



**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 ♥

Id: 111/310 Artist: Louis Lee © Chains of Ruin 2025

★ ★



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 ♥

Id: 113/310 Artist: Louis Lee © Chains of Ruin 2025

★ ★ ★



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

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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**

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**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**

Id: 308/310 Artist: Louis Lee © Chains of Ruin 2025

## 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

## 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.

