



HATCHLING WYRMLING

1+ Dragon

Hatchling Wyrmling gains +1/+0.

1 DRAGON 2

Id: 101/310 Artist: Louis Lee © Chains of Ruin 2025



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FIREY WYRMLING

2 DRAGON 3

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FIREY WYRMLING

2 DRAGON 3

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SPIT-FIRE VELPIDITE

1+ Dragon

Once per turn: Spit-Fire Velpidite deals 1 damage to any target.

2 DRAGON 3

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FLAME BOUND BROOD

2+ Dragons

Other dragons chained with Flame Bound Brood gain +1/+1.

2 DRAGON / ELEMENTAL 3

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TRUE FLAME DRAGON

1+ Dragon

Whenever True Flame Dragon deals damage, all Dragons chained with True Flame Dragons gain +1/+0 until the end of the turn.

5 DRAGON 5

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DRAAKOG-TARU, THE HIVE QUEEN

2+ Dragons

Draakog-taru, The Hive Queen gains +1/+1 for each other chained Dragon.

Draakog-taru, The Hive Queen cannot be the target of spells.

2 DRAGON 2

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★ ★



EGG OF FIRE & SCALE

At the beginning of your Standby Phase sacrifice Egg of Fire & Scale.
When Egg of Fire & Scale dies, search your deck for a Dragon card, reveal it and add it to your hand then shuffle your deck. If it is not your turn, search for a Dragon card with Aura value 3 or less instead.

✖ 0 DRAGON / EGG 2 ♥

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★ ★



EGG OF FIRE & SCALE

At the beginning of your Standby Phase sacrifice Egg of Fire & Scale.
When Egg of Fire & Scale dies, search your deck for a Dragon card, reveal it and add it to your hand then shuffle your deck. If it is not your turn, search for a Dragon card with Aura value 3 or less instead.

✖ 0 DRAGON / EGG 2 ♥

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★ ★



DRAGON TAMER

1+ Dragon

Once per turn: Reveal the top card of your deck, if it's a dragon add it to your hand.

✖ 1 HUMAN 3 ♥

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★ ★



DRAGON TAMER

1+ Dragon

Once per turn: Reveal the top card of your deck, if it's a dragon add it to your hand.

✖ 1 HUMAN 3 ♥

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★ ★



SCALE SWORN ENCHANTRESS

Now don't hurt yourself out there little one"

Once per turn, whenever a Dragon type creature enters the battlefield that card cost 2 or less aura: Put a +1/+1 counter on that card.

✖ 1 HUMAN 3 ♥

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★ ★



SCALE SWORN ENCHANTRESS

Now don't hurt yourself out there little one"

Once per turn, whenever a Dragon type creature enters the battlefield that card cost 2 or less aura: Put a +1/+1 counter on that card.

✖ 1 HUMAN 3 ♥

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★ ★



WALKING WILDFIRE

Walking Wildfire can only be attacked by creatures in the same column.
Whenever you are attacked directly, Walking Wildfire deals 1 damage to target opponent.

✖ 1 ELEMENTAL 1 ♥

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★ ★



WALKING WILDFIRE

Walking Wildfire can only be attacked by creatures in the same column.
Whenever you are attacked directly, Walking Wildfire deals 1 damage to target opponent.

✖ 1 ELEMENTAL 1 ♥

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★ ★ ★



DRAGON RIDER

Once per turn: target dragon chained with Dragon Rider can attack an additional time. Dragon Rider cannot attack on the turn this effect is activated.

✖ 1 HUMAN 2 ♥

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SPARK WYRMLING

Opening: You may have Spark Wyrmling deal 1 damage to target creature.

1 DRAGON 2

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SPARK WYRMLING

Opening: You may have Spark Wyrmling deal 1 damage to target creature.

1 DRAGON 2

Id: 119/310 Artist: Louis Lee © Chains of Ruin 2025



DRAMATIC WYRMLING

Opening: Dramatic Wyrmling deals 2 damage to target creature that shares a column with it.

1+ Creature

Opening: Dramatic Wyrmling Deals 1 damage to itself.

1 DRAGON 2

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DRAMATIC WYRMLING

Opening: Dramatic Wyrmling deals 2 damage to target creature that shares a column with it.

1+ Creature

Opening: Dramatic Wyrmling Deals 1 damage to itself.

