



d12 Monthly

TREASURE & LOOT
ISSUE

Issue 47
May, 2025

FREE VERSION

NOT-SO-LOST TREASURE

FINDERS KEEPERS

TREASURE TABLES

REAP WHAT YOU ROLL

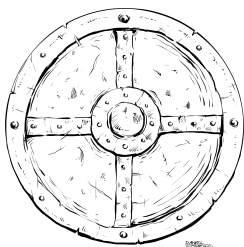
TREASURE BEYOND COINS

MUNDANE BUT PRICEY

TABLES, TABLES, AND MORE TABLES!

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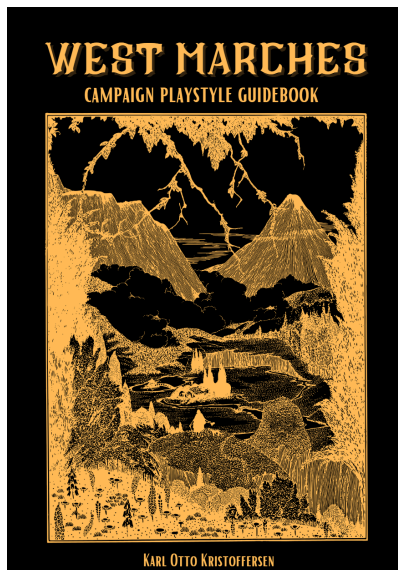


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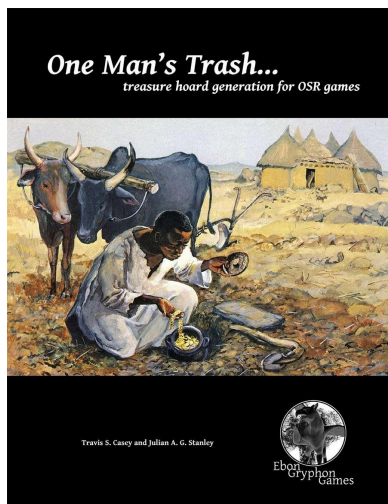


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Treasure & Loot Issue

Treasure. It is won with difficulty and lost easily by adventurers.

But treasure doesn't need to be just coins and a few gems - treasure comes in many guises.

Over the next three issues I hope to show you how rich treasure can really be.

This issue covers general wealth and loot, from coins, gems, jewellery, art, books, knowledge, clothing, and even seemingly mundane items - they can all be treasure to someone.

The next issue will be all about magical treasure, and the final issue in the trilogy will be about how other races and monsters view treasure. That one may just surprise you!

For now, dig in, and you may just find some great treasures of your own. But make sure you are strong and wise enough to get them back home and turned into coins you can spend.

And, as always, happy gaming!

- Russ from YUMDM

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... for making this zine as good as it is.

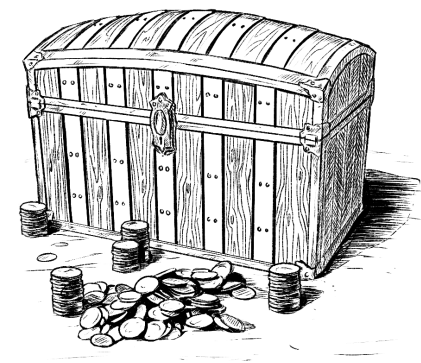
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<https://www.patreon.com/yumdm>

(Tiers are available to receive a physical copy).

And You See...

Treasures Beyond Gold



Treasure is not just gold and gems, but many other items that hold value for many reasons. Below are some ideas to add to your loot piles instead of, or as well as, coins and gems.

Roll on the *Type of Treasure* table and then on the subsequent table for that result.

