| ID | Name | Set | Rarity | Color | Type | Cost | Power | Toughness | Loyalty | Keywords | Text | Flavor Text | Artist | Number | Layout | Multiverse ID | Image URL | Watermark | Rulings |
|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 1 | Ancestral Recall | LEA | Rare | Blue | Instant | {U} | | | | | Draw three cards. | | Mark Poole | 48 | normal | 1 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Ancestral Recall | | 2 |
| 2 | Animate Artifact | LEA | Uncommon | Blue | Enchantment | {3}{U} | | | | | Enchant non-Aura artifact<br>As Animate Artifact enters the battlefield, it becomes an artifact creature with power and toughness each equal to its converted mana cost. | | Mark Poole | 49 | normal | 2 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Animate Artifact | | 1 |
| 3 | Animate Dead | LEA | Uncommon | Black | Enchantment | {1}{B} | | | | | Enchant creature card in a graveyard<br>When Animate Dead enters the battlefield, if it's on the battlefield, it loses "enchant creature card in a graveyard" and gains "enchant creature put onto the battlefield with Animate Dead." Return enchanted creature card to the battlefield under your control and attach Animate Dead to it. When Animate Dead leaves the battlefield, that creature's controller sacrifices it.<br>If Animate Dead is attached to a creature and that creature would leave the battlefield, Animate Dead's controller sacrifices it instead. | | Dan Frazier | 50 | normal | 3 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Animate Dead | | 1 |
| 4 | Antlers of the Evil | LEA | Uncommon | Green | Enchantment | {2}{G} | | | | | Enchant creature<br>Enchanted creature gets +2/+2 and has trample. | | Mark Poole | 51 | normal | 4 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Antlers of the Evil | | 1 |
| 5 | Arcane Aggression | LEA | Uncommon | Blue | Enchantment | {2}{U} | | | | | Enchant creature<br>Enchanted creature gets +2/+2 and has trample. | | Mark Poole | 52 | normal | 5 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Arcane Aggression | | 1 |
| 6 | Ashes to Ashes | LEA | Uncommon | Black | Instant | {1}{B}{B} | | | | | Remove Ashes to Ashes and five cards from your graveyard from the game: Ashes to Ashes deals 3 damage to target creature or player and you gain 3 life. | | Mark Poole | 53 | normal | 6 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Ashes to Ashes | | 1 |
| 7 | Badlands | LEA | Rare | | Land | | | | | | ({T}: Add {B} or {R} to your mana pool.) | | Dan Frazier | 54 | normal | 7 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Badlands | | 1 |
| 8 | Balance | LEA | Rare | White | Instant | {1}{W} | | | | | Each player chooses a number of lands he or she controls equal to the number controlled by the player who controls the least lands, then sacrifices the rest. Players discard cards and sacrifice creatures the same way. | | Mark Poole | 55 | normal | 8 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Balance | | 1 |
| 9 | Bayou | LEA | Rare | | Land | | | | | | ({T}: Add {B} or {G} to your mana pool.) | | Dan Frazier | 56 | normal | 9 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Bayou | | 1 |
| 10 | Benalish Hero | LEA | Common | White | Creature | {W} | 1 | 1 | | | | | Douglas Shuler | 57 | normal | 10 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Benalish Hero | | 1 |
| 11 | Berserk | LEA | Uncommon | Green | Instant | {G} | | | | | Target creature gains trample and gets +X/+0 until end of turn, where X is its power. At the beginning of the next end step, destroy that creature if it attacked this turn. | | Mark Poole | 58 | normal | 11 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Berserk | | 1 |
| 12 | Birds of Paradise | LEA | Rare | Green | Creature | {G} | 0 | 1 | | Flying | ({T}: Add one mana of any color to your mana pool.) | | Mark Poole | 59 | normal | 12 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Birds of Paradise | | 1 |
