Ring, Thievery:

This ring will empower its wearer with the Gnome ability, "Snatch". The wearer must state he or she will use the Thievery Ring, or it will not work.

Note: An item taken WILL NOT be considered as part of the treasure a foe may have (this is the unique ability of Thievery Ring), and any item Snatched will be palm-sized (i.e., silver, gold, an enchanted item, a gem, etc.).

When the wearer of this ring preforms "Snatch", roll on the following chart once to see what has been found:

<u>%Roll: Snatch result</u>:
01-90: Nothing.
91-92: 1 Silver coin.
93-94: 1 Gold coin.
95-96: 1 Gem.
97-98: 1 Potion.
99-00: 1 Enchanted Item (roll until the result is something palm-sized).

Note: Snatch can only be attempted on a creature one time per encounter.

Special: For every 10 levels the wearer of this ring advanced, +1 will be added to the "Snatch" result roll.

If a Gnome is wearing this ring, the % chance will double to 20%.