

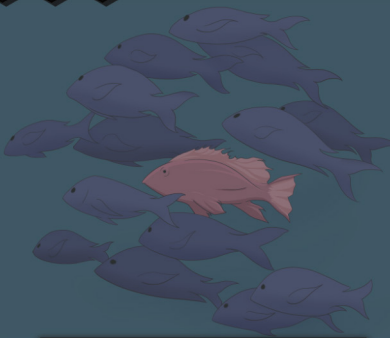
GROWING SHOAL

Once per turn: Create a 1/1 fish creature token.

Growing Shoal gains +1/+0 for each Fish chained with Growing Shoal.

0 FISH 2

Id: 051/310 Artist: Louis Lee © Chains of Ruin 2025



GROWING SHOAL

Once per turn: Create a 1/1 fish creature token.

Growing Shoal gains +1/+0 for each Fish chained with Growing Shoal.

0 FISH 2

Id: 051/310 Artist: Louis Lee © Chains of Ruin 2025



STARTLED SOFTFIN

Opening: draw a card, then discard a card.

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

1 FISH 2

Id: 052/310 Artist: Louis Lee © Chains of Ruin 2025



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Opening: draw a card, then discard a card.

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STARTLED SOFTFIN

Opening: draw a card, then discard a card.

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1 FISH 2

Id: 052/310 Artist: Louis Lee © Chains of Ruin 2025



PROJECTILE PUFFER

Whenever Projectile Puffer becomes the target of an attack or ability it deals 1 damage to the attack or abilities source.

1 FISH 3

Id: 056/310 Artist: Louis Lee © Chains of Ruin 2025



PROJECTILE PUFFER

Whenever Projectile Puffer becomes the target of an attack or ability it deals 1 damage to the attack or abilities source.

1 FISH 3

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POISONOUS VECDAGILL

When Poisonous Vecdagill dies, each opponent loses 1 life.

1 FISH 2

Id: 058/310 Artist: Louis Lee © Chains of Ruin 2025



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When Poisonous Vecdagill dies, each opponent loses 1 life.

1 FISH 2

Id: 058/310 Artist: Louis Lee © Chains of Ruin 2025




TRI-PRONGED STARFISH

Whenever Tri-Pronged Starfish takes damage if it survived create a 1/1 Fish creature Token.

1 FISH 3

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FEASTING ANGLER

Whenever a Fish chained with Feasting Angler dies you may draw a card. This ability triggers only once each turn.

3 FISH 5

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SPINED SHYGILL

Whenever Spined Shygill is attacked it gains +2/+0 until the end of the turn.

1 FISH 3

Id: 061/310 Artist: Louis Lee © Chains of Ruin 2025



SPINED SHYGILL

Whenever Spined Shygill is attacked it gains +2/+0 until the end of the turn.

1 FISH 3

Id: 061/310 Artist: Louis Lee © Chains of Ruin 2025



DECOY FISH

Once per turn: Whenever an opponent attacks, targets you or a permanent you control you may (Quick Effect); Redirect the attack or target to Decoy Fish.

1 FISH / ELEMENTAL 2

Id: 062/310 Artist: Louis Lee © Chains of Ruin 2025



DECOY FISH

Once per turn: Whenever an opponent attacks, targets you or a permanent you control you may (Quick Effect); Redirect the attack or target to Decoy Fish.

1 FISH / ELEMENTAL 2

Id: 062/310 Artist: Louis Lee © Chains of Ruin 2025



DECOY FISH

Once per turn: Whenever an opponent attacks, targets you or a permanent you control you may (Quick Effect); Redirect the attack or target to Decoy Fish.

1 FISH / ELEMENTAL 2

Id: 062/310 Artist: Louis Lee © Chains of Ruin 2025



ERUPTING JAWS

As an additional cost to this card, sacrifice a Fish.

Opening: Destroy target creature.

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

2 SHARK 3

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EJECT-CRAB

Opening: Search your deck for a Fish card with converted aura cost 2 or less, place it onto the battlefield under your control.

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

1 CRAB 2

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CURIOS MELITE

Once per turn; sacrifice a Fish: Put a stream counter on Curious Melite

2+ Fish

Fish chained with Curious Melite get +1/+1 for each stream counter on Curious Melite.

1 SEPOID 3

Id: 073/310 Artist: Louis Lee © Chains of Ruin 2025



SINISTER MELPHOON

1+ Fish

Once per turn; destroy target Fish you control and any cards that share a column with it.

1 SEPOID 3

Id: 074/310 Artist: © Chains of Ruin 2025



JAGGED SEA STACK

Opening: Create a 1/1 Fish creature token. Chained Fish gain +1/+1.

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

0 CONSTRUCT 2

Id: 076/310 Artist: Louis Lee © Chains of Ruin 2025



JAGGED SEA STACK

Opening: Create a 1/1 Fish creature token. Chained Fish gain +1/+1.

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

0 CONSTRUCT 2

Id: 076/310 Artist: Louis Lee © Chains of Ruin 2025



"A Solufins natural response to danger is to split itself"

FRIGHTENED SOLUFIN

Opening: Create a 1/1 Fish creature token.

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

1 FISH 1

Id: 078/310 Artist: Louis Lee © Chains of Ruin 2025



"A Solufins natural response to danger is to split itself"

FRIGHTENED SOLUFIN

Opening: Create a 1/1 Fish creature token.

