

# Encounter type: **Dragon, Fire-Breathing, Hatchling**

# Encountered: 1-D4 per 6 players.

Attacks per turn: 3

Attack types / Damage per successful attack: 2 Claws: 1-D12 x2 +2, 1 Bite: 1-D12 x2 +2

See: "Special".

D20 roll needed to have **Gems** / # of gems found: 12+ / 1-D12

D20 roll needed to have **Gold** / # of gold coins found: 12+ / 1-D12 x2

D20 roll needed to have **Silver** / # of silver coins: 11+ / 1-D12 x5

D20 roll needed to have **Treasure** / # of treasure items found: 12+ / 1-D12

Note: Check for each Hatchling Dragon to have treasure of its own.

Defense: 15

Experience: 80

Life-points: 160

Offense: +3

Region: Volcanic Wilderland.

Special: Fire Breath:

At the beginning of its turn, prior to its physical attack, the Hatchling Dragon will breath searing flames upon all its foes.

Fire Breath damage:

1-D12 x2 fire damage to all foes who fail to evade.

D20 roll needed to evade Fire Breath:

14+