Urza's Destiny

Expansion set for Magic: The Gathering

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Key:

Rare cards (R) are shown in bold text.
Uncommon cards (U) are shown in italicized text.
Common cards (C) are shown in normal text.

Each booster pack contains 1 rare, 3 uncommon, and 11 common.

Every card in the set has a normal version and a foil version.
Rare foil cards appear in a rare slot in one out of every 40 booster packs.
Uncommon foil cards appear in an uncommon slot in one out of every 20 booster packs.
Common foil cards appear in a common slot in one out of every 12 booster packs.

Land:

		Card Name	Spell Type	Ability
		Yavimaya Hollow	Legendary Land	Tap: Add one colorless mana to your mana pool. ; G,Tap: Regenerate target creature.

Artifacts:

Card Name	Spell Type	Cost	Ability
Junk Diver	Artifact Creature	3	1/1, Flying. When Junk Diver is put into a graveyard from play, return another target artifact card from your graveyard to your hand.
Masticore	Artifact Creature	4	4/4. At the beginning of your upkeep, you may choose and discard a card from your hand. If you don't, sacrifice Masticore. ; 2: Masticore deals 1 damage to target creature. ; 2: Regenerate Masticore.
Metalworker	Artifact Creature	3	1/2. Tap: Reveal any number of artifact cards in your hand. Add two colorless mana to your mana pool for each card revealed this way.
Powder Keg	Artifact	2	At the beginning of your upkeep, you may put a fuse counter on Powder Keg. ; Tap,Sacrifice Powder Keg: Destroy each artifact and creature with converted mana cost equal to the number of fuse counters on Powder Keg.
Scrying Glass	Artifact	2	3,Tap: Choose a number greater than 0 and a color. Target opponent reveals his or her hand. If that opponent reveals exactly the chosen number of cards of the chosen color, you draw a card.
Storage Matrix	Artifact	3	As long as Storage Matrix is untapped, instead of each player untapping the permanents he or she controls during his or her untap step, that player chooses artifacts, creatures, or lands and untaps all permanents of the chosen type he or she controls.
Thran Golem	Artifact Creature - Golem	5	3/3. As long as Thran Golem is enchanted, it gets +2/+2 and gains flying, first strike, and trample.
Urza's Incubator	Artifact	3	When Urza's Incubator comes into play, choose a creature type. ; Creature spells of the chosen type cost o2 less to play.
Braidwood Cup	Artifact	3	Tap: You gain 1 life.
Braidwood Sextant	Artifact	1	2,Tap,Sacrifice Braidwood Sextant: Search your library for a basic land card, reveal that card, and put it into your hand. Then shuffle your library.
Brass Secretary	Artifact Creature	3	2/1. 2,Sacrifice Brass Secretary: Draw a card.
Caltrops	Artifact	3	Whenever a creature attacks, Caltrops deals 1 damage to it.
Extruder	Artifact Creature	4	4/3, Echo. Sacrifice an artifact: Put a +1/+1 counter on target creature.
Fodder Cannon	Artifact	4	4,Tap,Sacrifice a creature: Fodder Cannon deals 4 damage to target creature.
Mantis Engine	Artifact Creature	5	3/3. 2: Mantis Engine gains flying until end of turn. ; 2: Mantis Engine gains first strike until end of turn.
Thran Dynamo	Artifact	4	Tap: Add three colorless mana to your mana pool.
Thran Foundry	Artifact	1	1,Tap, Remove Thran Foundry from the game: Target player shuffles his or her graveyard into his or her library.

Black Spells:

