SALAMANDER
REPTILE

AC	HP
13	3

TACTICS

The Salamander moves to the nearest tile without a Fire token, places one there, and attacks the nearest Hero with a fireball.
Blaze: *When this figure spawns, place a Fire token on its tile. After this figure activates, all Heroes on a tile with a Fire token lose 1 HP. When this Monster dies, remove all Fire tokens.*

ATTACK	DAMAGE
+7	1

3 EXPERIENCE

X

MAGMA CRATER
TRAP

TACTICS

When this trap spawns, also spawn the Burning Man figure on this tile.

When this trap activates, all Heroes on this tile take 1 damage.

Bubbling Lava: *A Hero who attempts to disable this trap takes 1 damage.*

Instead of attacking, a Hero on this tile can disable this Trap with a roll of 10+

X

NIGHTMARE
ELEMENTAL

AC	HP
14	2

TACTICS

The Nightmare moves tile by tile until it is adjacent to the Hero that was furthest away and attacks with flaming hooves.

Sulfurous Smoke: *When the Nightmare enters a tile, Heroes there gain Disadvantage.*

ATTACK	DAMAGE
+7	2 (Miss 1)

3 EXPERIENCE

X

FLAME FIEND
ELEMENTAL

AC	HP
14	2

TACTICS

If the Flame Fiend is on the Starting Tile, remove it from play and the Heroes lose a Healing Surge. **Otherwise,** the Flame Fiend moves 1 tile toward the starting tile.

Conflagration: *When the Flame Fiend moves into a tile, all Heroes there lose 1 Hit Point.*

2 EXPERIENCE

X

FIRE WOLF
ELEMENTAL

AC	HP
14	2

TACTICS

The Fire Wolf moves adjacent to the closest Hero and attacks with a vicious bite.

Burning: *When this figure moves adjacent to a Hero or visa versa, that Hero takes 1 damage.*
Rebirth: *When this figure dies, replace it with a Fire Walker.*

ATTACK	DAMAGE
+6	1

2 EXPERIENCE

X

FIRE WALKER
ELEMENTAL

AC	HP
15	2

TACTICS

The Walker moves 1 tile toward the closest Hero and throws a fireball at the furthest Hero within 2 tiles. Then, all Heroes on that tile take 1 extra damage.
Burning: *When this figure moves adjacent to a Hero or visa versa, that Hero takes 1 damage.*
Rebirth: *When this figure dies, replace it with a Phoenix.*

ATTACK	DAMAGE
+7	1

3 EXPERIENCE

X

PHOENIX
ELEMENTAL

AC	HP
13	1

TACTICS

The Phoenix moves 1 tile toward the start tile. Then, if its tile has no Heroes, it moves 1 more tile toward the start tile.

Conflagration: *When this figure moves into a tile, Heroes there take 1 damage.*

From the Ashes: *When this figure reaches the starting tile, replace it with a Fire Wolf.*

1 EXPERIENCE

X

BURNING MAN
ELEMENTAL

AC	HP
12	1

TACTICS

The Burning Man moves 1 tile toward the closest Hero and attacks all Heroes on that tile.

Fireborn: *When this figure spawns, also spawn the Magma Crater here. When this figure is killed, respawn it on the Magma Crater's tile.*

ATTACK	DAMAGE
+6	1

1 EXPERIENCE

X