

Encounter type: **Dragonman, Fire**

Encountered: 1-D4 per 3 players (minimum of 1 encountered).

Attacks per turn: 3 See: "Special".

Attack types / Damage per successful attack: Claw: 1-D10 x2 +1, Claw: 2-D10 x2 +1, Bite: 2-D10 x2 +1
See: "Special".

D20 roll needed to have **Gems** / # of gems found: 15+ / 1-D4 +1

D20 roll needed to have **Gold** / # of gold coins found: 15+ / 1-D12

D20 roll needed to have **Silver** / # of silver coins: 14+ / 1-D12 x3

D20 roll needed to have **Treasure** / # of treasure items found: 15+ / 1-D4 +1

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

Defense: 14

Experience: 55

Life-points: 110

Offense: +2

Region: Volcanic Wilderland Dungeon.

Special: Fire Breath: At the beginning of its turn, prior to its physical attack, there will be a chance that a Fire Dragonman will breath searing flames upon all its foes. To see if the Dragonman will use its Fire Breath, roll 1-D6 (a score of 1 or 2 will indicate this creature will breath fire).

Fire Breath damage: 1-D12 +1 fire damage to all foes who fail to evade.

D20 roll needed to evade Fire Breath: 13+