

Encounter type: Dragon, Fire-Breathing, Adult

Encountered: 1-D4 per 6 players. Any dragons encountered above 2 will be [Hatchlings](#).

Attacks per turn: 3 See: "Special".

Attack types / Damage per successful attack: Claw: 1-D12 x6 +6, Claw: 1-D12 x6 +6, Bite: 1-D12 x6 +6
See: "Special".

D20 roll needed to have [Gems](#) / # of gems found: 8+ / 1-D12 +6

D20 roll needed to have Gold / # of gold coins found: 8+ / 1-D12 x4

D20 roll needed to have Silver / # of silver coins: 7+ / 1-D12 x9

D20 roll needed to have [Treasure](#) / # of treasure items found: 8+ / 1-D12 +4

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

Defense: 17

Experience: 320

Life-points: 640

Offense: +5

Region: Volcanic Wilderland Labyrinth

Special: Fire Breath: At the beginning of its turn, prior to its physical attack, the Adult Dragon will breathe searing flames upon all its foes.

Fire Breath damage:	1-D12 x6 fire damage to all foes who fail to evade.
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D20 roll needed to evade Fire Breath:	16+
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