

Apparitions & Appraisals

How much can you earn before your time runs out?

A Mini Antique Shop TTRPG for 1+ Players by Silver Dice Society

You are the keeper of a haunted antique shop

You will need: 2 six-sided dice, a pencil or pen, and blank paper.

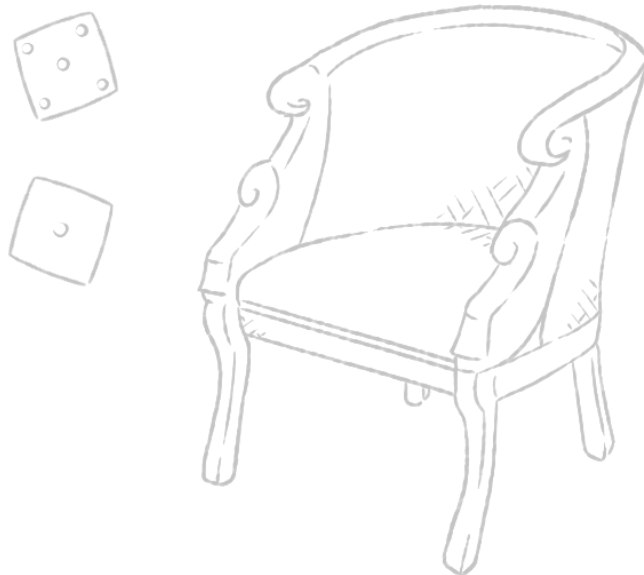
Open your shop: Give your shop a name, how did you come to work/own this shop, where is it, and how does it look? Roll a d6 on the Antique shop table to get some inspiration. Rolling a 6 sets the difficulty of your playthrough to “hard-mode”.

Run your shop: You start with \$500. Running your shop happens in 3 phases; acquiring items, exorcising ghosts, and selling items. Use the *Haunting*, *Condition*, and *Items* tables to imagine the things you acquire (1-3 items per day at the cost of \$100 each), Then use the rules on the final page for *Sales* and optional *Exorcisms*. A general rule for *Apparitions & Appraisals* is the lower the roll the easier the challenge or higher likelihood of success.

Closing time: The game ends if you run out of money or when any combination of 3 skulls (3 sixes) are rolled together, if you roll a 6 when establishing your shop this challenge moves to any 2 sixes rolled in succession. Why do your shop's doors finally come to a close? Is it a persistent haunting or a string of bad sales, write your antique shop's end.

The Antique Shop:

1	Newly built next to a graveyard
2	A stall in a traveling night market
3	Inherited from a long lost relative
4	In a gentrified previous ghost-town
5	Rented in an abandoned mall
6	In an old house on a hill



Haunting:

1	Friendly Phantom -2
2	Ethereal Energy -1
3	Lingering Shade 0
4	Wrangled Wraith +1
5	Persistent Poltergeist +1
6	Evil Posession +2 

Condition:

1	Pristine -2
2	Dusty -1
3	Faded 0
4	Scratched 0
5	Tarnished +1
6	Decaying +2 

Items:

	1	2	3	4	5	6
1	Well Loved Locket	Decorative Candle Set	Sports Card Collection	Vintage Wedding Dress	Silver Spoon	Autographed Photograph
2	Crystal Goblet	Old Arcade Cabinet	Painted Vase	Porch Goose	Record Collection	Stylized Lamp
3	Box of Trinkets	Wooden Wardrobe	Hand-Forged Horseshoe	Porcelain Bank	Handmade Rag Doll	Ornately Framed Mirror
4	Rocking Chair	Novelty Salt & Pepper	Embroidered Suit	Ancient Abacus	Cup of Loaded Dice	Bottled Specimen
5	Pocket Watch	Leather-Bound Book	Doctor's Bag	Deck of Tarot Cards	Skeleton Key	Wooden Stake Set
6	Circus Poster	Ship in a Bottle	Uranium Glassware	Ornamental Dagger	Questionable Taxidermy	Abandoned Skull 

Exorcisms



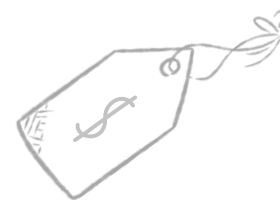
Optional Exorcise your items: Nothing can be done about the condition of your items, but sales checks can be made easier by exorcising an item.

For each item roll 1d6. 1-2 = success, remove haunting condition and modifiers from the item, 3-4 = no change, and 5-6 = the haunting gets worse, add an addition +1 to the items modifiers.

Make a Sale

Sales Mechanics: For each item in your shop roll on the Sales table to see if you can succeed. Difficulty is based on the items condition and haunting, add or subtract the corresponding values for both aspects to your sales roll.

Example: $2d6 + 2$ (poltergeist) $- 1$ (dusty) $= 2d6 + 1$



Sales:

-2	With a Tip +\$1100	8	Settled for a Sale +\$100
-1	Expert Technique +\$1000	9	At a Loss +\$90
0	Prolific Profits +\$900	10	Curious Customer +\$80
1	Happy new Home +\$800	11	Generous Discount +\$70
2	Perfect Pairing +\$700	12	Puzzled Patron +\$60
3	Host for the Ghost +\$500	13	Offloading an Omen +\$50
4	Portent of Profit +\$400	14	Disgruntled Customer +\$20
5	Easy Earnings +\$300	15	Completely Scammed +\$10
6	Simple Sale +\$250	16	Broken Goods +\$0
7	Standard Fare +\$200	17	Apology Cash -\$100