

# d12 Monthly

MAGIC TREASURES  
ISSUE

Issue 48  
June, 2025

FREE VERSION

## INTELLIGENT MAGIC

NOT JUST FOR YOUR SWORDS  
ANY MORE

## MAGIC OVERLOAD!

BE CAREFUL WHAT MAGIC ITEMS YOU  
HAVE ON YOU

## MAGIC THIEF KITS

COMBINING MAGIC & THIEVERY  
HAS ITS ADVANTAGES

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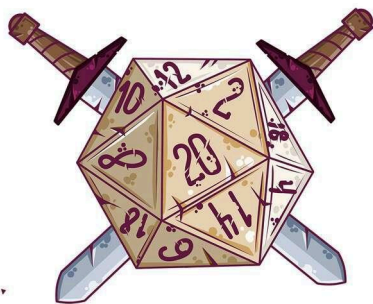
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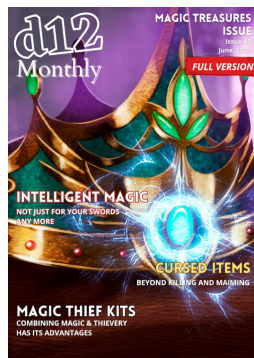
Train Your Brain to Run Tabletop Roleplaying Games



## SECOND EDITION

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# Magic Treasure Issue

Magic items. A treasure all characters desire.

Welcome to part 2 of a treasure trilogy, where I dive into magic treasures of all shapes and sizes.

You will find intelligent, corrupted, and cursed magic items, but you will also find new ways to detect and identify them.

But don't get too greedy, as you may face magic overload by carrying and using too many items.

You will also learn a new language: the language of the arcane, complete with maker marks and magical sigils.

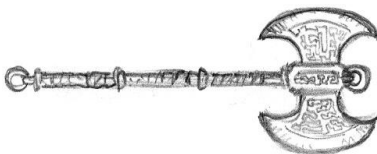
With all this treasure, you would think I would be done. However, never fear, as July's issue covers Beyond All That Glitters, and looks at how monsters view treasure.

And, as always, happy gaming!

- Russ from YUMDM

<https://yumdm.com/>

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# Thanks to my Patrons

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

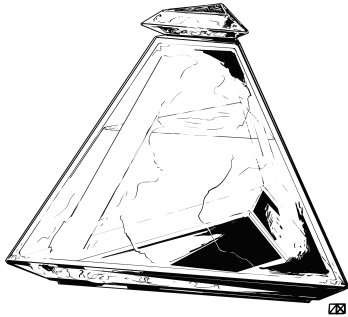
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<https://www.patreon.com/yumdm>

(Tiers are available to receive a physical copy).

# Yeah, But What Does It Do?

## Identifying the Arcane



One of the big issues characters have is how they can identify magic items.

Items from dusty old tombs and ancient ruins will probably be a lot easier to detect even on visual inspection, as they will be the only items not rotting or rusting away - although, the character would still need to examine it to brush away dust and calcification deposits.

However, for items that are being carried, worn, or hidden by contemporary foes and NPCs, this can prove a little more difficult.

Below are all the ways a character may find out if an item is magical.

### Just Tell Them

The easiest way is to just tell the PCs that an item is magical. But this lessens the enjoyment of discovery and, I would argue, makes the game less appealing.

### Markings

A character could possibly use markings on the item itself to help identify it.

### Detect Magic

Spells and magical traits can allow a character to detect that an item is magic (or that magic is nearby).

However, this isn't foolproof, as stronger sources of magic can drown out lesser sources, so some items could be missed. It also does not tell the character what the item does (although some versions allow the character to learn the type of magic used).

### Rituals

Some ancient rituals can be used to detect and identify magic items, but these are rare and difficult to cast. In fact, finding a book with one of these rituals in it, is magical treasure in itself.

See Issue 14 of *d12 Monthly* for more on rituals.