Card Name	Spell Type	Cost	Ability
Apprentice Necromancer	Creature - Wizard	B1	1/1. B,Tap,Sacrifice Apprentice Necromancer: Return target creature card from your graveyard to play. That creature gains haste. At end of turn, sacrifice it. (The creature may attack and Tap the turn it comes under your control.)
Attrition	Enchantment	BB1	B,Sacrifice a creature: Destroy target nonblack creature.
Body Snatcher	Creature - Minion	BB2	2/2. When Body Snatcher comes into play, you may choose and discard a creature card from your hand. If you don't, remove Body Snatcher from the game. ; When Body Snatcher is put into a graveyard from play, remove Body Snatcher from the game and return target creature card from your graveyard to play.
Carnival of Souls	Enchantment	B1	Whenever a creature comes into play, you lose 1 life and add B to your mana pool.
Phyrexian Negator	Creature - Horror	B2	5/5, Trample. Whenever Phyrexian Negator is dealt damage, sacrifice a permanent for each 1 damage dealt to it.
Rapid Decay	Instant	B1	Cycling 2. Remove from the game up to three target cards in a single graveyard.
Yawgmoth's Bargain	Enchantment	BB4	Skip your draw step. ; Pay 1 life: Draw a card.
Encroach	Sorcery	B	Look at target player's hand and choose a nonbasic land card from it. That player discards that card.
Eradicate	Sorcery	BB2	Remove target nonblack creature from the game. Search its controller's graveyard, hand, and library for all copies of that card and remove them from the game. That player then shuffles his or her library.
Festering Wound	Enchant Creature	B1	At the beginning of your upkeep, you may put an infection counter on Festering Wound. ; At the beginning of the upkeep of enchanted creature's controller, Festering Wound deals X damage to that player, where X is the number of infection counters on Festering Wound.
Lurking Jackals	Enchantment	B	When one of your opponents has 10 life or less, if Lurking Jackals is an enchantment, it becomes a 3/2 Hound creature.
Nightshade Seer	Creature - Wizard	B3	1/1. 2B,Tap: Reveal any number of black cards in your hand. Target creature gets -X/-X until end of turn, where X is the number of cards revealed this way.
Plague Dogs	Creature - Hound	B4	3/3. When Plague Dogs is put into a graveyard from play, all creatures get -1/-1 until end of turn. ; 2,Sacrifice Plague Dogs: Draw a card.
Soul Feast	Sorcery	BB3	Target player loses 4 life and you gain 4 life.
Bubbling Muck	Sorcery	B	Until end of turn, whenever a player taps a swamp for mana, it produces an additional B.
Chime of Night	Enchant Creature	B1	When Chime of Night is put into a graveyard from play, destroy target nonblack creature.
Disease Carriers	Creature - Rat	BB2	2/2. When Disease Carriers is put into a graveyard from play, target creature gets -2/-2 until end of turn.
Dying Wail	Enchant Creature	B1	When enchanted creature is put into a graveyard from play, target player chooses and discards two cards from his or her hand.
Phyrexian Monitor	Creature - Skeleton	B3	2/2. B: Regenerate Phyrexian Monitor.
Ravenous Rats	Creature - Rat	B1	1/1. When Ravenous Rats comes into play, target opponent chooses and discards a card from his or her hand.
Scent of Nightshade	Instant	B1	Reveal any number of black cards in your hand. Target creature gets -X/-X until end of turn, where X is the number of cards revealed this way.
Skittering Horror	Creature - Horror	B2	4/3. When you play a creature spell, sacrifice Skittering Horror.
Slinking Skirge	Creature - Imp	B3	2/1, Flying. 2,Sacrifice Slinking Skirge: Draw a card.
Squirming Mass	Creature - Horror	B1	1/1. Squirming Mass can't be blocked except by artifact creatures and black creatures.
Twisted Experiment	Enchant Creature	B1	Enchanted creature gets +3/-1.

Blue Spells:

Card Name	Spell Type	Cost	Ability
Aura Thief	Creature - Illusion	U3	2/2, Flying. When Aura Thief is put into a graveyard from play, you gain control of all enchantments. (You don't get to move local enchantments.)
Blizzard Elemental	Creature - Elemental	UU5	5/5, Flying. 3U: Untap Blizzard Elemental.
Donate	Sorcery	U2	Target player gains control of target permanent you control.
Opposition	Enchantment	UU2	Tap an untapped creature you control: Tap target artifact, creature, or land.
Rayne, Academy Chancellor	Creature - Wizard Legend	U2	1/1. Whenever you or a permanent you control is the target of a spell or ability controlled by one of your opponents, you may draw a card, and if Rayne, Academy Chancellor is enchanted, you may draw another card.
Temporal Adept	Creature - Wizard	UU1	1/1. UUU,Tap: Return target permanent to its owner's hand.
Treachery	Enchant Creature	UU3	When Treachery comes into play, untap up to five lands. ; You control enchanted creature.
Brine Seer	Creature - Wizard	U3	1/1. 2U,Tap: Reveal any number of blue cards in your hand. Counter target spell unless its controller pays o1 for each card revealed this way.
Disappear	Enchant Creature	UU2	U: Return enchanted creature and Disappear to their owners' hands.
Iridescent Drake	Creature - Drake	U3	2/2, Flying. When Iridescent Drake comes into play, return target enchant creature card from a graveyard to play enchanting Iridescent Drake. (You control that enchantment.)
Metathran Elite	Creature - Soldier	UU1	2/3. Metathran Elite is unblockable as long as it's enchanted.
Private Research	Enchant Creature	U	At the beginning of your upkeep, you may put a page counter on Private Research. ; When enchanted creature is put into a graveyard, draw a card for each page counter on Private Research.
Quash	Instant	UU2	Counter target instant or sorcery spell. Search its controller's graveyard, hand, and library for all copies of that card and remove them from the game. That player then shuffles his or her library.
Thieving Magpie	Creature - Bird	UU2	1/3, Flying. Whenever Thieving Magpie deals damage to one of your opponents, you draw a card.
Bubbling Beebles	Creature - Beeble	U4	3/3. Bubbling Beebles is unblockable as long as defending player controls an enchantment.
Fatigue	Sorcery	U1	Target player skips his or her next draw step.
Fledgling Osprey	Creature - Bird	U	1/1. Fledgling Osprey gains flying as long as it's enchanted.
Illuminated Wings	Enchant Creature	U1	Enchanted creature gains flying. ; 2,Sacrifice Illuminated Wings: Draw a card.
Kingfisher	Creature - Bird	U3	2/2, Flying. When Kingfisher is put into a graveyard from play, draw a card.
Mental Discipline	Enchantment	UU1	1U, Choose and discard a card from your hand: Draw a card.
Metathran Soldier	Creature - Soldier	U1	1/1. Metathran Soldier is unblockable.
Rescue	Instant	U	Return target permanent you control to its owner's hand.
Scent of Brine	Instant	U1	Reveal any number of blue cards in your hand. Counter target spell unless its controller pays 1 for each card revealed this way.
Sigil of Sleep	Enchant Creature	U	Whenever enchanted creature deals damage to a player, return target creature that player controls to its owner's hand.
Telepathic Spies	Creature - Wizard	U2	2/2. When Telepathic Spies comes into play, look at target opponent's hand.

Green Spells:

Card Name	Spell Type	Cost	Ability
Ancient Silverback	Creature - Ape	GG4	6/5. G: Regenerate Ancient Silverback.
Elvish Piper	Creature - Elf	G3	1/1. G,Tap: Put a creature card from your hand into play.
Emperor Crocodile	Creature - Crocodile	G3	5/5. When you control no other creatures, sacrifice Emperor Crocodile.
Pattern of Rebirth	Enchant Creature	G3	When enchanted creature is put into a graveyard from play, that creature's controller may search his or her library for a creature card and put that card into play. If that player does, he or she then shuffles his or her library.
Plow Under	Sorcery	GG3	Put two target lands on top of their owner's library.
Rofellos, Llanowar Emissary	Creature - Elf Legend	GG	2/1. Tap: Add one green mana to your mana pool for each forest you control.
Thorn Elemental	Creature - Elemental	GG5	7/7. Thorn Elemental may deal its combat damage to defending player as though it weren't blocked.
Compost	Enchantment	G1	Whenever a black card is put into one of your opponents' graveyards, you may draw a card.
Gamekeeper	Creature - Elf	G3	2/2. When Gamekeeper is put into a graveyard from play, you may remove Gamekeeper from the game. If you do, reveal cards from your library until you reveal a creature card. Put that card into play and put the other cards revealed this way into your graveyard.
Hunting Moa	Creature - Beast	G2	3/2, Echo. Whenever Hunting Moa comes into play or is put into a graveyard from play, put a +1/+1 counter on target creature.
Ivy Seer	Creature - Wizard	G3	1/1. 2G,Tap: Reveal any number of green cards in your hand. Target creature gets +X/+X until end of turn, where X is the number of cards revealed this way.
Momentum	Enchant Creature	G2	At the beginning of your upkeep, you may put a growth counter on Momentum. ; Enchanted creature gets +1/+1 for each growth counter on Momentum.
Splinter	Sorcery	GG2	Remove target artifact from the game. Search its controller's graveyard, hand, and library for all copies of that card and remove them from the game. That player then shuffles his or her library.
Yavimaya Enchantress	Creature - Druid	G2	2/2. Yavimaya Enchantress gets +1/+1 for each enchantment in play.
Elvish Lookout	Creature - Elf	G	1/1. Elvish Lookout can't be the target of spells or abilities.
Goliath Beetle	Creature - Insect	G2	3/1, Trample.
Heart Warden	Creature - Elf	G1	1/1. Tap: Add one green mana to your mana pool. ; 2,Sacrifice Heart Warden: Draw a card.
Magnify	Instant	G	All creatures get +1/+1 until end of turn.
Marker Beetles	Creature - Insect	GG1	2/3. When Marker Beetles is put into a graveyard from play, target creature gets +1/+1 until end of turn. ; 2,Sacrifice Marker Beetles: Draw a card.
Multani's Decree	Sorcery	G3	Destroy all enchantments. You gain 2 life for each enchantment destroyed this way.
Plated Spider	Creature - Spider	G4	4/4. Plated Spider may block as though it had flying.
Rofellos's Gift	Sorcery	G	Reveal any number of green cards in your hand. Return an enchantment card from your graveyard to your hand for each card revealed this way.
Scent of Ivy	Instant	G	Reveal any number of green cards in your hand. Target creature gets +X/+X until end of turn, where X is the number of cards revealed this way.
Taunting Elf	Creature - Elf	G	0/1. All creatures able to block Taunting Elf do so.
Yavimaya Elder	Creature - Druid	GG1	2/1. When Yavimaya Elder is put into a graveyard from play, you may search your library for up to two basic land cards, reveal them, and put them into your hand. If you do, shuffle your library. ; 2,Sacrifice Yavimaya Elder: Draw a card.

