



## BLACK WYRMLING

VYDAR

### FLEDGLING ACID BREATH

Instead of attacking with a Black Wyrmling, you may choose one small or medium figure within 4 clear sight spaces of it. Roll the 20-sided die. If you roll a 1–10, nothing happens. If you roll an 11–15, the chosen figure receives 1 wound. If you roll a 16 or higher, the chosen figure receives 2 wounds.

### WYRMLING BONDING

After revealing an order marker on a Black Wyrmling Army Card, before taking that Black Wyrmling's turn, you may take a turn with one other Wyrmling you control.

### FLYING

When counting spaces for a Black Wyrmling's movement, ignore elevations. A Black Wyrmling may fly over water without stopping, pass over figures without becoming engaged, and fly over obstacles such as ruins. If a Black Wyrmling is engaged when it starts to fly, it will take any leaving engagement attacks.

DRAGON

COMMON HERO

WYRMLING

WILD

SMALL 3



1

LIFE

MOVE

6

SPACES

RANGE

1

SPACES

ATTACK

3

DICE

DEFENSE

3

DICE

30

POINTS



**BLACK  
WYRMLING**



**Eberron**  
Warriors of Eberron  
5/20

**MOVE** **5**  
SPACES

**RANGE** **4**  
SPACES

**ATTACK** **3**  
DICE

**DEFENSE** **3**  
DICE

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