| 13 | Black Knight | LEA | Uncommon | Black | Creature | {B}{B} | 2 | 2 | | First strike | Protection from white | | Douglas Shuler | 60 | normal | 13 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Black Knight | | 1 |
| 14 | Black Lotus | LEA | Rare | Colorless | Artifact | {0} | | | | | ({T}, Sacrifice Black Lotus: Add three mana of any one color to your mana pool.) | | Christopher Rush | 61 | normal | 14 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Black Lotus | | 1 |
| 15 | Blaze of Glory | LEA | Rare | White | Instant | {1}{W}{W} | | | | | Target creature can block any number of creatures this turn. If it blocks a creature it can't block, it and that creature both deal damage equal to their power to the creature they block. | | Mark Poole | 62 | normal | 15 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Blaze of Glory | | 1 |
| 16 | Blessing | LEA | Uncommon | White | Enchantment | {W}{W} | | | | | Enchant creature<br>Enchanted creature gets +2/+2 and has trample. | | Mark Poole | 63 | normal | 16 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Blessing | | 1 |
| 17 | Blue Elemental Blast | LEA | Common | Blue | Instant | {U} | | | | | Counter target red spell. If you control a red permanent, you may destroy target red permanent. | | Mark Poole | 64 | normal | 17 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Blue Elemental Blast | | 1 |
| 18 | Blue Ward | LEA | Uncommon | Blue | Enchantment | {2}{U} | | | | | Enchant creature<br>Enchanted creature gets +2/+2 and has trample. | | Mark Poole | 65 | normal | 18 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Blue Ward | | 1 |
| 19 | Bog Imp | LEA | Common | Black | Creature | {1}{B} | 2 | 1 | | Flying | | | Douglas Shuler | 66 | normal | 19 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Bog Imp | | 1 |
| 20 | Bog Wraith | LEA | Uncommon | Black | Creature | {2}{B}{B} | 3 | 3 | | | | | Douglas Shuler | 67 | normal | 20 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Bog Wraith | | 1 |
| 21 | Bottle of Suleiman | LEA | Rare | Colorless | Artifact | {3} | | | | | {3}: Flip a coin. If you win the flip, put Bottle of Suleiman into your hand. If you lose the flip, Bottle of Suleiman deals 5 damage to you.<br>{T}, Sacrifice Bottle of Suleiman: Put a 5/5 black Djinn artifact creature token with flying named Suleiman into play. | | Mark Poole | 68 | normal | 21 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Bottle of Suleiman | | 1 |
| 22 | Braingeyser | LEA | Rare | Blue | Sorcery | {X}{U}{U} | | | | | Target player draws X cards. | | Mark Poole | 69 | normal | 22 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Braingeyser | | 1 |
| 23 | Burrowing | LEA | Uncommon | Red | Enchantment | {R} | | | | | Enchant creature<br>Enchanted creature gets +2/+2 and has trample. | | Mark Poole | 70 | normal | 23 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Burrowing | | 1 |
| 24 | Camouflage | LEA | Uncommon | Green | Instant | {G} | | | | | Put a face-down creature token into play for each creature you control. Each token is the same as the creature it represents except it's a 2/2 green Wall artifact creature with no abilities. Return the creatures they represent to their owner's hand at the beginning of the next end step. | | Mark Poole | 71 | normal | 24 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Camouflage | | 1 |
| 25 | Castle | LEA | Uncommon | White | Enchantment | {1}{W} | | | | | Untapped creatures you control get +0/+2. | | Mark Poole | 72 | normal | 25 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Castle | | 1 |
| 26 | Celestial Prism | LEA | Uncommon | Colorless | Artifact | {2} | | | | | ({T}: Add one mana of any color to your mana pool.) | | Christopher Rush | 73 | normal | 26 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Celestial Prism | | 1 |
