in the back. Except, Darrell Clark isn't a thief, he's a computer-crazy fourteen-year-old, who was running home before his ice-cream melted. And now he's dead. When the predictable police cover-up begins, Darrell's friend, Marvel Atkins, decides it's time for the corrupt city government to go. Using Darrell's computer, she contacts the only two con artists with the nerve to take on a whole city: Kidd, computer-hacker extraordinaire, and his partner and some-time lover, LuEllen. To pull this off, the sting has to be perfect. And it will be, because if Kidd knows one thing, it's this: a corrupt city regime is about as stable as a house of cards. All he has to know is where to push... ***Praise for John Sandford*** 'One of the great

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novelists of all time' Stephen King 'A series writer who reads like a breath of fresh air' Daily Mirror 'Delivers twists to the very last sentence' Daily Mail 'Crime writer John Sandford is one of the best around' Sun 'John Sandford knows all there is to know about detonating the gut-level shocks of a good thriller' The New York Times Book Review ? 'Sandford is consistently brilliant' Cleveland Plain Dealer 'Perfect entertainment' Kirkus Reviews on Escape Clause

A collection of original short stories explore the world of Dominaria and the fearsome creatures that stalk the land, including dragons, lhurgoyfs, and delraichs, in an anthology featuring the work of Tom Dupree, A. L. Lassieur, Will McDermott, Tim Ryan, Brian Thomsen, Denise R. Graham, and Jess Lebow, among others. Original.

Returning to the popular world of Dominaria for the first time in years, the Time Spiral Cycle centers on Teferi Planeswalker, a well-loved character with a rich history in Magic: The Gathering. The title also features appearances of many other beloved characters who will be easily recognized by readers and fans alike. As with previous Magic titles, Planer Chaos previews

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the latest Magic card set release by giving readers the first look at what will be coming out in the set.

The Thran

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The Gathering Dark

Hazon

Test of Metal

The first wave is over, but the invasion rages on. In the midst of all-out war, the ground shifts and moves. Millions upon millions of invaders appear out of nowhere as the artificial plane of Rath overlays Dominaria, covering the natural landscape with the unnatural horrors of Phyrexia. There is no rest for the wicked.

Blood has been spilled. Battle lines have been drawn. Time is getting short as Tolaria races to find the one who will wield the power of the Legacy. Deep in the inner circle, the dark lord Yawgmoth sends out an edict: Kill Urza Planeswalker. From the bloodlines of the Benalish plains, a hero is born.

Before the Brothers' War. Before the five colors of magic. Before history itself, the plane of Dominaria was ruled by the Thran. They built machines

and artifacts, the likes of which have never since been seen. But amid this civilization, a shadow took root, one that would stretch its arms across space and time. The hideous evil of Phyrexia was born.

"Before planeswalkers, before the five colors of magic, before history itself, the plane of Dominaria was ruled by the Thran. They built machines and artifacts, the likes of which have never since been seen. But amid this civilization, a shadow took root, one that would stretch its arms across space and time: the hideous evil of Phyrexia was born. And in its wake arose a mighty conflict between the brothers Urza and Mishra, a battle of titanic engines that scarred an entire plane and that altered the course of history. So begins the saga of the brothers' war"--P. [4] of cover.

The Moons of Mirrodin

Planar Chaos

Theros

Legions

Ravnica

As the outcome of a single desert war threatens to transform the history of Dominaria and the lives of its inhabitants forever, the prophecy of None, One, and Two will finally be fulfilled, in

the final book of the Magic Legends Cycle trilogy. Original. Every powerful wizard and warrior on the continent of Otaria is pursuing a mysterious ancient artifact that holds the key to ultimate power, but only one can possess it and will determine the fate of the entire world. Original.

Despite the state of turmoil in the world--with the forest growing out of control, the mountains erupting, the seas boiling, and the plains turning to desert--human civilization finds some relief in the brutal spectacle of the pit fights in which warriors battle to the death before huge crowds.

Original.