Table: Type of Treasure

D12	Treasure Type
1	Fine artworks
2	Rare books & manuscripts
3	Detailed weapons & armour
4	Trade goods
5	Cultural relics
6	Minor magical curiosities
7	Unique mundane items
8	Clothing & Accessories

- | | |
|----|--------------------------|
| 9 | Food & Drink |
| 10 | Natural or organic items |
| 11 | Religious items |
| 12 | Exotic/Unusual |

Table: Fine Artworks

D10	Treasure
1	Intricate ivory statuettes.
2	Gold-leaved or silver-framed paintings.
3	Tapestries depicting mythical or historical events.
4	Marble or bronze busts of notable figures.
5	Stained-glass panels salvaged from ruins.
6	Jeweled chalices or ceremonial goblets.
7	Carved wooden masks adorned with rare materials.
8	Rugs or carpets woven with precious threads.
9	Ornate musical instruments inlaid with gemstones.
10	Miniature dioramas of famous battles or cities.

Table: Rare Book & Manuscripts

D10	Treasure
1	Spellbooks with hand-drawn magical diagrams.
2	Illustrated religious codices.
3	Explorer's journals with detailed maps.

4	Treatises on alchemy, annotated with formulas.
5	Collections of poetry in fine script.
6	Banned books on forbidden magic or knowledge.
7	Historical chronicles of ancient empires.
8	Letters or decrees from legendary rulers.
9	Military manuals on strategy and tactics.
10	Mythological epics written in a lost language.

Table: Detailed Weapons & Armour

D10	Treasure
1	Gilded ceremonial swords.
2	Battle-worn shields with faded heraldry.
3	Quivers filled with silver-tipped arrows.
4	Helmets shaped like mythical beasts.
5	Suits of armor decorated with intricate engravings.
6	Spears with engraved hafts and ornamental heads.
7	Blades of unusual metal, like meteoric iron.
8	Gauntlets reinforced with scales of a dragon.
9	Lightweight chainmail of impeccable craftsmanship.
10	Axes with carvings of ancestral symbols.

Table: Trade Goods

D10	Treasure
1	Sacks of rare spices (e.g., saffron, cinnamon).
2	Bolts of fine silk, wool, or brocade.
3	Ingots of precious metals (gold, silver, platinum).
4	Exotic animal pelts, including rare patterns.
5	Crates of rare herbs for alchemy or luxury teas.
6	Uncut lumber from rare trees (ebony, mahogany).
7	Barrels of fine wine or aged whiskey.
8	Precious dyes like purple or indigo.
9	Crates of salt, a highly valued commodity.
10	Preserved foods, such as candied fruits or smoked meats.

Table: Cultural Relics

D10	Treasure
1	Ritual masks from a lost culture.
2	Amulets or talismans engraved with sacred symbols.
3	Relics from holy sites, such as fragments of altars.
4	Coins from an ancient, forgotten civilization.
5	Ornamental crowns or circlets of past rulers.
6	Clay tablets inscribed with ancient scripts.

- 7 Battle standards of long-fallen armies.
- 8 Carved stones depicting ancestral genealogies.
- 9 Ceremonial tools, such as ornate knives or censers.
- 10 Relics tied to specific myths, like a hero's drinking horn.

Table: Minor Magical Curiosities

D10	Treasure
1	Crystals that glow faintly in the dark.
2	A mirror that shows an alternate reflection.
3	A comb that seems to repair hair as it's used.
4	A bell that chimes without being struck.
5	A box that stays cool to the touch.
6	A cloak that shifts colors slightly depending on light.
7	A stone tablet with shifting, unreadable text.
8	A jar of preserved eyeballs, rumored to see visions.
9	A piece of jewelry that hums faintly when near danger.
10	A book that whispers its contents to its reader.

Table: Unique mundane items

D10	Treasure
1	Tools made of rare metals (e.g., gold or mithril hammers, tongs).

- 2 High-quality cooking utensils engraved with symbols.
- 3 Saddles or harnesses adorned with silver filigree.
- 4 Fine boots or gloves lined with rare fur.
- 5 Lanterns or candelabras made of brass or bronze.
- 6 Writing implements like quills or inkpots of rare materials.
- 7 A well-crafted whetstone with an ornate box.
- 8 Fishing gear made with unusual materials like coral hooks.
- 9 Chess sets or other games made of ivory or onyx.
- 10 A box of rare seeds from distant lands.