| 27 | Channel | LEA | Rare | Green | Sorcery | {G} | | | | | Until end of turn, any time you could activate a mana ability, you may pay any amount of life. If you do, add that much colorless mana to your mana pool. | | Mark Poole | 74 | normal | 27 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Channel | | 1 |
| 28 | Chaos Orb | LEA | Rare | Colorless | Artifact | {1} | | | | | Flip Chaos Orb onto the battlefield from a height of at least one foot: Destroy all untapped permanents it touches. | | Christopher Rush | 75 | normal | 28 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Chaos Orb | | 1 |
| 29 | Chaoslace | LEA | Uncommon | Red | Instant | {R} | | | | | Target creature gains trample and gets +X/+0 until end of turn, where X is its power. At the beginning of the next end step, destroy that creature if it attacked this turn. | | Mark Poole | 76 | normal | 29 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Chaoslace | | 1 |
| 30 | Circle of Protection: Black | LEA | Uncommon | White | Enchantment | {1}{W} | | | | | {1}: Prevent all damage that would be dealt to you this turn by a black source. | | Mark Poole | 77 | normal | 30 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Circle of Protection: Black | | 1 |
| 31 | Circle of Protection: Blue | LEA | Uncommon | White | Enchantment | {1}{W} | | | | | {1}: Prevent all damage that would be dealt to you this turn by a blue source. | | Mark Poole | 78 | normal | 31 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Circle of Protection: Blue | | 1 |
| 32 | Circle of Protection: Green | LEA | Uncommon | White | Enchantment | {1}{W} | | | | | {1}: Prevent all damage that would be dealt to you this turn by a green source. | | Mark Poole | 79 | normal | 32 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Circle of Protection: Green | | 1 |
| 33 | Circle of Protection: Red | LEA | Uncommon | White | Enchantment | {1}{W} | | | | | {1}: Prevent all damage that would be dealt to you this turn by a red source. | | Mark Poole | 80 | normal | 33 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Circle of Protection: Red | | 1 |
| 34 | Clockwork Beast | LEA | Rare | Colorless | Artifact Creature | {3} | 0 | 2 | | | Clockwork Beast enters the battlefield with seven +1/+0 counters on it.<br>At the beginning of the end step, if Clockwork Beast has a +1/+0 counter on it, remove one from it. | | Christopher Rush | 81 | normal | 34 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Clockwork Beast | | 1 |
| 35 | Clone | LEA | Uncommon | Blue | Creature | {3}{U} | 0 | 0 | | | You may have Clone enter the battlefield as a copy of any creature on the battlefield. | | Mark Poole | 82 | normal | 35 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Clone | | 1 |
| 36 | Cockatrice | LEA | Rare | Blue | Creature | {1}{U}{U} | 2 | 3 | | Flying | Cockatrice can't attack unless defending player controls an artifact. | | Mark Poole | 83 | normal | 36 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Cockatrice | | 1 |
| 37 | Conservator | LEA | Rare | Colorless | Artifact | {3} | | | | | {1}, {T}: Prevent the next 1 damage that would be dealt to you this turn. | | Christopher Rush | 84 | normal | 37 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Conservator | | 1 |
| 38 | Control Magic | LEA | Uncommon | Blue | Enchantment | {2}{U}{U} | | | | | You control enchanted creature. | | Mark Poole | 85 | normal | 38 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Control Magic | | 1 |
| 39 | Copper Tablet | LEA | Uncommon | Colorless | Artifact | {2} | | | | | At the beginning of your upkeep, Copper Tablet deals 1 damage to each player.<br>{1}: Each player may ante an additional card. | | Christopher Rush | 86 | normal | 39 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Copper Tablet | | 1 |
| 40 | Counterspell | LEA | Uncommon | Blue | Instant | {U}{U} | | | | | Counter target spell. | | Mark Poole | 87 | normal | 40 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Counterspell | | 1 |
