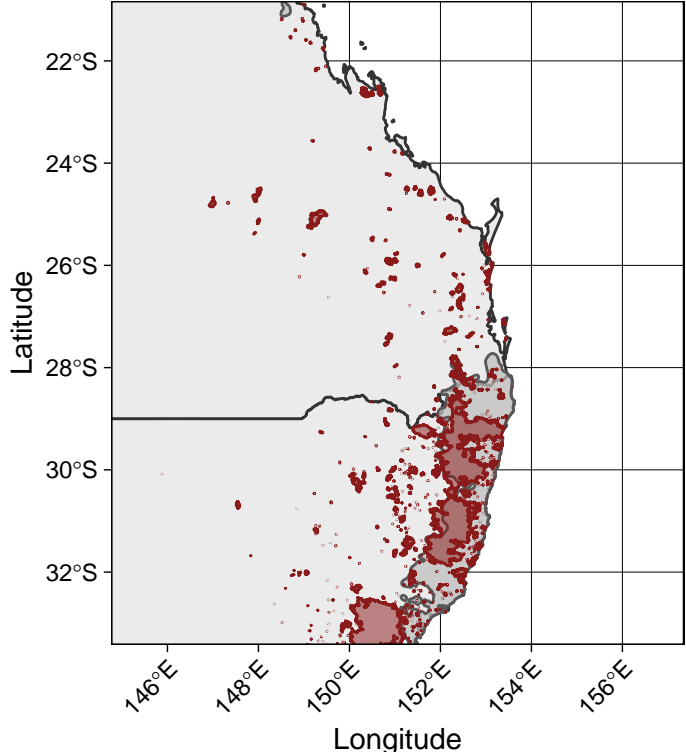


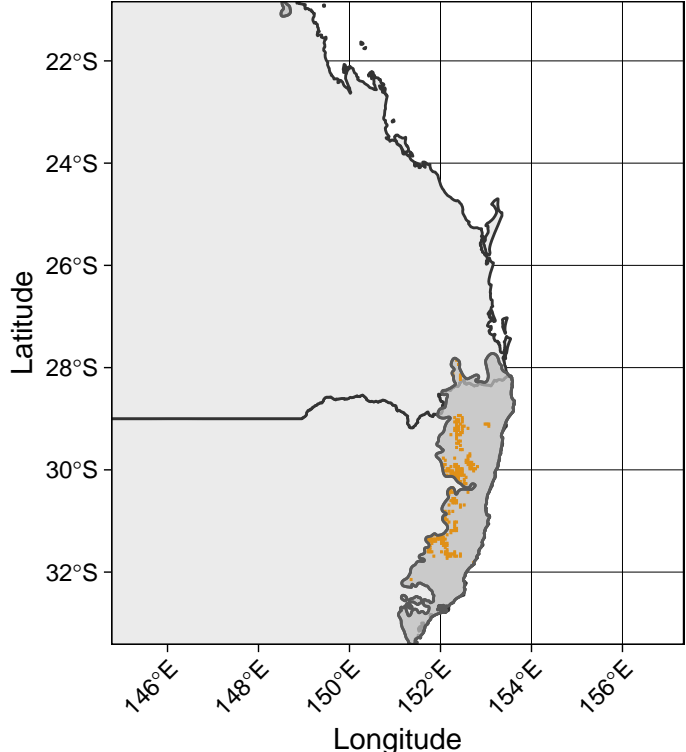
A)

Litoria revelata

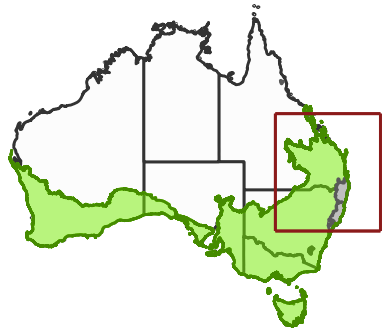


B)

Unique niche space burnt

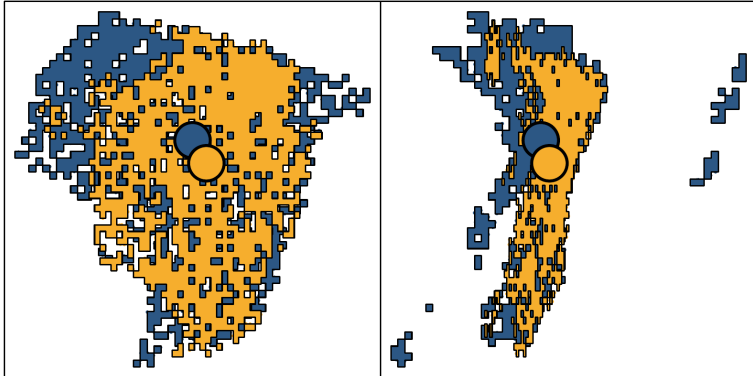


C)

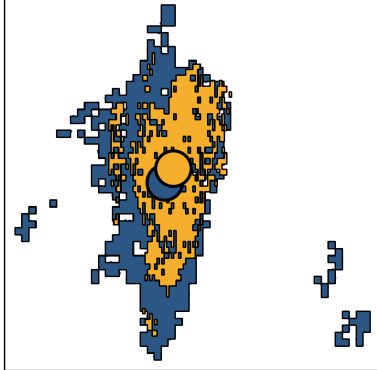


D)

PC1



PC2



PC3

Pre-fire hypervolume
Burnt area hypervolume