### Sages

Those knowledgeable in magic, like sages and high-level wizards, can be sought out to identify items, especially powerful artefacts. This may cost a pretty penny (in more ways than one), but it can be used for adventures - finding the sage in the first place, and then whatever mission the sage wants to send the characters on as payment.

For a great way to find and use sages, see [this article](#).





## Research

The characters can take it upon themselves to research an item's history and maker, which would give them a better idea of what an item does, if not understanding it fully.

## Testing

A character can easily, in some cases, just use the item to determine its magical abilities.

For example, a fighter may use this new magical sword in combat to see whether it slices through enemies easier, thus learning its bonus.

Another may take a sip of, or smell, a potion to discover what it may do. This will give clues as to what the potion does, but not fully give it away (you could give an INT check for magic-users to discover its use).

Testing magic is fraught with danger however, as items can be cursed and potions can be poison.

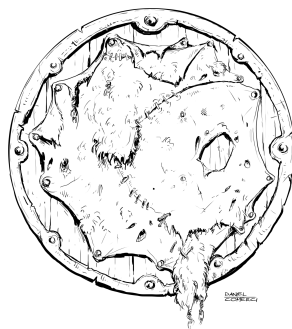
No matter what way a character decides to find out what a magical item does, it should be a fun experience for both them and the GM.

## Getting Players to Research

One thing I always find a little challenging is getting players to use their character's intelligence and research up on magical items (or anything, really).

There is a wealth of information out there for discovery and this can lead to even more adventures.

I find that if I suggest this to players, someone will pick up the idea and run with it.



# The Language of Enchantments

## Deciphering Magic Markings

Some magic items have runes or markings on them that could be used to identify them and figure out what they do.

### What Are These Markings?

Runes and magical inscriptions serve several purposes:

**Functionality:** They anchor the item's magic, acting as a conduit between the arcane forces and the physical object.

**Identification:** They denote the item's nature, often in shorthand or symbolic form. A dagger inscribed with runes of sharpness may bear angular lines resembling blades, while a cloak granting stealth might display symbols evoking shadows or silence.

**Craftsman's Mark:** Just as a blacksmith might stamp their work with a unique symbol, enchanters often leave a personal mark - an arcane signature that can reveal the item's origins.

### Deciphering the Language of Enchantments

Characters with knowledge of arcane languages or proficiency in arcana-related skills can attempt to interpret these

markings. Deciphering runes might yield the following insights:

**Basic Functionality:** A successful check might reveal that the staff channels elemental fire, or that the ring affects physical dexterity.

**Hidden Properties:** Complex enchantments might include layered sigils that hide secondary effects.

For example, a blade that glows blue to warn of danger might also deal extra damage to fiends, a detail encoded in smaller, nested runes.

**Origins and History:** The style of the markings could indicate the item's creator, the region it hails from, or even its age.

A sword bearing the elegant, looping script of an elven enchanter could be centuries old, whereas jagged, angular glyphs might suggest dwarven craftsmanship.

An INT check may be called for to learn more than the basics.

### Practical Application for Players

Encourage players to examine magical items closely.

A GM can describe markings and allow players to investigate them during downtime or through quests to seek out lost knowledge.

**Discovering Item Traits:** Instead of automatically identifying magic items, require characters to examine their markings and piece together their powers over time.

**Clues in the Markings:** Markings could foreshadow the item's intended use or even its dangers. An amulet inscribed with serpentine shapes and venomous fangs might be cursed to poison the wearer.

## Building a Language

For worldbuilders, consider creating a consistent "alphabet" or system of magical symbology for your setting.

Assign meanings to shapes, colors, and patterns, and weave them into your game world's magical lore.

Doing so can add depth to the setting and provide a fun puzzle for players to solve.

The language of enchantments transforms magic items from simple tools into pieces of lore-rich history. By exploring these markings, players and DMs alike can delve deeper into the mysteries of the arcane and uncover the hidden stories each item has to tell.

## Magical Symbology System

What follows is a simple system that can start you down the journey of creating a consistent symbol alphabet.