| 41 | Craw Wurm | LEA | Common | Green | Creature | {4}{G}{G} | 6 | 4 | | | | | Douglas Shuler | 88 | normal | 41 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Craw Wurm | | 1 |
| 42 | Creature Bond | LEA | Common | Blue | Enchantment | {1}{U} | | | | | If enchanted creature would be put into a graveyard, instead remove it from the game. If you do, Creature Bond deals 2 damage to that creature's controller. | | Mark Poole | 89 | normal | 42 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Creature Bond | | 1 |
| 43 | Crusade | LEA | Rare | White | Enchantment | {2}{W} | | | | | White creatures get +1/+1. | | Mark Poole | 90 | normal | 43 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Crusade | | 1 |
| 44 | Cursed Land | LEA | Uncommon | Blue | Enchantment | {2}{U} | | | | | Enchant land<br>Enchanted land is a Swamp. | | Mark Poole | 91 | normal | 44 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Cursed Land | | 1 |
| 45 | Cyclone | LEA | Rare | Green | Enchantment | {2}{G}{G} | | | | | Enchant creature<br>Enchanted creature gets +2/+2 and has trample. | | Mark Poole | 92 | normal | 45 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Cyclone | | 1 |
| 46 | Dark Banishing | LEA | Common | Black | Instant | {2}{B} | | | | | Destroy target nonblack creature. It can't be regenerated. | | Mark Poole | 93 | normal | 46 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Dark Banishing | | 1 |
| 47 | Dark Ritual | LEA | Common | Black | Instant | {B} | | | | | Add {B}{B}{B} to your mana pool. | | Mark Poole | 94 | normal | 47 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Dark Ritual | | 1 |
| 48 | Death Ward | LEA | Common | White | Instant | {W} | | | | | Regenerate target creature. | | Mark Poole | 95 | normal | 48 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Death Ward | | 1 |
| 49 | Deathgrip | LEA | Uncommon | Black | Enchantment | {B}{B} | | | | | {B}{B}: Counter target green spell. | | Mark Poole | 96 | normal | 49 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Deathgrip | | 1 |
| 50 | Demonic Attorney | LEA | Rare | Black | Sorcery | {3}{B}{B} | | | | | Each player chooses one of the top two cards of his or her library. Each player puts the chosen card into his or her hand and the rest into his or her graveyard. | | Mark Poole | 97 | normal | 50 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Demonic Attorney | | 1 |
| 51 | Demonic Hordes | LEA | Rare | Black | Creature | {3}{B}{B}{B} | 6 | 6 | | | {T}: Destroy target land. Demonic Hordes deals damage to itself equal to that land's converted mana cost. If you control no land, sacrifice Demonic Hordes. | | Mark Poole | 98 | normal | 51 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Demonic Hordes | | 1 |
| 52 | Demonic Tutor | LEA | Uncommon | Black | Sorcery | {1}{B} | | | | | Search your library for a card and put that card into your hand. Then shuffle your library. | | Mark Poole | 99 | normal | 52 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Demonic Tutor | | 1 |
| 53 | Desert Twister | LEA | Uncommon | Green | Sorcery | {3}{G} | | | | | Destroy target permanent. | | Mark Poole | 100 | normal | 53 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Desert Twister | | 1 |
| 54 | Disenchant | LEA | Common | White | Instant | {1}{W} | | | | | Destroy target artifact or enchantment. | | Mark Poole | 101 | normal | 54 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Disenchant | | 1 |
| 55 | Disintegrate | LEA | Common | Red | Sorcery | {X}{R} | | | | | Disintegrate deals X damage to target creature or player. A creature dealt damage this way can't be regenerated this turn. If that creature would die this turn, remove it from the game instead. | | Mark Poole | 102 | normal | 55 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Disintegrate | | 1 |
| 56 | Dragon Whelp | LEA | Uncommon | Red | Creature | {1}{R} | 2 | 1 | | Flying | {R}: Dragon Whelp gets +1/+0 until end of turn. If this ability has been activated four or more times this turn, sacrifice Dragon Whelp at the beginning of the next end step. | | Mark Poole | 103 | normal | 56 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Dragon Whelp | | 1 |