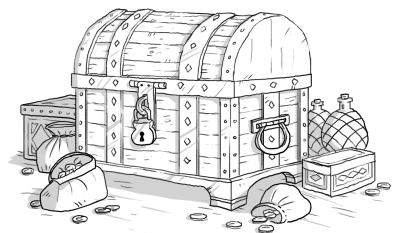


Table: Clothing & Accessories

D10	Treasure
1	Cloaks made of enchanted or iridescent fabric.
2	Hats adorned with feathers from exotic birds.
3	Belts studded with semi-precious stones.
4	Gloves embroidered with golden threads.

5	Shoes that shimmer as though freshly polished.
6	Scarves dyed with brilliant, rare colors.
7	Fine silk handkerchiefs bearing noble insignias.
8	Jewelry with intricate filigree and tiny gemstones.
9	A suit of clothes once worn by a famous figure.
10	A sash or baldric with intricate beadwork.

Table: Food & Drink

D10	Treasure
1	Casks of rare wines, meads, or ales.
2	Jars of preserved honey or exotic fruits.
3	A collection of rare spices in tightly sealed containers.
4	Loaves of bread petrified into stone-like relics.
5	A barrel of salt, worth its weight in gold in some areas.
6	A box of candied nuts or dried fruits from a distant market.
7	Amphorae of oil, perfumed or for cooking.
8	A small keg of experimental alchemical spirits.
9	Cheeses wrapped in waxed cloth, still aromatic.
10	Packets of dried tea leaves from foreign plantations.

Table: Natural or Organic Items

D10	Treasure
1	Fossilized shells or creatures.
2	A preserved dragon's claw or tooth.
3	Feathers from a mythical or extinct bird.
4	Rare seeds or saplings of magical plants.
5	Bones carved into intricate shapes or patterns.
6	A jar of glowing moss or bioluminescent fungi.
7	Shards of rare crystal or gemstone geodes.
8	Pearls of unusual size or coloration.
9	Chunks of amber with preserved insects inside.
10	Scales from a legendary creature, polished and gleaming.

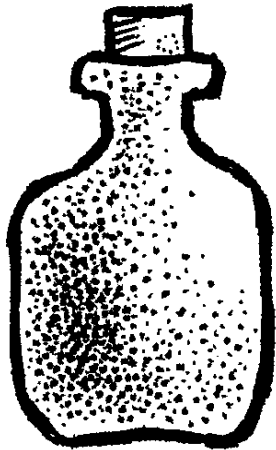


Table: Religious Items

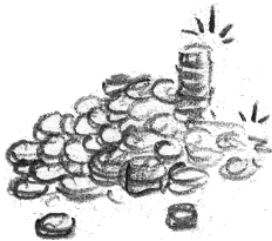
D10	Treasure
1	Icons or statues of gods or saints.
2	Ritual daggers or sacrificial bowls.
3	Reliquaries containing fragments of saints.
4	Robes embroidered with divine symbols.
5	Prayer beads or relic chains of rare materials.
6	Bells or chimes used in temple rituals.
7	Scrolls containing hymns or prayers.
8	A collection of holy water flasks.
9	An incense burner shaped like a mythical creature.
10	Votive offerings like small carved animals.

Table: Exotic/Unusual

D10	Treasure
1	Musical instruments unfamiliar to local cultures.
2	Carvings or idols depicting strange deities.
3	Coins of unusual shapes or materials.
4	Beaded necklaces made from teeth or bones of rare creatures.
5	Figurines carved from materials like jade or obsidian.
6	A conch shell horn that produces an eerie sound.
7	Fabrics patterned with motifs

unknown in the region.

