

# Encounter type: **Ratman, Undertomb**

# Encountered: 1-D6 per 3 players.

Attacks per turn: 3

Attack types / Damage per successful attack: 2 Claws: 1-D12 x4 each, 1 Bite: 1-D12 x5

D20 roll needed to have Gold / # of gold coins found: 18+ / 1-D4

D20 roll needed to have Silver / # of silver coins: 17+ / 1-D12 x3

D20 roll needed to have **Treasure** / # of treasure items found: 18+ / 1-D4

Note: Each creature may have treasure. Check for treasure and money on each creature encountered.

Defense: 14

Experience: 40

Life-points: 120

Offense: +1 per 3 Undertomb Ratmen and Tomb Rats when they are attacking a single target.

Region: Volcanic Wilderland Tomb.

Special:        **Blackened Plague:**        When the Undertomb Ratman causes maximum damage on a bite, its victim will become diseased with the Blackened Plague, incurring the following penalties:

Defense: -5

Offense: -5

Duration: Permanent until healed.

Summon Rat:        At the beginning of each Ratman's turn, roll 1-D6. A score of 1 will indicate 1-D4 **Tomb Rats** have joined the battle to aid that particular Undertomb Ratman against its foes. This ability will not take up the turn of the Undertomb Ratman (it is natural, and always in effect during a situation).