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

1 FISH 1

Id: 078/310 Artist: Louis Lee © Chains of Ruin 2025



"A Solufins natural response to danger is to split itself"

FRIGHTENED SOLUFIN

Opening: Create a 1/1 Fish creature token.

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

1 FISH 1

Id: 078/310 Artist: Louis Lee © Chains of Ruin 2025



ENTRAPPING URCHIN

Safeguard.

At the start of your opponent's turn you may sacrifice a Fish; Entrapping Urchin gains +2/+0 until the end of the turn.

0 FISH 2

Id: 079/310 Artist: Louis Lee © Chains of Ruin 2025

ENTRAPPING URCHIN

Safeguard.

At the start of your opponent's turn you may sacrifice a Fish; Entrapping Urchin gains +2/+0 until the end of the turn.

0 FISH 2

Id: 079/310 Artist: Louis Lee © Chains of Ruin 2025

SUDDEN KRAKEN!

Opening: sacrifice all other creatures you control, then create that many 2/1 Kraken Tentacles Tokens.

+1 Kraken Tentacles

Sudden Kraken! cannot be the target of spells and abilities.

3 KRAKEN 4

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AQUA TEMPEST

2+ Fish

Once per turn: You can sacrifice a Fish you control; Reveal the top 5 cards of your deck. You may place a Fish with aura value 3 or less from among them onto the battlefield. Put the rest onto the bottom of the deck in a random order.

1 HUMAN 4

Id: 082/310 Artist: Louis Lee © Chains of Ruin 2025

FISH NESTING GROUNDS

1+ Fish

Whenever a Non-Token Fish enters the battlefield create a 1/1 Fish creature token.

GATE

Id: 087/310 Artist: Louis Lee © Chains of Ruin 2025

REPLENISHING GOBLET

When the first Water creature enters the battlefield on each of your turns draw a card.

GATE

Id: 088/310 Artist: Louis Lee © Chains of Ruin 2025

FLASH FLOOD

Destroy all cards in target column, then each player creates a 1/1 Fish token in that column.

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

INCANTATION

Id: 090/310 Artist: Louis Lee © Chains of Ruin 2025

FLASH FLOOD

Destroy all cards in target column, then each player creates a 1/1 Fish token in that column.

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

INCANTATION

Id: 090/310 Artist: Louis Lee © Chains of Ruin 2025

HIDE TIDE

Return target creature to its owners hand.

INCANTATION

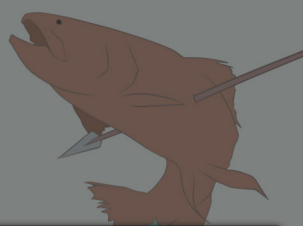
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BAIT & SWITCH

Redirect target attack, ability or spell to a Fish you control if that Fish dies this turn draw a card.

INCANTATION

Id: 092/310 Artist: Louis Lee © Chains of Ruin 2025



BAIT & SWITCH

Redirect target attack, ability or spell to a Fish you control if that Fish dies this turn draw a card.

INCANTATION

Id: 092/310 Artist: Louis Lee © Chains of Ruin 2025



BAIT & SWITCH

Redirect target attack, ability or spell to a Fish you control if that Fish dies this turn draw a card.

INCANTATION

Id: 092/310 Artist: Louis Lee © Chains of Ruin 2025



PROTECT THE REEF

Create a 1/1 Fish token.

Target creature you control gains Safeguard until your next Standby Phase.

RITUAL

Id: 095/310 Artist: Louis Lee © Chains of Ruin 2025



PROTECT THE REEF

Create a 1/1 Fish token.

Target creature you control gains Safeguard until your next Standby Phase.

RITUAL

Id: 095/310 Artist: Louis Lee © Chains of Ruin 2025



PROTECT THE REEF

Create a 1/1 Fish token.

Target creature you control gains Safeguard until your next Standby Phase.

RITUAL

Id: 095/310 Artist: Louis Lee © Chains of Ruin 2025



A BITE!

Reveal the top 5 cards of your deck. You may place a Fish with aura value 3 or less from among them onto the battlefield. Put the rest onto the bottom of the deck in a random order.

RITUAL

Id: 098/310 Artist: Louis Lee © Chains of Ruin 2025



A BITE!

Reveal the top 5 cards of your deck. You may place a Fish with aura value 3 or less from among them onto the battlefield. Put the rest onto the bottom of the deck in a random order.

RITUAL

Id: 098/310 Artist: Louis Lee © Chains of Ruin 2025



SWIRLING WHIRLPOOL

Target Fish you control and all Fish chained to it gain invincible until the end of turn. If that chain contains 3 or more Fish those Fish may attack an additional time this turn.

Invincible - An invincible creature cannot be damaged or destroyed

RITUAL

Id: 099/310 Artist: Louis Lee © Chains of Ruin 2025



SCHOOLS IN SESSION

Search your deck for up to 2 copies of target Fish you control, reveal them and add them to your hand, then shuffle your deck.

RITUAL

Id: 100/310 Artist: Louis Lee © Chains of Ruin 2025



FORGOTTEN OBELISK

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

RELIC

Id: 301/310 Artist: Louis Lee

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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

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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

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BARRIER SEAL

Sacrifice Barrier Seal (Quick Effect): Negate the current attack. You may only activate the effect of "Barrier Seal" once per turn.

RELIC

Id: 306/310 Artist: Louis Lee

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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

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TURN BREAKDOWN

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

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.

