



MONSTER

**INFERNO**

FIRE ELEMENTAL

T3

MOV	AGI	RES	MEL	MAG	RNG
<b>D2</b>	<b>4</b>	<b>0</b>	<b>8</b>	<b>8</b>	<b>-</b>
HEALTH	BOUNTY		<b>IF</b>		
<b>12</b>					



Flaming Fist

Cost	Reach	Glance	Solid	Crit
<b>1AP</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>5</b>



Fireball

<b>1AP</b>	<b>4</b>	<b>3</b>	<b>4</b>	<b>6</b>
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## COMMON INNATE ABILITIES

Dual Wield (*Flaming Fist*); Immune (*burn*); Pathfinder

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Bounty; Hunter; Respawn

**Heat Conductor** - [*Innate*] Inferno's *Basic Attacks* reduce the target's RES by 1 for the duration of the attack.

**Glyph of Ember** - [*Innate*] The Hero that collects Inferno's Bounty adds +1 to any of their attributes. Expires at the end of their next activation.

**Incediary (2)** - [*Manoeuvre*] Model damaged by *Flaming Fist* or *Fireball Attack* suffers *burn*.