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Chirp, Chirp, Chirp.
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One minute its there, the next its not.

D. CROW

Swift.
When D. Crow is cast, target opponent discards a card, Expel that card from the Grave. Then Expel D. Crow. At the beginning of your Standby Phase return D. Crow to the battlefield and the expelled card to its owner's hand.

1 BIRD 1

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What if we mount it... To the bird?

AUGMENTED HAWK

Opening: Search your deck for a Relic card, reveal it and add it to your hand, then shuffle your deck.

Opening - Effect(s) activate when the card is successfully played.

2 BIRD 2

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What if we mount it... To the bird?

AUGMENTED HAWK

Opening: Search your deck for a Relic card, reveal it and add it to your hand, then shuffle your deck.

Opening - Effect(s) activate when the card is successfully played.

2 BIRD 2

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GREAT TYFAN

Opening: Return target creature and any Relics controlled by its owner that share a column with that creature.

2 BIRD 4

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I guess flying close to the sun has its advantages.

SUN-SOAKED HAWK

2+ Birds

During your turn all other birds chained with Sun-Soaked Hawk gain +1/+0.

2 BIRD 3

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I guess flying close to the sun has its advantages.


SUN-SOAKED HAWK

2+ Birds

During your turn all other birds chained with Sun-Soaked Hawk gain +1/+0.

2 BIRD 3

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STUDYING CROW

At the beginning of your Standby Phase place a study counter on Studying Crow, then if Studying Crow has at least 2 study counters on it you may have target opponent discard a card. Then remove all study counters from Studying Crow.

0 BIRD 2

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STUDYING CROW

At the beginning of your Standby Phase place a study counter on Studying Crow, then if Studying Crow has at least 2 study counters on it you may have target opponent discard a card. Then remove all study counters from Studying Crow.

0 BIRD 2

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HOARDING CROW

Whenever a player discards a card place a +1/+1 counter on Hoarding Crow.

1+ Bird

Once per turn: Draw a card then discard a card.

2 BIRD 2

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HOARDING CROW

Whenever a player discards a card place a +1/+1 counter on Hoarding Crow.

1+ Bird

Once per turn: Draw a card then discard a card.

2 BIRD 2

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SCAVENGER CROW

Whenever you discard a card deal 1 damage to each opponent.

1+ Bird

Opening - Effect(s) activate when the card is successfully played.

2 BIRD 2

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SCAVENGER CROW

Whenever you discard a card deal 1 damage to each opponent.

1+ Bird

Opening - Effect(s) activate when the card is successfully played.

2 BIRD 2

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CYNICAL CROW

Opening: Target player discards a card.

Opening - Effect(s) activate when the card is successfully played.

2 BIRD 3

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MONSTROUS MURDER

Opening: Target player discards X cards, where X equals the amount of "Crow" cards you control.

(This card is always treated as a "Crow" card.)
Opening - Effect(s) activate when the card is successfully played.

3 BIRD 4

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HOMING PIGEON

If Homing Pigeon is discarded return it to your hand at the beginning of your End Phase.

1 BIRD 1

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HOMING PIGEON

If Homing Pigeon is discarded return it to your hand at the beginning of your End Phase.

1 BIRD 1

Id: 015/310 Artist: Louis Lee © Chains of Ruin 2025



PARROT PARROT

You may have Parrot Parrot enter the battlefield as a copy of another Bird creature with aura value 3 or less you control.

1 ELEMENTAL / BIRD 1

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ENHANCING DARK AVIGA

Once per turn: Discard a card; put a +1/+1 counter on target Bird you control.

Stunned - A Stunned creature cannot attack or activate any abilities.

2 HUMAN 3

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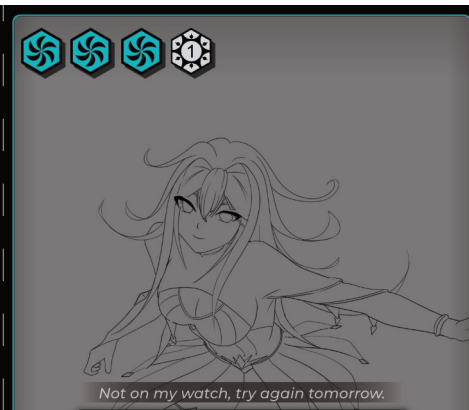
DISPENSING SHARP-FEATHER

Opening: Dispensing Sharp-Feather deals 1 damage to all opponent's creatures.

Opening - Effect(s) activate when the card is successfully played.

2 HARPY 2

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WINDBLESS DARK AVIGA

Not on my watch, try again tomorrow.

Once per turn; discard a card then activate one of these effects:
Target creature gains swift
Stun target creature.