| 57 | Drain Life | LEA | Common | Black | Sorcery | {X}{B} | | | | | Drain Life deals X damage to target creature or player. You gain life equal to the damage dealt, but no more than the creature's toughness or the player's life total before the damage was dealt. | | Mark Poole | 104 | normal | 57 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Drain Life | | 1 |
| 58 | Drain Power | LEA | Uncommon | Blue | Sorcery | {U} | | | | | Gain control of all blue permanents you control. Until end of turn, you gain control of all blue permanents target player controls. | | Mark Poole | 105 | normal | 58 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Drain Power | | 1 |
| 59 | Drudge Skeletons | LEA | Common | Black | Creature | {1}{B} | 1 | 1 | | | {B}: Regenerate Drudge Skeletons. | | Douglas Shuler | 106 | normal | 59 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Drudge Skeletons | | 1 |
| 60 | Dwarven Demolition Team | LEA | Uncommon | Red | Creature | {2}{R} | 2 | 2 | | | {T}, Sacrifice a land: Destroy target land. | | Douglas Shuler | 107 | normal | 60 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Dwarven Demolition Team | | 1 |
| 61 | Dwarven Warriors | LEA | Common | Red | Creature | {2}{R} | 2 | 2 | | | Dwarven Warriors can't attack unless you pay {1} for each other attacking Dwarven Warrior. | | Douglas Shuler | 108 | normal | 61 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Dwarven Warriors | | 1 |
| 62 | Earth Elemental | LEA | Uncommon | Red | Creature | {3}{R}{R} | 4 | 5 | | | | | Douglas Shuler | 109 | normal | 62 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Earth Elemental | | 1 |
| 63 | Earthbind | LEA | Common | Red | Enchantment | {1}{R} | | | | | Enchant creature<br>When Earthbind enters the battlefield, it deals 2 damage to target creature with flying.<br>Enchanted creature loses flying and can't attack or block. | | Mark Poole | 110 | normal | 63 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Earthbind | | 1 |
| 64 | Earthquake | LEA | Rare | Red | Sorcery | {X}{R} | | | | | Earthquake deals X damage to each creature without flying and each player. | | Mark Poole | 111 | normal | 64 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Earthquake | | 1 |
| 65 | Elvish Archers | LEA | Rare | Green | Creature | {2}{G} | 2 | 1 | | First strike | | | Douglas Shuler | 112 | normal | 65 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Elvish Archers | | 1 |
| 66 | Energy Flux | LEA | Uncommon | Blue | Enchantment | {2}{U} | | | | | All artifacts have "At the beginning of your upkeep, sacrifice this artifact unless you pay {2}." | | Mark Poole | 113 | normal | 66 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Energy Flux | | 1 |
| 67 | Evil Presence | LEA | Uncommon | Black | Enchantment | {2}{B} | | | | | Enchant land<br>Enchanted land is a Swamp. | | Mark Poole | 114 | normal | 67 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Evil Presence | | 1 |
| 68 | Fastbond | LEA | Rare | Green | Enchantment | {G} | | | | | You may play any number of lands on each of your turns.<br>Whenever you play a land, if it's the first land you've played this turn, Fastbond deals 1 damage to you. | | Mark Poole | 115 | normal | 68 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Fastbond | | 1 |
| 69 | Fireball | LEA | Common | Red | Sorcery | {X}{R} | | | | | Fireball deals X damage to target creature or player. If you're targeting a creature, Fireball deals X damage to that creature and each other creature without flying. | | Mark Poole | 116 | normal | 69 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Fireball | | 1 |
| 70 | Firebreathing | LEA | Common | Red | Enchantment | {R} | | | | | Enchant creature<br>Enchanted creature gets +2/+2 and has trample. | | Mark Poole | 117 | normal | 70 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Firebreathing | | 1 |
