

BUBBLING ACID

TRAP

TACTICS

The Bubbling Acid melts flesh and corrodes metal. Execute the Deadly Corrosion effect when:

- this trap spawns
- when a Hero enters this tile
- when any Hero that attempts to disable this trap fails.

Deadly Corrosion: The nearest Hero must either discard an Item or take 2 damage.

Instead of attacking, an adjacent Hero can disable this Trap with a roll of 10+

X

LAVA RIDER

TROGLODYTE

AC HP

TACTICS

12 1

If the Lava Rider is within 1 tile of a Hero, it moves adjacent to the closest Hero and attacks that Hero with a spear.

Otherwise, it moves 1 tile toward the closest Hero.

Hot Blooded: While a Lava Vent or Fire monster is in play, the Lava Rider has Advantage.

ATTACK

+6

DAMAGE

1

1 EXPERIENCE

X

FIRE DRAKE

REPTILE

AC HP

TACTICS

15 1

If the Fire Drake is within 1 tile of a Hero, it moves adjacent to the closest Hero and attacks with a fierce bite.

Otherwise, the Fire Drake moves 2 tiles toward the Hero with the fewest Hit Points remaining.

Intense Heat: At the end of the Fire Drake's actions, all Heroes adjacent to it take 1 Hit Point of damage.

ATTACK

+9

DAMAGE

1

2 EXPERIENCE

X

FIRESTARTER

ELEMENTAL

AC HP

TACTICS

12 1

If the Firestarter is adjacent to a Hero, it attacks that Hero with a scorching blast of heat.

Otherwise, the Firestarter moves to the tile with the most Heroes.

Intense Heat: At the end of its actions, all Heroes adjacent to this Elemental take 1 Hit Point of damage.

ATTACK

+7

DAMAGE

1

1 EXPERIENCE

X

FIRE SERPENT

REPTILE

AC HP

TACTICS

14 1

If the Serpent is within 1 tile of a Hero, it moves adjacent to the closest Hero and attacks with a venomous bite.

Otherwise, the Serpent moves 1 tile toward the closest Hero.

Intense Heat: At the end of the Fire Serpent's actions, all Heroes adjacent to it take 1 Hit Point of damage.

ATTACK

+7

DAMAGE

Poisoned

2 EXPERIENCE

X