1 HUMAN 3

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EXCITED FEATHERLING

Swift.

Swift - this creature can attack on the same turn it is played.

2 HARPY 1

Id: 024/310 Artist: Louis Lee © Chains of Ruin 2025



EXCITED FEATHERLING

Swift.

Swift - this creature can attack on the same turn it is played.

2 HARPY 1

Id: 021/310 Artist: Louis Lee © Chains of Ruin 2025



GUSTING SHARP-FEATHER

1+ Bird

Once per turn: Return a Bird you control to its owners hand, then return target creature an opponent controls to its owners hand.

1 HARPY 3

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WATCHFUL CROW

At the beginning of your End Phase if you discarded a card this turn, draw a card.

1 BIRD 3

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BABY TYFAN

Sacrifice Baby Tyfan (Quick Effect): Return target creature to its owners hand that entered the battlefield this turn.

1 BIRD 2

Id: 028/310 Artist: Louis Lee © Chains of Ruin 2025



BABY TYFAN

Sacrifice Baby Tyfan (Quick Effect): Return target creature to its owners hand that entered the battlefield this turn.

1 BIRD 2

Id: 028/310 Artist: Louis Lee © Chains of Ruin 2025



BIRDS NEST

Whenever a Bird enters the battlefield under your control for the first time each turn, draw a card.

GATE

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MIGRATION FLYWAY

2+ Birds

Whenever a bird chained with Migration Flyway dies, you may return that bird to your hand.

GATE

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SNAKES FROM ABOVE

Snakes from above deals 2 damage to target attacking creature.

INCANTATION

Id: 039/310 Artist: Louis Lee © Chains of Ruin 2025

SNAKES FROM ABOVE

Snakes from above deals 2 damage to target attacking creature.

INCANTATION

Id: 039/310 Artist: Louis Lee © Chains of Ruin 2025

SWIFT DESCENT

Choose one.

- Draw a card and target creature gains Swift.
- Target creature becomes stunned and its controller discards a card.

Swift - this creature can attack on the same turn it is played. Stunned - A Stunned creature cannot attack or activate any abilities.

INCANTATION

Id: 043/310 Artist: Louis Lee © Chains of Ruin 2025

SWIFT DESCENT

Choose one.

- Draw a card and target creature gains Swift.
- Target creature becomes stunned and its controller discards a card.

Swift - this creature can attack on the same turn it is played. Stunned - A Stunned creature cannot attack or activate any abilities.

INCANTATION

Id: 043/310 Artist: Louis Lee © Chains of Ruin 2025

DESTRUCTIVE TWISTER

Destroy target non-Air Gate or Relic.

INCANTATION

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AVIAN RETRIEVAL

Can only be cast if you control a Bird return target card from your grave to your hand.

RITUAL

Id: 046/310 Artist: Louis Lee © Chains of Ruin 2025

AVIAN RETRIEVAL

Can only be cast if you control a Bird return target card from your grave to your hand.

RITUAL

Id: 046/310 Artist: Louis Lee © Chains of Ruin 2025

FORGOTTEN OBELISK

Gates that share a column with Forgotten Obelisk cannot activate or trigger their effects.

RELIC

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3

NULLIFYING SPIRES

Creatures that share a column with Nullifying Spires are treated as if they had no chain links.

RELIC

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2

AMULET OF PROTECTION

During your opponent's turn if the equipped creature is dealt damage prevent 1 of that damage, this effect only triggers once per turn.

RELIC - EQUIPMENT

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2

AMULET OF PROTECTION

During your opponent's turn if the equipped creature is dealt damage prevent 1 of that damage, this effect only triggers once per turn.

RELIC - EQUIPMENT

Id: 303/310 Artist: Louis Lee © Chains of Ruin 2025

2

SPELL ABSORBING CLOAK

Sacrifice Spell Absorbing Cloak (Quick Effect): Deny a spell that targets the equipped creature.

RELIC - EQUIPMENT

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2

BOTTOMLESS WEAPON BOX

2+ Creatures

Once per turn: Place a +1/+1 counter on target creature chained with Bottomless Weapon Box.

RELIC

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TURN BREAKDOWN

When you enter your **Aura Phase** you must make a decision, choosing to either:

- Increase your Maximum Aura by 1 (to a maximum of 10) on the Max Aura Track.
- Or, Draw a card.