8	Foreign alchemical tools, unfamiliar but intriguing.
9	Artifacts written in a lost or alien script.
10	Weapons of a completely unfamiliar design.



If you need to know the value of an item, use the following table as a guide.

Table: Treasure's Worth

D10	Amount in GP
1	1D6
2	2D4
3	3D6
4	3D10
5	4D20
6	6D100
7	2D100 x 100
8	1D1000 x 10
9	20D6 x 100
10	D4 x 10,000



Whispers of Forgotten Fortunes

Treasure Rumours

Whether you are running a sandbox campaign, or a one-off adventure, these rumours of treasure may spark a cool idea your characters may follow. You can decide which are true.

Table: Treasure Rumours

D20	Rumour
1	A merchant in Myrbridge claimed to have seen golden coins flowing downriver after a landslide upriver.
2	The ruins of Karthold, an ancient watchtower in the hills, are said to hide a warlord's plundered chest buried beneath its collapsed foundations.
3	Fishermen near the southern coast talk of a sunken ship laden with iron ingots and silver jewelry, visible only at the lowest tides
4	A band of highwaymen was overheard bragging about burying their loot beneath a twisted oak along the old north road.
5	A hermit claims to have found a cave of glowing crystals in the eastern cliffs that fetch a fine price with gem traders.
6	The village elder speaks of a cursed crown hidden in the marshes, said to bring ruin to whoever wears it.
7	A faded tapestry in the

	Summerheart archives depicts a forgotten temple, with a golden idol resting on its altar.
8	Travelers whisper of a caravan lost in the desert storms near Jahlan, its cargo of spices and rare pearls scattered across the dunes.
9	Hunters in the Freelands claim to have found a silver mine, but fear strange noises and refuse to return.
10	The wreck of a notorious pirate ship is said to lie near the coral reefs of the western coast, its cargo of plunder still untouched.
11	A mad minstrel sings of a vault sealed within the Eisenmark mountains, where ancient jewels shine with an inner fire.
12	A dying knight confessed to burying a cache of coins and jewels beneath a weathered bridge after deserting his company.
13	The Simorghian merchant caravans sometimes speak of an emerald talisman stolen from their ancestral shrines, now hidden in an unknown mountain cave.
14	A shepherd discovers strange coins in a wolf's den but refuses to share the location, claiming it is cursed.
15	Farmhands unearthed ancient pottery filled with gold during a recent plowing in Vallise but buried it again, fearing it was sacrilegious.
16	An old prospector claims to have found a vein of gold in the hills but was driven away by unnatural

	howls at night.
17	A child's rhyme in the villages around Grimport speaks of 'The Hoard Below,' a treasure hidden in a ruined cellar.
18	A merchant's ledger from 50 years ago speaks of a chest of rare spices and perfumes that went missing in a flooded ravine.
19	A Shinokawan scholar recently published a map that supposedly leads to the tomb of a forgotten hero, rumored to be buried with their magical sword.
20	A Vallisan abbey's ancient bell, made of pure silver, was stolen a century ago and may still lie hidden in a forest cave.
21	Deep beneath the sunken ruins of an old coastal fortress lies a vault said to contain the war treasury of a once-mighty navy. Local fishermen claim that strange lights flicker underwater on moonless nights.
22	A reclusive astronomer was rumored to have discovered a gemstone that glows with the brilliance of the stars. It was said to be hidden in a labyrinthine observatory atop a mountain.
23	A caravan loaded with rare silks, spices, and golden statuettes was lost to the sands of the desert after its greedy merchant tried to take a dangerous shortcut. The ruins of the caravan are said to appear briefly after sandstorms.
24	A holy relic stolen from a distant temple was hidden in a cave, but those who seek it never return.