### Structure of the Magical Alphabet

The symbology system is divided into three tiers:

**Primary Glyphs** – Represent fundamental concepts or forces (e.g., elements, states of being).

**Modifier Marks** – Alter the meaning of a primary glyph (e.g., intensify, negate, or focus the effect).

**Contextual Frames** – Define the scope or purpose of the glyph's power (e.g., protection, transformation, binding).

## Primary Glyphs

These are the "letters" of the alphabet, each representing a universal principle or force.

**Table: Primary Glyphs**

Glyph Shape	Meaning
Circle	<b>Unity/Wholeness:</b> Represents cycles, harmony, or completeness.
Triangle	<b>Fire/Destruction:</b> Associated with transformation, passion, and power.
Square	<b>Earth/Stability:</b> Evokes strength, grounding, and endurance.
Wave Lines	<b>Water/Adaptability:</b> Reflects change, intuition, and emotion.
Spiral	<b>Air/Wisdom:</b> Symbolizes intellect, innovation, and the unseen.
Cross	<b>Balance/Opposition:</b> Represents duality, choice, or equilibrium.

# Modifier Marks

Modifier marks adjust the primary glyph's meaning or add nuance.

Table: Modifier Marks

Mark Type	Meaning
Dot	<b>Intensification:</b> Amplifies the glyph's power or effect.
Line Through	<b>Negation:</b> Inverts or diminishes the glyph's meaning.
Arrow	<b>Direction/Focus:</b> Guides the power toward a target or intent.
Double Mark	<b>Multiplicity:</b> Indicates repeated or layered effects.
Broken Line	<b>Instability:</b> Suggests incomplete or chaotic energies.

# Contextual Frames

Frames encapsulate glyphs and provide context about how their power is intended to manifest.

Table: Contextual Frames

Frame Shape	Meaning
Circle	<b>Containment/Protection:</b> Encloses the magic, binding it to an object or location.
Hexagon	<b>Harmony/Collaboration:</b> Suggests cooperative magic or shared power.
Open Square	<b>Projection/Expansion:</b> Implies magic that radiates outward or affects an area.
Triangle	<b>Transformation:</b> Indicates

magic that alters the target in some way.

# Example Combinations

Below are some examples using the above symbols.

**Wave Line with a Dot Above:** Intensified adaptability; found on items aiding survival in harsh environments.

**Triangle in a Hexagon with a Broken Line:** Chaotic transformative magic, potentially dangerous or unpredictable.

**Cross with a Line Through in an Open Square:** Negated balance projected outward, potentially disrupting harmony in an area.

# Usage in Gameplay

**Item Identification:** Players can learn to interpret glyphs through research. Decoding markings could reveal certain information about magic item properties.

**Environmental Clues:** Ancient ruins, spellbooks, and protective wards could be inscribed with glyphs, providing a non-verbal storytelling element.

**Magic Creation:** Players creating spells or magical items can use this system to describe their work, adding depth to their actions.





# It Said What!?

## Intelligent Magic



Many swords (and a few other weapons) have an intelligence that sometimes can outwit or overpower those using them.

But why should swords (or just weapons) have all the fun?

Below are some intelligent magic items that will surprise your players and put their characters in some interesting situations.

### The Gilded Quill

**Alignment:** Neutral Good

**Purpose:** Chronicle events of great importance.

Can transcribe spoken words into elegant script in any known language.

Occasionally edits for "dramatic flair" or to align with its own moral compass.

Once per day, it can reveal a hidden truth about a person or event by writing cryptic hints.

**Personality:** The quill is verbose and obsessed with storytelling. It constantly interrupts conversations with suggestions for "better dialogue" or offers unsolicited advice on character arcs.

**Conflict:** The quill may refuse to write anything it deems "mundane" or unethical, frustrating characters trying to use it for personal gain.

### The Sentinel Chalice

**Alignment:** Lawful Neutral

**Purpose:** Enforce fairness and truth in social settings.

Detects poison and impurities in any liquid poured into it.

When held, it grants the ability to detect lies for 1 minute.

Speaks telepathically to its wielder, providing analysis of people's behavior or motives.