| 71 | Flashfires | LEA | Uncommon | Red | Sorcery | {2}{R} | | | | | Destroy all Plains. | | Mark Poole | 118 | normal | 71 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Flashfires | | 1 |
| 72 | Flight | LEA | Uncommon | Blue | Enchantment | {2}{U} | | | | | Enchant creature<br>Enchanted creature gets +2/+2 and has trample. | | Mark Poole | 119 | normal | 72 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Flight | | 1 |
| 73 | Flood | LEA | Uncommon | Blue | Enchantment | {1}{U} | | | | | Enchant land<br>Enchanted land is a Swamp. | | Mark Poole | 120 | normal | 73 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Flood | | 1 |
| 74 | Forcefield | LEA | Rare | Colorless | Artifact | {4} | | | | | {1}: Prevent all damage that would be dealt to you this turn by unblocked creatures. | | Christopher Rush | 121 | normal | 74 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Forcefield | | 1 |
| 75 | Forest | LEA | Rare | | Land | | | | | | ({T}: Add {G} to your mana pool.) | | Dan Frazier | 122 | normal | 75 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Forest | | 1 |
| 76 | Fork | LEA | Uncommon | Blue | Instant | {U}{U} | | | | | Copy target sorcery spell. You may choose new targets for the copy. | | Mark Poole | 123 | normal | 76 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Fork | | 1 |
| 77 | Fungusaur | LEA | Uncommon | Green | Creature | {1}{G} | 2 | 2 | | | Whenever Fungusaur is dealt damage, put a +1/+1 counter on it. | | Douglas Shuler | 124 | normal | 77 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Fungusaur | | 1 |
| 78 | Gaea's Liege | LEA | Rare | Green | Creature | {3}{G}{G} | 3 | 3 | | | {T}: Target land becomes a 6/6 green creature for as long as you control Gaea's Liege and Gaea's Liege remains tapped. It's still a land. | | Mark Poole | 125 | normal | 78 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Gaea's Liege | | 1 |
| 79 | Gaeas Liege | LEA | Rare | Green | Creature | {3}{G}{G} | 3 | 3 | | | {T}: Target land becomes a 6/6 green creature for as long as you control Gaea's Liege and Gaea's Liege remains tapped. It's still a land. | | Mark Poole | 126 | normal | 79 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Gaeas Liege | | 1 |
| 80 | Gaseous Form | LEA | Uncommon | Blue | Enchantment | {2}{U} | | | | | Enchant creature<br>Enchanted creature gets +2/+2 and has trample. | | Mark Poole | 127 | normal | 80 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Gaseous Form | | 1 |
| 81 | Gauntlet of Might | LEA | Rare | Colorless | Artifact | {4} | | | | | Red creatures get +1/+1.<br>Mountains are red. | | Christopher Rush | 128 | normal | 81 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Gauntlet of Might | | 1 |
| 82 | Ghazban Ogre | LEA | Uncommon | Black | Creature | {2}{B} | 2 | 2 | | | {T}: Target creature gets +1/+1 until end of turn. | | Douglas Shuler | 129 | normal | 82 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Ghazban Ogre | | 1 |
| 83 | Giant Growth | LEA | Common | Green | Instant | {G} | | | | | Target creature gets +3/+3 until end of turn. | | Mark Poole | 130 | normal | 83 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Giant Growth | | 1 |
| 84 | Giant Spider | LEA | Common | Green | Creature | {3}{G} | 2 | 4 | | Reach | | | Douglas Shuler | 131 | normal | 84 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Giant Spider | | 1 |
| 85 | Giant Strength | LEA | Uncommon | Green | Enchantment | {1}{G} | | | | | Enchant creature<br>Enchanted creature gets +2/+2 and has trample. | | Mark Poole | 132 | normal | 85 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Giant Strength | | 1 |
| 86 | Goblin Balloon Brigade | LEA | Uncommon | Red | Creature | {1}{R} | 2 | 2 | | | {R}: Goblin Balloon Brigade gains flying until end of turn. | | Douglas Shuler | 133 | normal | 86 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Goblin Balloon Brigade | | 1 |
