

## Encounter type: **Rat, Tomb**

# Encountered: 3-D12 per 3 players.

Attacks per turn: 1

Attack types / Damage per successful attack: Bite: 1-D12 x3

D20 roll needed to have Gold / # of gold coins found: 14+ / 1-D12 +2 x2

D20 roll needed to have Silver / # of silver coins: 13+ / 1-D12 x8

D20 roll needed to have **Treasure** / # of treasure items found: 14+ / 1-D6 +2

Note: Check for treasure one time only (not for each creature encountered).

Defense: 13

Experience: 15

Life-points: 45

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

Region: Volcanic Wilderland Tomb.

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

Defense: -5

Offense: -5

Duration: Permanent until healed.