Red Spells:

		Card Name	Spell Type	Cost	Ability
		Bloodshot Cyclops	Creature - Giant	R5	4/4. Tap,Sacrifice a creature: Bloodshot Cyclops deals X damage to target creature or player, where X is the sacrificed creature's power.
		Covetous Dragon	Creature - Dragon	R4	6/5, Flying. When you control no artifacts, sacrifice Covetous Dragon.
		Goblin Festival	Enchantment	R1	2: Goblin Festival deals 1 damage to target creature or player. Flip a coin. If you lose the flip, choose one of your opponents. That player gains control of Goblin Festival.
		Goblin Marshal	Creature - Goblin	RR4	3/3, Echo. Whenever Goblin Marshal comes into play or is put into a graveyard from play, put two 1/1 red Goblin creature tokens into play.
		Impatience	Enchantment	R2	At the end of each player's turn, if that player didn't play a spell that turn, Impatience deals 2 damage to him or her.
		Repercussion	Enchantment	RR1	Whenever a creature is dealt damage, Repercussion deals that much damage to that creature's controller.
		Wake of Destruction	Sorcery	RRR3	Destroy target land and all lands with the same name as that land.
		AEther Sting	Enchantment	R3	Whenever one of your opponents plays a creature spell, AEther Sting deals 1 damage to that player.
		Cinder Seer	Creature - Wizard	R3	1/1. 2R,Tap: Reveal any number of red cards in your hand. Cinder Seer deals X damage to target creature or player, where X is the number of cards revealed this way.
		Goblin Berserker	Creature - Goblin	R3	2/2, First Strike, Haste (This creature may attack and Tap the turn it comes under your control.)
		Incendiary	Enchant Creature	R	At the beginning of your upkeep, you may put a fuse counter on Incendiary. ; When enchanted creature is put into a graveyard, Incendiary deals X damage to target creature or player, where X is the number of fuse counters on Incendiary.
		Keldon Champion	Creature - Barbarian	RR2	3/2, Echo, Haste (This creature may attack and Tap the turn it comes under your control.) When Keldon Champion comes into play, it deals 3 damage to target player.
		Landslide	Sorcery	R	Sacrifice any number of mountains. Landslide deals that much damage to target player.
		Sowing Salt	Sorcery	RR2	Remove target nonbasic land from the game. Search its controller's graveyard, hand, and library for all copies of that card and remove them from the game. That player then shuffles his or her library.
		Colos Yearling	Creature - Beast	R2	1/1, Mountainwalk (This creature is unblockable as long as defending player controls a mountain.). R: Colos Yearling gets +1/+0 until end of turn.
		Flame Jet	Sorcery	R1	Cycling 2. Flame Jet deals 3 damage to target player.
		Goblin Gardener	Creature - Goblin	R3	2/1. When Goblin Gardener is put into a graveyard from play, destroy target land.
		Goblin Masons	Creature - Goblin	R1	2/1. When Goblin Masons is put into a graveyard from play, destroy target Wall.
		Hulking Ogre	Creature - Ogre	R2	3/3. Hulking Ogre can't block.
		Keldon Vandals	Creature - Townsfolk	R2	4/1, Echo. When Keldon Vandals comes into play, destroy target artifact.
		Mark of Fury	Enchant Creature	R	Enchanted creature gains haste. (It may attack and Tap the turn it comes under your control.) ; At end of turn, return Mark of Fury to its owner's hand.
		Reckless Abandon	Sorcery	R	As an additional cost to play Reckless Abandon, sacrifice a creature. ; Reckless Abandon deals 4 damage to target creature or player.
		Scent of Cinder	Sorcery	R1	Reveal any number of red cards in your hand. Scent of Cinder deals X damage to target creature or player, where X is the number of cards revealed this way.
		Trumpet Blast	Instant	R2	Attacking creatures get +2/+0 until end of turn.
		Wild Colos	Creature - Beast	R2	2/2, Haste (This creature may attack and Tap the turn it comes under your control.)

