

Encounter type: Thief, Shadow

Encountered: 1

Attacks per turn: 1

Attack types / Damage per successful attack: Pick Pocket: No damage. See: "Special".

D20 roll needed to have Gold / # of gold coins found: 10 / 1-D12 x3 +3

D20 roll needed to have Silver / # of silver coins: 9+ / 1-D12 x12 +12

D20 roll needed to have **Treasure** / # of treasure items found: 10+ / 2-D6 +2

Defense: 18

Experience: 70

Life-points: 210

Offense: +4

Region: Volcanic Wilderland Dungeon of Shadows

Special: Pick Pocket: This creature has the annoying ability to simply vanish before your eyes. When encountered, roll initiative as normal. When this creature successfully strike you, you take no damage, but will lose one of the following items:

%Roll: Pick Pocket result: **Note: An item worn or held has a 75% chance to resist being stolen.**

01-20: Random **Enchanted item**.

21-40: Random **Gem**.

41-60: Random Gold (1-12 pieces will be taken). This is considered as one item taken.

61-70: Random **Potion**.

71-80: Random **Scroll**.

81-90: Random Silver (1-12 pieces will be taken). This is considered as one item taken.

91-00: Random **Weapon**.

Note: If you have multiple of the same item, roll a D6 for each one. The item that represents lowest roll will be taken by the Shadow Thief (only items on this chart can be taken).

After attempting to steal something, whether successful or not, the Shadow Thief will vanish into shadow. All must then roll initiative as it appears to pick the pocket of someone else (randomly). Only the one the Shadow Thief attempts to steal from can attempt to attack it, and can only do so if he or she winds initiative. When this creature has taken a total of 10 items, it will leave, never to be encountered again (even if another Shadow Thief is encountered).