	Locals whisper that a curse guards the reliquary, ensuring it remains undisturbed.
25	A defeated king buried his crown and scepter in the hollow of an ancient tree before falling in battle. The tree still stands, its roots clutching the treasure like claws.
26	In the heart of a glacier, a long-dead frost giant queen is said to have buried a hoard of enchanted weapons and jewelry. A strange warmth emanates from the ice at certain times of the year, leading explorers to believe the cache is real.
27	A scholar's journal mentions a legendary scroll that, when read aloud, reveals the location of untold riches. However, the scroll is hidden within a library now overrun by undead.
28	A dying dragon offered its hoard to a small village in exchange for its final resting place. The dragon's body is long gone, but villagers claim the hoard is buried beneath the town square.
29	A hidden temple dedicated to a forgotten god is said to contain a maze of golden walls. Legends say the treasure lies at its center, but the labyrinth constantly shifts to confuse intruders.
30	A ghostly vessel appears on foggy nights, its deck glittering with coins and jewels. Brave sailors who've tried to board it claim the treasure vanishes as quickly as the ship itself.

Treasure Lost

Claiming Treasure

Treasure hunting is all fun and games until someone claims it was theirs to begin with.

Characters diving into dungeons or looting dragon hoards often return with sacks of glittering gold and priceless artifacts. But what happens when these riches come with strings attached?

Perhaps that goblet wasn't abandoned by chance but was stolen from a local noble. Or maybe that gilded statue is a sacred relic belonging to a nearby temple.

The trouble begins when the original owner - or their heirs, priests, or mercenaries - comes knocking. Reclaiming a lost fortune can take many forms, from legal disputes in the city courts to ambushes on the open road.

Some owners might offer a reward for its return, but others will simply demand it.

For the party, it's a dilemma. Do they fight to keep their hard-earned haul, risking reputations and relationships? Or do they give it up, knowing that every shiny coin they carry might cost them more than it's worth?

Directions

Roll on the *Former Owner* table below to find out who the former owner was to the party's treasure (or part thereof). Use 1D10 for lower magic games.

Table: Former Owner

D12	Owner	Motivation
1	Local Noble	Reclaim stolen family heirlooms or wealth
2	Temple or Clergy	Recover sacred relics or offerings meant for their god
3	Bandit Leader	Hoard represents their gang's stash or ill-gotten gains
4	Merchant Guild	Lost shipment or embezzled funds belonging to the guild
5	Former Adventurer	Lost treasure from their adventuring days
6	Historian or Scholar	Artifact with significant historical or academic value
7	Common Folk	Family savings stolen during a raid or disaster
8	Thieves' Guild	Cache hidden away by a guild member or leader
9	Foreign Royalty	Cultural artifacts looted during a war or conquest
10	Rebel Leader	Stolen funds meant to support their rebellion
11	Fae Court	Enchanted treasure belonging to the fae
12	Dragon	Hoard stolen from their lair

Character Building

A Thief's Dilemma

Finding treasure is one thing - getting rid of it is another. After all, not every glittering hoard can be spent freely.

Whether it's avoiding the taxman, sidestepping the prying eyes of a thieves' guild, or simply keeping a low profile, unloading loot often requires finesse.

For starters, not all treasure is easily liquidated.

A jewel-encrusted crown might fetch a fortune, but it also screams "stolen artifact" to anyone who sees it.

Fencing such items requires connections - trustworthy ones, preferably - but those come with their own risks. A shady dealer could alert rivals or report the party to the authorities for a cut of the bounty.

Even gold coins can draw unwanted attention.

Dropping a small fortune at the local inn or market might raise questions: where did it come from, and why wasn't it reported to the local ruler?

In some places, the crown takes its cut of all treasure, and avoiding that "fee" can earn a party the wrong kind of reputation.

Creative solutions abound for those willing to think outside the treasure chest.

Bartering rare items instead of selling them outright can keep transactions discreet.

Splitting the haul among trusted allies, hiding it in a secret location, or even laundering it through investments in property or businesses are all viable strategies.

The key to success is subtlety. Flash too much wealth, and someone - be it the law, the guild, or a jealous rival - will come asking questions. And sometimes, those questions are best avoided altogether.