During your **Action Phase** you may perform the following actions **any number of times, in any order**:

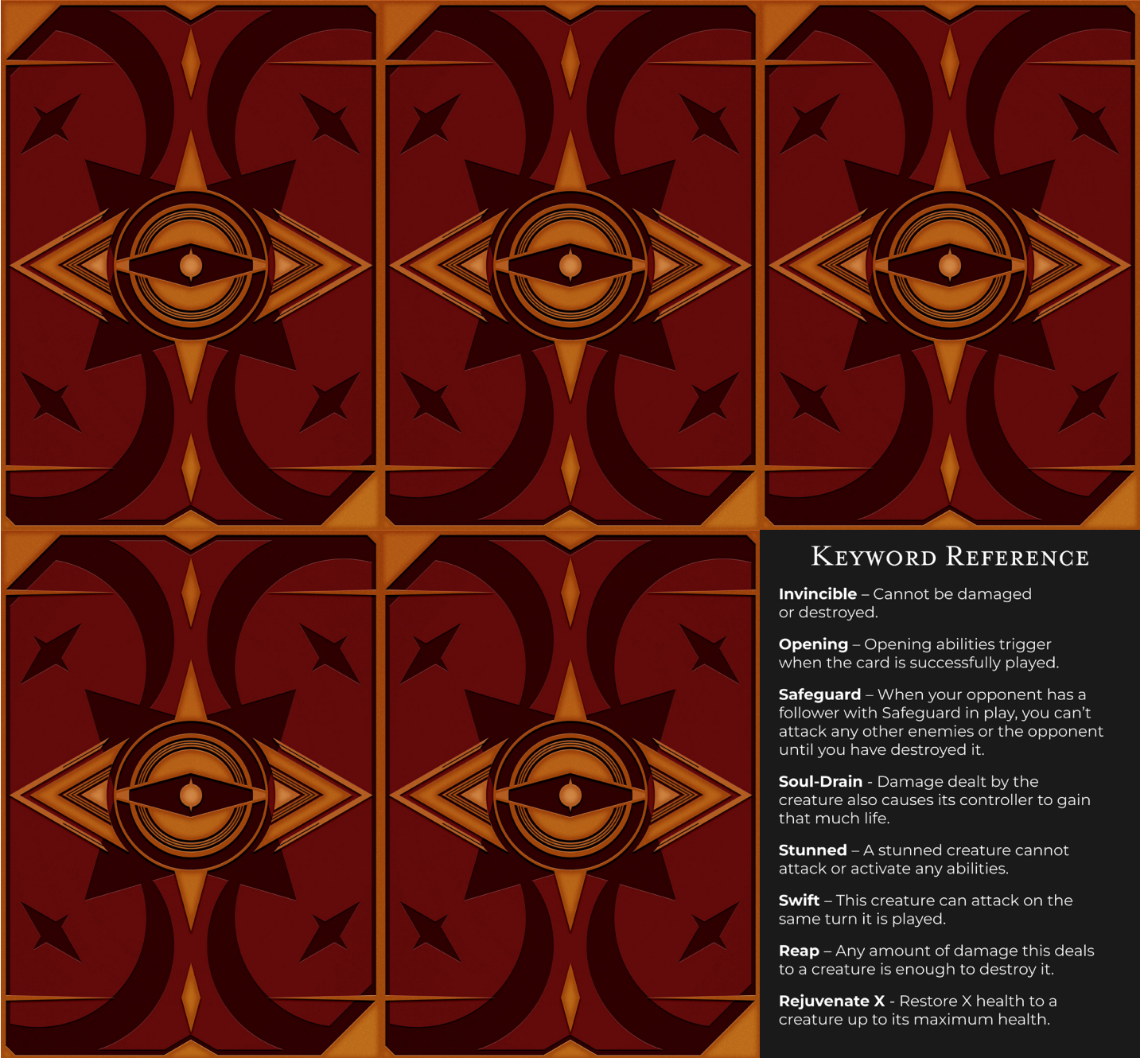
- Play a card
- Attack with a creature
- Activate Effects

Beginning Phase
 Aura Phase
 Standby Phase
 Draw Phase

Action Phase
 Play card(s)
 Attack with Creatures
 Activate Effects

End Phase
 Resolve End Phase Effects
 Unstun your Creatures
 Pass Turn

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KEYWORD REFERENCE

Invincible – Cannot be damaged or destroyed.

Opening – Opening abilities trigger when the card is successfully played.

Safeguard – When your opponent has a follower with Safeguard in play, you can't attack any other enemies or the opponent until you have destroyed it.

Soul-Drain - Damage dealt by the creature also causes its controller to gain that much life.

Stunned – A stunned creature cannot attack or activate any abilities.

Swift – This creature can attack on the same turn it is played.

Reap – Any amount of damage this deals to a creature is enough to destroy it.

Rejuvenate X - Restore X health to a creature up to its maximum health.