| 87 | Goblin King | LEA | Rare | Red | Creature | {1}{R}{R} | 2 | 2 | | | Other Goblin creatures get +1/+1 and have mountainwalk. | | Douglas Shuler | 134 | normal | 87 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Goblin King | | 1 |
| 88 | Granite Gargoyle | LEA | Rare | Red | Creature | {2}{R} | 2 | 2 | | | {R}: Granite Gargoyle gets +0/+1 until end of turn. | | Douglas Shuler | 135 | normal | 88 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Granite Gargoyle | | 1 |
| 89 | Grizzly Bears | LEA | Common | Green | Creature | {1}{G} | 2 | 2 | | | | | Douglas Shuler | 136 | normal | 89 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Grizzly Bears | | 1 |
| 90 | Guardian Angel | LEA | Uncommon | White | Enchantment | {2}{W} | | | | | Enchant creature<br>Enchanted creature gets +2/+2 and has trample. | | Mark Poole | 137 | normal | 90 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Guardian Angel | | 1 |
| 91 | Guardian Beast | LEA | Uncommon | White | Enchantment | {2}{W} | | | | | Enchant creature<br>Enchanted creature gets +2/+2 and has trample. | | Mark Poole | 138 | normal | 91 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Guardian Beast | | 1 |
| 92 | Healing Salve | LEA | Common | White | Instant | {W} | | | | | Target player gains 3 life. | | Mark Poole | 139 | normal | 92 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Healing Salve | | 1 |
| 93 | Heroes Reunion | LEA | Uncommon | White | Enchantment | {2}{W} | | | | | Enchant creature<br>Enchanted creature gets +2/+2 and has trample. | | Mark Poole | 140 | normal | 93 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Heroes Reunion | | 1 |
| 94 | Hill Giant | LEA | Common | Red | Creature | {3}{R} | 3 | 3 | | | | | Douglas Shuler | 141 | normal | 94 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Hill Giant | | 1 |
| 95 | Holy Armor | LEA | Uncommon | White | Enchantment | {2}{W} | | | | | Enchant creature<br>Enchanted creature gets +2/+2 and has trample. | | Mark Poole | 142 | normal | 95 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Holy Armor | | 1 |
| 96 | Holy Strength | LEA | Common | White | Enchantment | {1}{W} | | | | | Enchant creature<br>Enchanted creature gets +2/+2 and has trample. | | Mark Poole | 143 | normal | 96 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Holy Strength | | 1 |
| 97 | Howl from Beyond | LEA | Common | Black | Instant | {B} | | | | | Target creature gets +X/+0 until end of turn, where X is its power. | | Mark Poole | 144 | normal | 97 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Howl from Beyond | | 1 |
| 98 | Howling Mine | LEA | Rare | Colorless | Artifact | {2} | | | | | At the beginning of each player's draw step, if Howling Mine is untapped, that player draws an additional card. | | Christopher Rush | 145 | normal | 98 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Howling Mine | | 1 |
| 99 | Hurkyl's Recall | LEA | Uncommon | Blue | Instant | {2}{U} | | | | | Return all artifacts target player owns to his or her hand. | | Mark Poole | 146 | normal | 99 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Hurkyl's Recall | | 1 |
| 100 | Hypnotic Specter | LEA | Uncommon | Black | Creature | {1}{B}{B} | 2 | 2 | | Flying | Whenever Hypnotic Specter deals damage to an opponent, that player discards a card at random. | | Mark Poole | 147 | normal | 100 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Hypnotic Specter | | 1 |
| 101 | Ice Storm | LEA | Uncommon | Green | Sorcery | {3}{G} | | | | | Destroy target permanent. | | Mark Poole | 148 | normal | 101 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Ice Storm | | 1 |
| 102 | Illusionary Mask | LEA | Rare | Blue | Enchantment | {U} | | | | | {X}: Put a face-down creature token into play. It's the same as the creature it represents except it's a 2/2 white Wall artifact creature with no abilities. Return the creature it represents to its owner's hand at the beginning of the next end step. X can't be 0. | | Mark Poole | 149 | normal | 102 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Illusionary Mask | | 1 |
