

Encounter type: Dragon, Fire-Breathing, Elder

Encountered: 1-D4 per 6 players. Any dragons encountered above 2 will be [Hatchlings](#), or [Young](#) (50/50 chance each).

Attacks per turn: 3 See: "Special".

Attack types / Damage per successful attack: Claw: 1-D12 x8 +8, Claw: 1-D12 x8 +8, Bite: 1-D12 x8 +8
See: "Special".

D20 roll needed to have [Gems](#) / # of gems found: 6+ / 1-D12 +9

D20 roll needed to have Gold / # of gold coins found: 5+ / 1-D12 x5

D20 roll needed to have Silver / # of silver coins: 6+ / 1-D12 x11

D20 roll needed to have [Treasure](#) / # of treasure items found: 6+ / 1-D12 +6

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

Defense: 18

Experience: 640

Life-points: 1,280

Offense: +6

Region: Volcanic Wilderland Labyrinth of Souls.

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

Fire Breath damage:	1-D12 x8 fire damage to all foes who fail to evade.
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D20 roll needed to evade Fire Breath:	17+
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