# Apparitions & Appraisals

**How much can you earn before your time runs out?**

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



The key to your new shop in this magical mini booklet. Use it wisely.





# Apparitions & Appraisals

## You are the keeper of a haunted antique shop

**You will need:** 2 six-sided dice (2d6), 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 likelyhood 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 the game instead ends when any 2 sixes are 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:

| (1d6) | |
|---|---|
| 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 💀 |



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## Haunting:

| (1d6) | | |
|---|---|---|
| 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:

| (1d6) | | |
|---|---|---|
| 1 | Pristine | -2 |
| 2 | Dusty | -1 |
| 3 | Fadded | 0 |
| 4 | Scratched | 0 |
| 5 | Tarnished | +1 |
| 6 | Decaying | +2 |

## Items:

| (2d6) | 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 |

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# Exorcisms

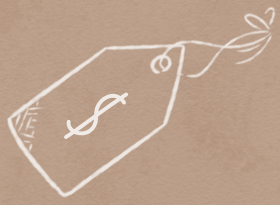


*Optional* Exorcise your items: Nothing can be done about the condition of your items, but *Sales* checks can be made easier by exorcising an item.
For each item roll 1d6. 1-2 = success!: remove haunting condition and modifiers from the item. 3-4 =no change. 5-6 = the haunting gets worse, add +1 to the item's haunting.

# Make a Sale

**Sales Mechanics:** For each item in your shop roll and add 2d6 on the Sales table to see if you can succeed. Difficulty is based on the item's condition and haunting, add or subtract the corresponding values for both aspects to your sales roll.

(roll) (haunting) (condition)
**Example:** 2d6 +2 (poltergeist) -1 (dusty) =2d6 +1



(2d6) Sales:

| | |
|---|---|
| -2 | With a Tip +$1100 |
| -1 | Expert Technique +$1000 |
| 0 | Prolific Profits +$900 |
| 1 | Happy new Home +$800 |
| 2 | Perfect Pairing +$700 |
| 3 | Host for the Ghost +$500 |
| 4 | Portent of Profit +$400 |
| 5 | Easy Earnings +$300 |
| 6 | Simple Sale +$250 |
| 7 | Standard Fare +$200 |

| | |
|---|---|
| 8 | Settled for a Sale +$100 |
| 9 | At a Loss +$90 |
| 10 | Curious Customer +$80 |
| 11 | Generous Discount +$70 |
| 12 | Puzzled Patron +$60 |
| 13 | Offloading an Omen +$50 |
| 14 | Disgruntled Customer +$20 |
| 15 | Completely Scammed +$10 |
| 16 | Broken Goods +$0 |
| 17 | Apology Cash -$100 |

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