

PL2PPPTThe Never Cube Overview

In the beginning, Magic: The Gathering had an immense undiscovered frontier ripe for exploration. Between 1993 and 1996, the game moved quickly, ideas were tested and entire expansions were designed in parallel; some released, others left behind. During this chaotic time, not all of them disappeared completely.

The Never Cube gathers lost assets from that time. This 1,390 card set cube draws from five complete expansions that never saw official publication. Two of these sets were developed within early Wizards of the Coast design circles and never saw print. The other three are later, fan inspired, works built in the same spirit shaped by the limits and possibilities of the early game. Together, they form a cohesive environment that reflects both the recognized patterns of early Magic: The Gathering and the paths it might have taken. This project is designed as a full set library celebrating these pieces of history. The result is a modular environment where smaller draft formats, set-specific experiences, and blended limited formats can all be explored from a single unified archive.

The Sets

Branching Path

Branching Paths explores a version of Magic shaped by a different design direction in 1995. Set on the isolated world of Oldcove, it focuses on the relationship between domination and symbiosis. Across the sky-high expanses of Highprairie; the thick, suffocating mists of the Murkland swamps; the lush, yet dark forests of the Deepwoods; and the mountainside cities of the Empire and the complex ecosystems that link or oppose these environments and their inhabitants - not to mention the creatures that lurk in them!

This 125 card fan inspired set combines nostalgic tone with cohesive mechanical design, creating a strong draft environment within the cube. The Montreal Tundra Wolves original site and overview for this set can be found [here](#).

Edge of the World

Not every set from Magic's early years came from within the company. Edge of the World was designed by Donald X Vaccarino and formally acknowledged by Wizards of the Coast. It stands alone in that regard. Its cards reflect the experimentation of the time. Among them are early forms of ideas that would later appear in official releases, including creatures whose strength grows with the cards in hand. It remains a record of what was possible in those early years.

The original 90 cards were made as black/white "stickers" you could adhere to an existing Magic card. The card content has been updated with the old border card

frame, new art, and existing WoTC IP. The unique history of this fan made set can be found [here](#).

Reflections

Reflections is rooted in early Magic design philosophy and operates within the 1993 to 1995 power band. It began to fill gaps in the early card pool and developed into an exploration of mechanics that feel authentic to the era while extending into spaces that were not revisited later.

This 370 card set takes place in the final days of a fractured realm of twelve kingdoms, Reflections emphasizes simplicity, resonance, and mechanical ideas that align naturally with Alpha-era design. The original post can be found [here](#) by u/Gunnarsonsnewbag2.

The Divine Comedy

Some worlds are built from imagination. Others are drawn from classic stories. Inspired by The Divine Comedy and illustrated through the engravings of Gustave Doré, this set follows a different path of imagination.

Its structure is deliberate, its inhabitants clearly defined. Guardians, Devils, Souls, the Damned, the Penitent, and the Blissful each hold their place within this 129 card classically inspired set. The original post can be found [here](#) by u/ JulusGalt91.

Spectral Chaos

Designed by Barry Reich in the early 1990s, Spectral Chaos represents an early multicolour-focused expansion consisting of 429 cards that was fully developed and play tested but never released.

Its design took shape alongside sets such as Ice Age and Alliances. Many of its ideas later appeared in sets like Tempest and Invasion. Within Never Cube, Spectral Chaos contributes a strong multicolour identity that connects early Magic design with later structural developments. The original set design overview can be found [here](#).

Structure

The Never Cube is built as a complete collection. Each set can be drafted on its own, preserving its original structure, or combined with others to create new environments. The full card pool supports a range of formats, from focused drafts to broader mixed experiences. A suite of custom fixing lands has been added to support play across all five sets while remaining consistent with early Magic design.

Magic's early years left more behind than what was printed. The Never Cube brings those pieces together. It offers a way to explore them as complete works, to see how they function in play, and to experience a version of the game that exists just beyond its recorded history. Some of these paths were never taken; here, they can be.