



COST

MIREWING

5

DF

6

SP

5

WP

3

SZ



Totem, Unique, Beast ♦ Swampfiend

🛡️ **Butterfly Jump:** After resolving an enemy attack action targeting this model, this model may move up to 3".

Flight: This model ignores terrain and other models while moving.

MIREWING

Attack Actions

Rg Skl Rst TN Dmg

"Up We Go!"

// 2" 2 Sz - 2

Place the target anywhere within 3" of its current location.

🌀 **Flutterstorm:** Deal 1 damage to enemy models within (X)3" of this model.

📖 **Premonition:** Look at the top card of your fate deck. This model may discard it.

Moth Dust

✦ 8" 5 Df - 1

If this action receives a raise, the target and enemy models within (X)1" of the target gain a **Poison** token.

🌀 **Burst Damage:** When resolving, increase the (X) of this action by +1".

🦋 **Hexed Gambit:** Target must have a **Stunned** token. This model may discard and draw a card.

🦋 **Stunning Strike:** Target gains a **Stunned** token.

Tactical Actions

Rg Skl Rst TN Dmg

⚡ Silver Wind

- 0 - 6 -

Move this model up to its **Sp**. Enemy models moved through this way gain a **Poison** token.

♦ Tap the Leyline

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Once per turn. Draw two cards and then discard one card.