

Encounter type: **Rat, Large**

Encountered: 1-D4 +1 per 1 player.

Attacks per turn: 1

Attack types / Damage per successful attack: Bite / 1-D6

D20 roll needed to have Gold / # of gold coins found: 20 / 1

D20 roll needed to have Silver / # of silver coins: 19+ / 1-D4

D20 roll needed to have **Treasure** / # of treasure items found: 20 / 1 Check for each to have treasure.

Defense: 8

Experience: 2

Life-points: 6

Offense: 0

Region: Grass Wilderland.

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

Defense: -1

Offense: -1

Duration: 2-D6 Travel Turns.