Just who takes an interest in the party's treasure will depend upon where they flash their wealth.

Tips for the GM

Keep an eye on how much wealth the characters throw around. And where they spend it. Also:

- Make treasure more than just coins
- Introduce untrustworthy merchants
- Leverage local laws and customs
- Involve the Thieves' Guild
- Use treasure to shape the setting
- Encourage creative solutions for disposing of items
- Create consequences for flashy spending
- Add hooks for future adventures
- Track the flow of wealth
- Engage morality and consequences

Solo Spotlight

Quick Treasure Find



Here's a quick and dirty treasure table for solo play. Roll 1D20 to determine what kind of treasure your character discovers.

Each result includes a small description to spark ideas for its use or consequences.

Table: Random Treasure

D20	Treasure
1	1D100 copper coins scattered in a rotting chest. The coins bear an unfamiliar sigil.
2	A silver locket with a painted miniature of a noble. Worth 50 gp but clearly personal.
3	A battered longsword with a faintly glowing rune. The glow fades when touched.
4	2D6 gold coins and a set of fine dice. The dice seem weighted for a gambler's edge.
5	A sack of rare herbs worth 25gp to an apothecary or herbalist.
6	A bronze statuette of a rearing horse.

	Slightly tarnished but worth 75gp.
7	A map drawn on tattered parchment, marking an "X" in the middle of a dark forest.
8	1D4 healing potions wrapped in a bloodstained cloth.
9	A heavy gold ring engraved with a dragon motif. Likely stolen from a noble family.
10	A strange orb that hums softly when held. Its purpose is unclear.
11	A pouch containing 3D6 gemstones, each worth 10gp.
12	A collection of 1D4 scrolls, one of which is magical (GM determines spell).
13	A small box containing 1D100 silver coins and a cursed ring (-1 to saves).
14	A weathered tome detailing forgotten lore. Worth 100gp to the right scholar.
15	A fine bottle of wine worth 50gp. Age and origin stamped on the label.
16	A bag of 1D8 coins (gold, silver, or copper) and a small, ornate key.
17	A jeweled dagger (worth 150 gp) hidden in the folds of a deceased noble's clothing.
18	1D6 rare coins, each bearing a king's face not found in current records.
19	A small idol carved from obsidian. It feels unnaturally cold to the touch.
20	A magical trinket (GM's choice) and 2D10 gold coins.



Spellcraft

Scrolls as Treasure

Treasure comes in all shapes and sizes. Here is a table to help you discover which scrolls are in a treasure pile.

Custom Flavor

You can describe the scroll's appearance with details like glowing runes, aged parchment, or protective casings to add flavor.

Material: Scrolls can be made from unusual materials like dragonhide, enchanted silk, obsidian slate, or even woven spider silk.

Writing: Spells could be written in glowing runes, fading ink that reappears under moonlight, or etched with a burning tool. Some may shift and shimmer, requiring focus to read.

Coloration: Parchments could have vibrant colors, glowing edges, or be blackened like charcoal for dark magic.

Hidden Details: The scroll might conceal additional text or a second spell, only revealed when activated under specific conditions (e.g., moonlight, fire, or a specific incantation).

Residual Power: Holding the scroll could cause tingling sensations, warmth, or coldness in the reader's hands, hinting at its magical potency.

Dice

You may roll different dice (D6, D8, D10) on the table below to correspond with your party's level.

