Encounter type: # Rat, Giant

\# Encountered: 1-D4 +1 per 1 player.

Attacks per turn: 1

Attack types / Damage per successful attack: Bite / 1-D12

D20 roll needed to have Gold / # of gold coins found: 17+ / 1-D4

D20 roll needed to have Silver / # of silver coins: 16+ / 3-D6

D20 roll needed to have Treasure / # of treasure items found: 17+ / 1 Check for each to have treasure.

Defense: 10

Experience: 4

Life-points: 12

Offense: 0

Region: Mountain Wilderland.

Special: Disease Bite: When the Giant Rat causes maximum damage on a bite, its victim will become diseased, incurring the following penalties:

>> Defense: -2
>> Offense: -2
>> Duration: 3-D6 Travel Turns.