An enemy beyond evil... Whose eye sees into every corner of Mirrodin. Whose ambition strides across the planes. Whose foe is a lonely elf and her loyal goblin companion. The fury of Memnarch is turned against Glissa and Slobad as they make their way across Mirrodin in search of new allies. From the city of the leonin to the dark fortress Panopticon, their travels range until they come face to face with the creator of Mirrodin himself. And from his lips they will hear the prophecy that can

remake their world.

Ashes of the Sun

The Monsters of Magic

Assassin's Blade

Bloodlines

Cycle II

The Phyrexian nightmare begins. Dominaria faces its biggest threat—an invasion by its greatest enemy, an attack planned for eons by merciless foes. No one is exempt from their terror. No land is safe from their onslaught. In the shadow of the Phyrexian horde, Dominaria has but one hope—the Weatherlight and her crew. The time has come to defend hearth and home from invasion.

Jace Beleren has the power to travel between planes of the Multiverse, but with this gift comes isolation. He is one in a million. He is a planeswalker. And he is on the edge of a mystery that could alter the face of his adopted home—a vast, world-wide city known as Ravnica—forever. Faced with a magical code that is built into the very foundations of the

city-world itself, Jace marches into the numinous depths of Ravnica's underbelly in search of the promise of powerful magic. What he finds is perhaps more burden than boon. Once buried in past, the code resurfaces as Ravnica's power-hungry mage guilds, unbound by the Guildpact that had once maintained order, struggle for control of the plane. But in the drive for primacy, there is no neutral ground. Jace knows that he can't crack the code on his own, not while the guilds task teams of mages to unravel the mysteries, but he also knows that the danger of the quest is too great to include his friends. As the mystery begins to unravel, the choice may not be his alone.

This first novel in a new trilogy tied to a Magic: The Gathering trading card set takes place on a world beyond imagination in which an orphaned elf must make her way, seeking the secrets of her past. Original.

After escaping from the shadowy plane of Rath, the crew of the "Weatherlight" makes its way to Mercadia, where everything is for sale. In the streets of this strange city,

the heroes find that more than merchandise can be bought and sold.

Scourge

Godsend

War of the Spark

The Empress File

A Planeswalker Novel

A labyrinth of intrigue... Lieutenant Agrus Kos enjoys his work. A top-notch officer of the city guard, he's been on the force over fifty years. He works alone. And the League of Wojek never had problems with him or his work. Until now. They gave him a partner to train, who promptly got himself killed. And the more he looks into the death, the less he likes it. Something dark is moving within the guilds of Ravnica.

An omnibus of the final three novels in the popular series includes the titles Planeswalker, Time Streams, and Bloodlines and finds Urza transformed by his war with Mishra and seeking out the corrupting power of the Phyrexia in order to avenge his brother's death. Original.

A visual history of Magic: The Gathering's Gatewatch Mythology Over the course of its 25-year history, Magic: The Gathering—the world's first and most popular trading card game—has redefined the fantasy genre through its exploration of diverse, fantastic worlds. And traversing those worlds are Planeswalkers, heroes who have

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sworn to defend the Multiverse from harm. Magic: The Gathering: Rise of the Gatewatch is a visual history and celebration of Magic ' s first team of Planeswalkers—Jace Beleren, Ajani Goldmane, Gideon Jura, Kaya, Chandra Nalaar, Nissa Revane, Lilliana Vess, and Teferi. The Gatewatch ' s character histories, from their origins through their final confrontation with Nicol Bolas, are presented here via the very best card, packaging, and convention-exclusive artwork, all of it reproduced together here for the first time, some seen for the first time outside of the card frame. Rise of the Gatewatch is a giftable visual reference guide sure to appeal to new and longtime Magic fans alike.

Urza ' s Legacy Unfolds Urza Planeswalker has enlisted the most brilliant minds from across Dominaria to study at his academy on Tolaria. Together they work to bring to life the greatest artifact weapon Urza has ever devised, hoping to use it to defend their home from an imminent Phyrexian invasion. But treachery and tragedy stalk the tiny island, as Urza and his followers seek to manipulate time itself.

Magic: The Gathering: Planes of the Multiverse

Time Streams

Agents of Artifice