| 103 | Immolation | LEA | Uncommon | Red | Enchantment | {2}{R} | | | | | Enchant creature<br>Enchanted creature gets +2/+2 and has trample. | | Mark Poole | 150 | normal | 103 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Immolation | | 1 |
| 104 | Incinerate | LEA | Common | Red | Sorcery | {1}{R} | | | | | Incinerate deals 3 damage to target creature or player. A creature dealt damage this way can't be regenerated this turn. If that creature would die this turn, remove it from the game instead. | | Mark Poole | 151 | normal | 104 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Incinerate | | 1 |
| 105 | Instant Death | LEA | Uncommon | Black | Sorcery | {2}{B} | | | | | Destroy target nonblack creature. It can't be regenerated. | | Mark Poole | 152 | normal | 105 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Instant Death | | 1 |
| 106 | Iron Star | LEA | Uncommon | Colorless | Artifact | {1} | | | | | {1}: Prevent the next 1 damage that would be dealt to you this turn by a red source. | | Christopher Rush | 153 | normal | 106 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Iron Star | | 1 |
| 107 | Ironclaw Orcs | LEA | Common | Red | Creature | {1}{R} | 2 | 2 | | | Ironclaw Orcs can't block creatures with power 2 or greater. | | Douglas Shuler | 154 | normal | 107 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Ironclaw Orcs | | 1 |
| 108 | Island | LEA | Rare | | Land | | | | | | ({T}: Add {U} to your mana pool.) | | Dan Frazier | 155 | normal | 108 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Island | | 1 |
| 109 | Island Sanctuary | LEA | Rare | White | Enchantment | {3}{W} | | | | | Skip your draw step.<br>Creatures can't attack you unless their controller pays {2} for each creature attacking you. | | Mark Poole | 156 | normal | 109 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Island Sanctuary | | 1 |
| 110 | Ivory Tower | LEA | Uncommon | Colorless | Artifact | {2} | | | | | At the beginning of your upkeep, you gain 1 life for each card in your hand above four. | | Christopher Rush | 157 | normal | 110 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Ivory Tower | | 1 |
| 111 | Jade Monolith | LEA | Rare | Colorless | Artifact | {3} | | | | | You may pay any damage that would be dealt to you to Jade Monolith instead.<br>{1}: Target creature gains protection from white until end of turn. Damage that would be dealt to that creature this turn by a white source is dealt to Jade Monolith instead. | | Christopher Rush | 158 | normal | 111 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Jade Monolith | | 1 |
| 112 | Jandor's Saddlebags | LEA | Rare | Colorless | Artifact | {3} | | | | | {1}, {T}, Sacrifice Jandor's Saddlebags: Untap target creature. That creature gains haste until end of turn. | | Christopher Rush | 159 | normal | 112 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Jandor's Saddlebags | | 1 |
| 113 | Jandors Saddlebags | LEA | Rare | Colorless | Artifact | {3} | | | | | {1}, {T}, Sacrifice Jandor's Saddlebags: Untap target creature. That creature gains haste until end of turn. | | Christopher Rush | 160 | normal | 113 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Jandors Saddlebags | | 1 |
| 114 | Jayemdae Tome | LEA | Rare | Colorless | Artifact | {4} | | | | | {1}, {T}: Draw a card. | | Christopher Rush | 161 | normal | 114 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Jayemdae Tome | | 1 |
| 115 | Juggernaut | LEA | Uncommon | Colorless | Artifact Creature | {4} | 5 | 3 | | | Juggernaut attacks each turn if able.<br>Juggernaut can't be blocked by Wall creatures. | | Christopher Rush | 162 | normal | 115 | http://gatherer.wizards.com/Handler/Image.ashx?type=card&name=Juggernaut | | 1 |
| 116 | Jump | LEA | Common | Blue | Instant | {U} | | | | | Target creature