White Spells:

Card Name	Spell Type	Cost	Ability
Academy Rector	Creature - Cleric	W3	1/2. When Academy Rector is put into a graveyard from play, you may remove Academy Rector from the game. If you do, search your library for an enchantment card and put that card into play. Then shuffle your library.
False Prophet	Creature - Cleric	WW2	2/2. When False Prophet is put into a graveyard from play, remove all creatures from the game.
Flicker	Sorcery	W1	Remove target nontoken permanent from the game, then return it to play under its owner's control.
Master Healer	Creature - Cleric	W4	1/4. Tap: Prevent the next 4 damage to target creature or player this turn.
Opalescence	Enchantment	WW2	Each other global enchantment is a creature with power and toughness each equal to its converted mana cost. It's still an enchantment.
Replenish	Sorcery	W3	Return all enchantment cards from your graveyard to play. (Local enchantments with no permanent to enchant remain in your graveyard.)
Tethered Griffin	Creature - Griffin	W	2/3, Flying. When you control no enchantments, sacrifice Tethered Griffin.
Archery Training	Enchant Creature	W	At the beginning of your upkeep, you may put an arrow counter on Archery Training. ; Enchanted creature gains "Tap: This creature deals X damage to target attacking or blocking creature, where X is the number of arrow counters on the Archery Training enchanting this creature."
Jasmine Seer	Creature - Wizard	W3	1/1. 2W,Tap: Reveal any number of white cards in your hand. You gain 2 life for each card revealed this way.
Sanctimony	Enchantment	W1	Whenever one of your opponents taps a mountain for mana, you may gain 1 life.
Scour	Instant	WW2	Remove target enchantment from the game. Search its controller's graveyard, hand, and library for all copies of that card and remove them from the game. That player then shuffles his or her library.
Serra Advocate	Creature - Angel	W3	2/2, Flying. Tap: Target attacking or blocking creature gets +2/+2 until end of turn.
Voice of Duty	Creature - Angel	W3	2/2, Flying, Protection from Green.
Voice of Reason	Creature - Angel	W3	2/2, Flying, Protection from Blue.
Capashen Knight	Creature - Knight	W1	1/1, First strike. 1W: Capashen Knight gets +1/+0 until end of turn.
Capashen Standard	Enchant Creature	W	Enchanted creature gets +1/+1. ; 2,Sacrifice Capashen Standard: Draw a card.
Capashen Templar	Creature - Knight	W2	2/2. W: Capashen Templar gets +0/+1 until end of turn.
Fend Off	Instant	W1	Cycling 2. Target creature deals no combat damage this turn.
Field Surgeon	Creature - Cleric	W1	1/1. Tap an untapped creature you control: Prevent the next 1 damage to target creature this turn.
Mask of Law and Grace	Enchant Creature	W	Enchanted creature gains protection from black and protection from red.
Reliquary Monk	Creature - Cleric	W2	2/2. When Reliquary Monk is put into a graveyard from play, destroy target artifact or enchantment.
Scent of Jasmine	Instant	W	Reveal any number of white cards in your hand. You gain 2 life for each card revealed this way.
Solidarity	Instant	W3	Creatures you control get +0/+5 until end of turn.
Tormented Angel	Creature - Angel	W3	1/5, Flying.
Wall of Glare	Creature - Wall	W1	0/5. (Walls can't attack.) Wall of Glare may block any number of creatures each combat.