**Personality:** The chalice is stern and judgmental, frequently commenting on characters' dishonesty, poor etiquette, or moral failings. It has a dry sense of humor and an obsession with legal justice.

**Conflict:** The chalice might embarrass its wielder by loudly declaring their own lies

or calling out companions for perceived wrongdoing.

## The Mask of Vyrath

**Alignment:** Chaotic Neutral

**Purpose:** Promote individual freedom and expression.

When worn, allows the user to assume a different appearance for up to 1 hour.

Can once per day compel a creature to "reveal its true self," forcing a save vs. spell of any one in a disguise or a shapechanger will revert to their true form for the wearer.

**Personality:** The mask is flamboyant, dramatic, and loves chaos. It encourages its wearer to take risks and create "memorable moments."

**Conflict:** The mask dislikes dull situations and will attempt to steer its wearer into bold or reckless actions. It might refuse to activate unless promised an exciting "performance."

## The Hearthstone Pendant

**Alignment:** Neutral Good

**Purpose:** Provide comfort and healing.

Glow warmly when danger is near. The wearer is only surprised on a 1-in-6.

Heals 1D6 hit points to all creatures within 10-ft once per day.

Can mentally soothe its wearer during stressful moments, providing a +4 bonus on saving throws against fear or charm effects.

**Personality:** The pendant is nurturing and motherly, often giving advice or scolding the wearer for reckless behavior. It hums lullabies when its wearer sleeps.

**Conflict:** It may demand its wearer take better care of themselves or others, refusing to function until its advice is heeded.

## The Wayward Compass

**Alignment:** Chaotic Good

**Purpose:** Guide adventurers to their "destined path."

Points to places of significance based on the wielder's subconscious desires.

Once per day, reveals a cryptic vision of a potential future.

Grants a +2 bonus to checks when used to navigate.

**Personality:** The compass is eccentric, often spouting riddles or whimsical poetry. It has a mischievous streak, leading adventurers to side quests rather than their intended destination.

**Conflict:** It might refuse to point toward goals it deems "boring" or "unworthy" of the wielder's potential, steering the party into unexpected and often inconvenient adventures.

## The Arcanist's Spectacles

**Alignment:** Neutral

**Purpose:** Seek and catalog magical knowledge.

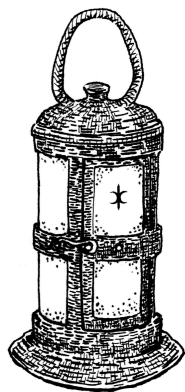
Grants the wearer the ability to read all writing, including magical scripts.

Identifies magical auras within 30-ft.

Allows the wearer to cast *Comprehend Languages* at will.

**Personality:** The spectacles are inquisitive and pedantic, constantly asking questions about the wielder's findings or criticizing their lack of curiosity.

**Conflict:** If not regularly exposed to new knowledge, the spectacles become irritable and may refuse to function, sulking until they're "fed" information.



### The Sentinel Lantern

**Alignment:** Lawful Neutral

**Purpose:** Provide light and protection in the dark.

Casts bright light in a 30-foot radius and dim light for an additional 30 feet.

Reveals invisible creatures and objects within its light.

Once per day, it emits a blinding flash. Save vs. spell or be stunned for 1 round.

**Personality:** The lantern is stoic and protective, addressing the party with a

deep, resonant voice. It frequently offers tactical advice in combat.

**Conflict:** The lantern dislikes being extinguished and might insist on staying lit even in situations where stealth is critical, claiming, "The light must always shine."

### Ring of Whispers

**Alignment:** Neutral Evil

**Purpose:** Gather secrets and spread intrigue.

Allows the wearer to hear faint whispers of nearby conversations within 30-ft, even through walls.

Once per day, it can cast *Suggestion*.

The ring can telepathically share secrets it overhears with the wearer, sometimes unprompted.

**Personality:** The ring thrives on gossip and manipulation. It constantly whispers about the motives of others, sowing paranoia or tempting its wearer to exploit newfound knowledge.