Table: Scrolls

D20	Scroll
1	Cursed Scroll
2	1D4+1 Random Level 1 Spells (Magic-User)
3	1D4+1 Random Level 1 Spells (Cleric)
4	Protection from Animals
5	1D4 Random Level 2 Spells (Magic-User)
6	1D4 Random Level 2 Spells (Cleric)
7	Protection from Lycanthropes
8	1D3 Random Level 3 Spells (Magic-User)
9	1D3 Random Level 3 Spells (Cleric)
10	Scroll of a Ritual*
11	Scroll written in the Dark Tongue*
12	Protection from Constructs
13	1D3 Random Level 4 Spells (Magic-User)
14	1D3 Random Level 4 Spells (Cleric)
15	Scroll of D3 Rituals*
16	1D2 Random Level 5 Spells (Magic-User)
17	1D2 Random Level 5 Spells (Cleric)
18	Protection from Elementals
19	1D2 Random Level 6 Spells (Magic-User)
20	Combination Scroll: Contains 1D3 spells from levels 1D6

* See Issue 46 of *d12 Monthly* for more information on rituals and the Dark Tongue.

Adventure Location

Example Treasure Hoard

This hoard offers a mix of monetary rewards, magical items, story hooks, and risks, making it a compelling and memorable find for adventurers.

Hazards

A guardian lurks nearby - an enormous, Giant Spider that leaps from the ceiling if the hoard is disturbed.

The hoard is cursed with a greed hex: Any who take items suffer a penalty of -2 to Wisdom saves until the curse is lifted.

Coins

- 1,200 gold coins, minted with the sigil of a long-forgotten kingdom.
- 3,400 silver coins, tarnished but still recognizable as trade currency.
- 6,800 copper coins, scattered and dusty, buried beneath layers of rubble.

Gems and Jewelry

- A ruby the size of a child's fist, with faint veins of black running through it (worth 1,500gp).
- A delicate silver necklace inlaid with emerald chips (worth 600gp).
- A plain iron ring that hums faintly when held (non-magical

but valued at 75gp for its craftsmanship).

Art Objects

- A golden chalice etched with scenes of a great battle, encrusted with tiny diamonds (worth 2,000gp).
- A faded tapestry depicting an ancient coronation, still vibrant in some sections despite its age (worth 400gp if carefully restored).
- A carved ivory statuette of a goddess, standing six inches tall, with inlaid gold accents (worth 800gp).

Magical Items

- *Scroll of Lesser Restoration*: A single-use spell inscribed in flowing script.
- *Ring of Minor Invisibility*: Grants 5 minutes of invisibility once per day.
- *Flamebrand Dagger*: A +1 dagger that bursts into flame on command, dealing an additional 1D4 fire damage.

Miscellaneous

- A brittle, leather-bound journal detailing the last days of the dungeoneer's creator.
- An unmarked bottle of deep green liquid, later revealed to be a *Potion of Vitality*.

Class Acts

Treasure Kits

Below you will find two more Kits you can use in your campaign. See Issue 32 of *d12 Monthly* for more information about Kits.

Fence



The Fence is a skilled intermediary who specializes in buying and selling stolen or questionable goods.

They operate in the shadows of society, bridging the gap between thieves and buyers.

A Fence is resourceful, discreet, and knows how to keep secrets, making them invaluable in urban settings or when dealing with illicit treasures.

Requirements

Ability Scores: Intelligence 12+, Charisma 13+.

Alignment: Any non-lawful.

Other: Must have a network of contacts within the criminal underworld.

Role

The Fence acts as the middleman in illicit trade, providing an outlet for adventurers looking to sell hard-to-move treasures like stolen art, smuggled goods, or cursed items.

They are adept negotiators, often securing better deals for their clients while ensuring their own cut.

In adventuring parties, the Fence serves as a facilitator for offloading questionable loot, acquiring rare items, and navigating urban intrigue.

Secondary Skills

Fences usually have the following skills: Appraiser (see below), Clipper, Charlatan, Forger, Petty Thief (see below), Street Urchin.

Equipment

A fence could possibly have one or more of the following equipment.

- A concealed ledger for tracking transactions and contacts.
- A forged merchant's license or cover identity.
- A collection of disguises for various environments.

- A hidden pouch containing emergency bribe money.