1 DRAGON 2

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SPITTING WYRMLING

1+ Dragon

At the beginning of your Standby Phase, you may have Spitting Wyrmling deal 1 damage to target creature.

2 DRAGON 2

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SPITTING WYRMLING

1+ Dragon

At the beginning of your Standby Phase, you may have Spitting Wyrmling deal 1 damage to target creature.

2 DRAGON 2

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QUIVERING WYRMLING

At the beginning of your Standby Phase, if Quivering Wyrmling is not chained to any creature, return it to its owners hand.

2 DRAGON 2

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QUIVERING WYRMLING

At the beginning of your Standby Phase, if Quivering Wyrmling is not chained to any creature, return it to its owners hand.

2 DRAGON 2

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QUIVERING WYRMLING

At the beginning of your Standby Phase, if Quivering Wyrmling is not chained to any creature, return it to its owners hand.

2 DRAGON 2

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SELFLESS SENTINILLION

2+ Creatures

Adjacent creatures cannot be the target of spells or abilities.

3 DRAGON 3

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ENRAGED PYROMANCER

1+ Fire Creature

Once per turn, when an attack is declared during your opponent's turn not involving Enraged Pyromancer (Quick Effect): Enraged Pyromancer deals 2 damage to target opponent.

2 HUMAN 2

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ENRAGED PYROMANCER

1+ Fire Creature

Once per turn, when an attack is declared during your opponent's turn not involving Enraged Pyromancer (Quick Effect): Enraged Pyromancer deals 2 damage to target opponent.

2 HUMAN 2

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ENRAGED PYROMANCER

1+ Fire Creature

Once per turn, when an attack is declared during your opponent's turn not involving Enraged Pyromancer (Quick Effect): Enraged Pyromancer deals 2 damage to target opponent.

2 HUMAN 2

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RAISING THE HEAT

Whenever a Fire creature enters the battlefield Raising The Heat deals 1 damage to each opponent.

GATE

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HIBERNATION CAVE

When you take damage you may sacrifice Hibernation Cave, if you do create a 4/4 Dragon creature token.

GATE

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IGNITE

Ignite deals 2 damage to any target.

INCANTATION

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IGNITE

Ignite deals 2 damage to any target.

INCANTATION

Id: 139/310 Artist: Louis Lee © Chains of Ruin 2025



DECAY TO GROWTH

As an additional cost to this card, discard a card.
Draw 2 cards.

INCANTATION

Id: 141/310 Artist: © Chains of Ruin 2025



DECAY TO GROWTH

As an additional cost to this card, discard a card.
Draw 2 cards.

INCANTATION

Id: 141/310 Artist: © Chains of Ruin 2025

DECAY TO GROWTH

As an additional cost to this card, discard a card.
Draw 2 cards.

INCANTATION

Id: 141/310 Artist: © Chains of Ruin 2025

FIGHT BACK

Target creature you control deals damage equal to its attack to another target creature.

INCANTATION

Id: 142/310 Artist: Louis Lee © Chains of Ruin 2025

FIRE VOLLEY

Deal 1 damage to target creature an opponent controls, and to the adjacent creatures in the same row.

INCANTATION

Id: 143/310 Artist: Louis Lee © Chains of Ruin 2025

FIRE VOLLEY

Deal 1 damage to target creature an opponent controls, and to the adjacent creatures in the same row.

INCANTATION

Id: 143/310 Artist: Louis Lee © Chains of Ruin 2025

ERUPTION

Deal 2 damage to target creature and 1 damage to each creature chained to that creature. Then shuffle your deck.

INCANTATION

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FOLLOWING BEHIND

Search your deck for a card with the same name as another card you control reveal it and add it to your hand, then shuffle your deck.

RITUAL

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...and one for safe keeping

BURN THE RELIQUARY

Search your deck for 2 Relics, put one into your hand and expel the other. Then shuffle your deck.

INCANTATION

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SUSPICIOUS PACKAGE

Destroy target Gate or Relic, its controller draws a card.

RITUAL

Id: 148/310 Artist: Louis Lee © Chains of Ruin 2025



DRAGON'S WRATH

Can only be cast if you control a Dragon type. Deal X damage to any target where X is the number of dragons you control.