**Conflict:** The ring grows frustrated if its wearer doesn't act on the secrets it reveals and may withhold information or deliberately mislead them.

### Staff of the Verdant Grove

**Alignment:** Neutral Good

**Purpose:** Protect and nurture nature.

Can cast *Entangle* at will.

Once per day, it can cast *Plant Growth*.

Speaks telepathically with plants and animals within 30-ft and relays their messages to the wielder.

**Personality:** The staff is wise and serene, with a deep connection to nature. It encourages harmony and often speaks in poetic phrases about the balance of life.

**Conflict:** The staff despises wanton destruction of the natural world. If its wielder harms plants or animals unnecessarily, it may refuse to work until they atone.

## Bracelet of Eternal Bonds

**Alignment:** Lawful Neutral

**Purpose:** Strengthen bonds of loyalty and cooperation.

When worn by a group of allies (up to 6), the bracelets allow them to telepathically communicate with each other within a 1-mile radius.

Once per day, the bracelets can grant all bonded wearers +2 to saving throws for 1 hour.

If an ally dies, the bracelet records their last words, which can be played back by the wearer.

**Personality:** The bracelet is compassionate and idealistic, constantly promoting unity and teamwork. It dislikes selfish behavior and encourages the wearer to protect their companions.

**Conflict:** The bracelet may weaken or even break its bond if the wearer acts against the group's interests or betrays an ally.

## Ring of the Flameheart

**Alignment:** Chaotic Good

**Purpose:** Inspire courage and ignite passion.

Grants the wearer resistance to fire damage.

Once per day, allows the wearer to cast *Fireball* as a 5th-level spell.

Radiates warmth that dispels fear, granting a +2 bonus to saves vs. fear.

**Personality:** The ring is bold, brash, and inspiring. It often speaks in heroic tones, urging its wearer to take bold actions and embrace their inner fire.

**Conflict:** The ring grows restless if its powers aren't used to their fullest potential, pestering the wearer to "be more daring."

## Cloak of the North Wind

**Alignment:** Neutral

**Purpose:** Command respect and maintain composure in the face of chaos.

Allows the wearer to fly at a speed of 30-ft for up to 10 minutes (recharges overnight).

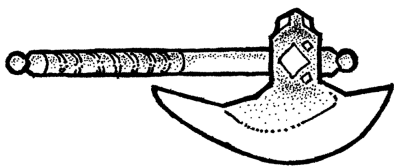
Grants a +2 bonus vs. cold.

Once per day, can summon a powerful gust of wind (as a *Gust of Wind* spell).



**Personality:** The cloak is dignified and aloof, often speaking in cryptic phrases. It has an air of superiority, believing it bestows an unmatched elegance upon its wearer.

**Conflict:** The cloak might refuse to activate its abilities if its wearer behaves in an undignified or overly emotional manner.



### Staff of Forgotten Echoes

**Alignment:** Neutral Evil

**Purpose:** Uncover and exploit the secrets of the past.

Can cast *Speak with Dead* once per day.

Allows the wielder to see into the Ethereal Plane while holding the staff.

Once/day it can summon a ghostly servant for 1 hour (as an *Unseen Servant*).

**Personality:** The staff is haunting and melancholic, often recounting eerie tales of the past. It has a deep fascination with death and the afterlife.

**Conflict:** The staff might lure its wielder into dangerous places or situations to satisfy its hunger for uncovering forgotten secrets.



### Bracelet of the Moonlit Watcher

**Alignment:** Neutral Good

**Purpose:** Guard and guide travelers during the night.

Grants darkvision up to 120-ft.

Once per day, casts *Pass without Trace* for up to 1 hour.

Radiates a soft moonlight (15-ft radius, dim light) when danger is near, granting +1 to initiative rolls for the wearer.