Special Benefit

Underground Network: The Fence has access to a network of informants and traders, allowing them to:

- Locate buyers or sellers for rare or stolen items in half the usual time.
- Gather information about local criminal activities or valuable targets with a successful Charisma check.

Quick Assessment: The Fence can appraise an item's value or determine its origin with a +2 bonus to relevant skill checks.

Discreet Transactions: The Fence can avoid suspicion when selling or purchasing questionable goods, gaining a +1 bonus to reaction roll checks during such dealings.

Special Hindrance

Shady Reputation: The Fence's criminal connections often attract unwanted attention, such as law enforcement or rival criminals, increasing the chance of complications during urban adventures.

Code of Silence: The Fence cannot reveal their clients' identities or dealings without facing severe consequences from their network.

Antiquarian Kit

The Antiquarian is a scholar and collector dedicated to the study, preservation, and trade of historical treasures. With expertise in ancient cultures, rare artifacts, and fine arts, they serve as the bridge between the past and the present. Their passion for uncovering and understanding history makes them valuable in uncovering the stories behind treasure hoards.

Requirements

Ability Scores: Intelligence 13+, Wisdom 12+.

Alignment: Any neutral.

Other: Must have an academic background (see Secondary Skills in Issue 32 of **d12 Monthly**).

Role

The Antiquarian serves as an expert in identifying, appraising, and preserving historical items. They excel at uncovering the origins of treasures, deciphering ancient texts, and securing buyers for unique artifacts.

In adventuring parties, they provide critical insight into the significance of discovered items, as well as contacts for selling rare goods.

Secondary Skills

Antiquarians can have the following skills: Apothecary, Appraiser, Bookbinder, Initiate, Sage, or Scribe.

Equipment

An antiquarian could possibly have one or more of the following equipment.

- A detailed tome on ancient artifacts and cultures.
- A magnifying glass and set of precision tools for examining delicate items.
- A notebook for cataloging discoveries and field sketches.
- A small case containing preservation tools (oils, wraps, and seals).
- A polished quill and ink for recording findings or drafting contracts.

Special Benefit

Cultural Knowledge: The Antiquarian gains a +2 bonus to checks related to history, art, or identifying ancient items.

Preservation Expertise: The Antiquarian can restore damaged treasures, increasing their value by 10-25% after sufficient time and effort, and ability checks.

Reputable Dealer: Buyers trust the Antiquarian's expertise, allowing them to secure a 10% higher selling price for unique artifacts.

Special Hindrance

Scholarly Obsession: The Antiquarian is driven to preserve historical items, often unwilling to part with them unless they are going to a proper museum or scholar.

Fragile Equipment: Their tools and materials require careful handling, and losing them greatly hinders their ability to work.



New Secondary Skills

See Issue 32 for more information on using secondary skills in OSE.

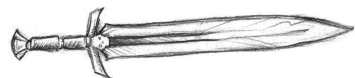
Appraiser

Works with merchants to understand the value of goods. Can value almost any item*

Petty Thief

Grew up on the streets of a city and steals small items just to stay alive*

* Denotes an ability check is required.



Want Even More?

Looking for more adventure? Back issues are available to download on [my website](#).

I'm also expanding this zine via new articles on the website. This will include web enhancements and other regular features.

Web Enhancements are articles that for whatever reason didn't make it into the zine. Usually 2-3 are posted on the website each month for each issue.

<https://yumdm.com/>

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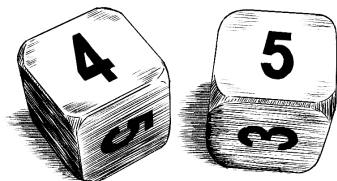
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Unless otherwise mentioned, all articles are written by Russ at YUMDM.



Next Month

The second in my treasure trilogy, June's issue will focus on magical treasures. So, strap on your wand of *Detect Magic* and make sure you don't miss anything.



It will contain corrupted items, magical traps, rules for too much magic, cursed items, magic item quirks, intelligent magic, plus much more!

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TREASURE & LOOT

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