

Magic: The Gathering's Final Fantasy sets will tell the stories of the games

Magic: The Gathering has revealed a look at its forthcoming *Final Fantasy*-themed set. In an interview with *IGN*, senior game designer Daniel Holt talked about the collaboration and this initial look, which focuses on four major character cards and their associated pre-constructed Commander decks.

The revealed cards include Terra from *Final Fantasy VI*, Tidus from *Final Fantasy X*, Y'shtola from (critically acclaimed MMORPG) *Final Fantasy XIV*, and of course, Cloud from *Final Fantasy VII*. What's interesting about these Commander decks is that instead of being constructed to simply support a single powerful card (known as the Commander), each deck's mechanics and cards are designed to tell the story of a specific *Final Fantasy* game.

Since the back half of *Final Fantasy VI* is all about rebuilding the world Kefka destroyed, its associated deck is all about returning creatures from the graveyard to the battlefield, for example. Cloud's deck is all about equipment – you gotta have the right materia for the job, right? *Magic* has always been really good with how it marries the story of a set to gameplay mechanics, and seeing that applied to *Final Fantasy* is really cool.

In the *IGN* interview, Holt assured fans that even though these Commander decks are focused on only four games, the rest of the Standard-legal set will feature cards that represent all 16 mainline *Final Fantasy* games.

You can see previews for some of those cards' artwork on the set's official website [here](#). There will be even more cards revealed during an official *MTG x Final Fantasy* livestream taking place on February 18th at 1PM ET.

<https://www.theverge.com/news/614519/magic-the-gathering-final-fantasy-commander-sets>