

Encounter type: Dragon, Fire-Breathing, Young

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 x4 +4, Claw: 1-D12 x4 +4, Bite: 1-D12 x4 +4
See: "Special".

D20 roll needed to have [Gems](#) / # of gems found: 10+ / 1-D12 +3

D20 roll needed to have Gold / # of gold coins found: 10+ / 1-D12 x3

D20 roll needed to have Silver / # of silver coins: 9+ / 1-D12 x7

D20 roll needed to have [Treasure](#) / # of treasure items found: 10+ / 1-D12 +2

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

Defense: 16

Experience: 160

Life-points: 320

Offense: +4

Region: Volcanic Wilderland Dungeon.

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

Fire Breath damage:	1-D12 x4 fire damage to all foes who fail to evade.
---------------------	---

D20 roll needed to evade Fire Breath:	15+
---------------------------------------	-----