RITUAL

Id: 150/310 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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NULLIFYING SPIRES

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

RELIC

Id: 302/310 Artist: Louis Lee © Chains of Ruin 2025

NULLIFYING SPIRES

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

RELIC

Id: 302/310 Artist: Louis Lee © Chains of Ruin 2025

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.

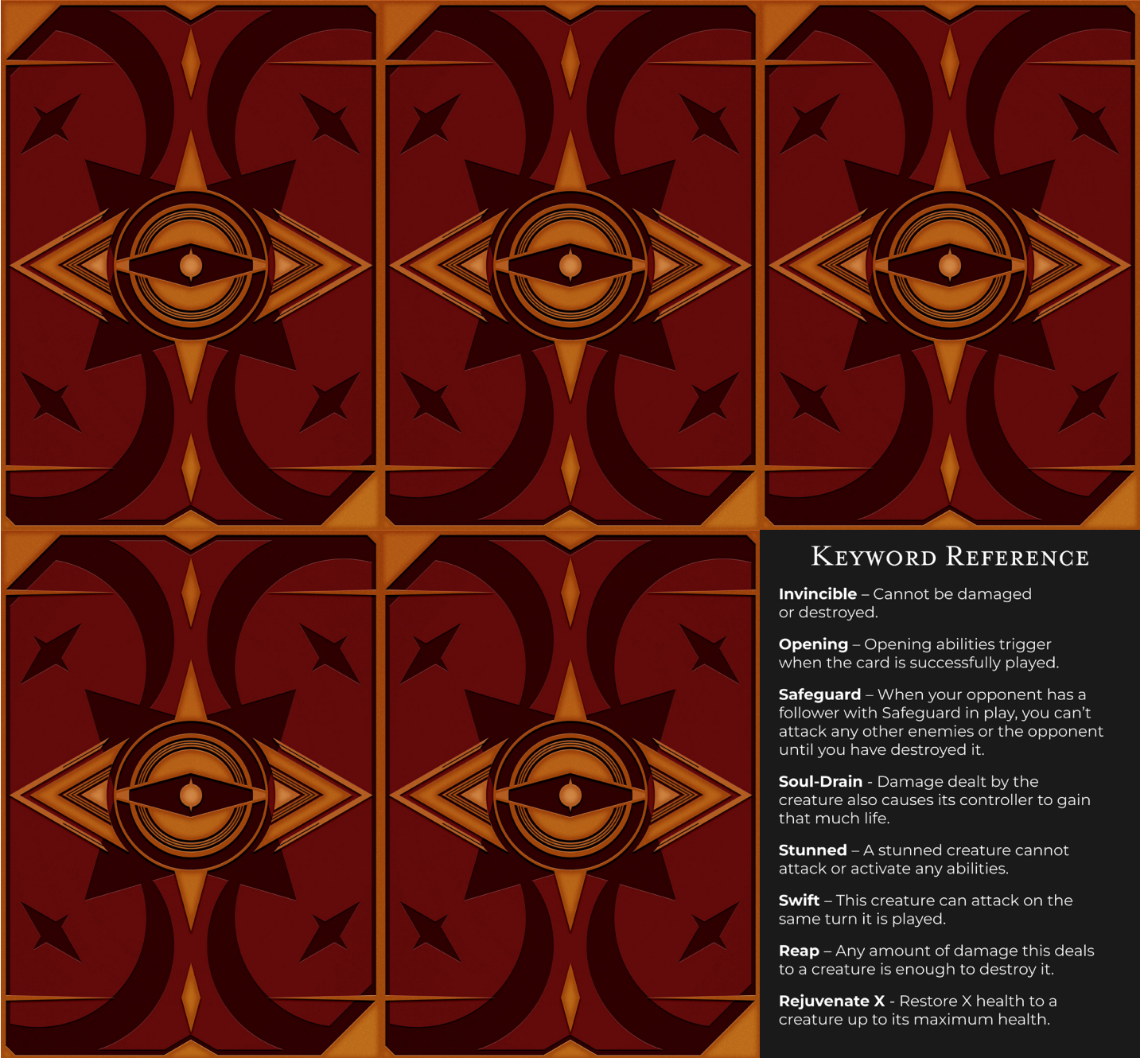
During your **Action Phase** you may perform the following actions **any number of times, in any order**:

- 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



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.