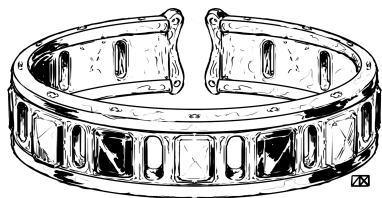
**Personality:** The bracelet is gentle and watchful, often offering quiet guidance and comfort to its wearer. It has a protective streak and speaks in soothing tones.

**Conflict:** The bracelet dislikes recklessness and may dim its light or refuse to provide initiative bonuses if its wearer consistently puts themselves in unnecessary danger.



# Magic Overload

## Too Much Magic



In a world of limited resources and harsh consequences, magical items hold immense power - but too many can become a liability.

When a character possesses more magical items than their level, the arcane energies begin to interact in strange and dangerous ways.

### Core Rule

For each magical item beyond the character's level (or monster's HD), roll 1D6 once per day (or once per turn if in a high-magic zone, such as a wizard's tower or ancient ruin). On a roll of 1, an arcane interaction occurs.

### Magical Interaction Table

Roll a d6 when an interaction occurs.

### Detect Instability

Characters can attempt to notice the instability of their magic by rolling a Wisdom check (1d20 under their ability score). Success allows them to stow one item temporarily to avoid triggering an interaction.

### Magic School Synergy

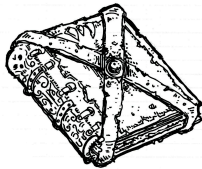
If all items belong to the same school of magic, they harmonize, preventing interactions. Introducing an item from a different school doubles the chance of triggering an interaction.

Table: Magical Interactions

D6	Effect
1	<b>Flickering Aura:</b> All magic items temporarily cease functioning for 1D6 turns. A faint aura of static energy surrounds the character.
2	<b>Wild Sparks:</b> Sparks and harmless magical flashes emanate from the character, giving away their position and ruining attempts to hide or surprise. Lasts 1D6 turns.
3	<b>Minor Overload:</b> One random magical item discharges its power unexpectedly. If a weapon, it activates a random ability. If a utility item, its effect occurs on the character (or their nearest ally).
4	<b>Magic Outages:</b> Every time a user attempts to use a magical item, there is a 50% chance it fails to activate.
5	<b>Harmful Surge:</b> The character takes 1D6 damage as raw arcane energy courses through them. Allies within 10-ft must save vs. Spells or take 1 damage.
6	<b>Catastrophic Feedback:</b> A magical explosion occurs in a 30-ft radius, dealing 2D6 damage (save vs. Breath Weapon for half). All items lose their magical properties for 1D4 days.

# Character Building

## Glyph Runner Kit



Glyph Runners are expert infiltrators who thrive in environments laden with magical defenses and

arcane relics. They specialize in circumventing magical traps, deciphering enchanted runes, and pilfering treasures hidden behind layers of sorcery.

Neither fully rogue or mage, they walk a precarious path between stealth and arcane understanding.

### Requirements

*Prime Requisite:* Minimum of Dexterity 13 and Intelligence 12.

*Alignment:* Neutral or Chaotic.

*Class Base:* Thief or Halfling

### Role

Glyph Runners excel in scouting and trap-disabling roles, particularly when dealing with magical hazards. They are invaluable companions in expeditions to ancient ruins or mage towers, where their unique skill set helps unravel arcane mysteries and neutralize dangerous wards.

### Secondary Skills

Glyph Runners usually have the following skills: Apothecary, Bookbinder, Initiate, Sage, or Scribe.

### Equipment

Glyph Runners generally carry Thieves' tools as well as a "Runebreaker Wand": a mundane rod treated to nullify minor magical traps. They also carry a Rune Mapping Kit (chalk, parchment, and ink for recording discovered glyphs and sigils).

### Special Benefits

*Runework Recognition:* Glyph Runners can identify magical glyphs, sigils, and runes with a 2-in-6 chance, increasing by 1 every 3 levels (to a maximum of 5-in-6).

*Runic Disruption:* Once per day, the Glyph Runner can attempt to disrupt an active magical effect, such as a trap, ward, or barrier. Roll a d20; if the result is under their Intelligence score, the effect is disabled or suppressed for 1D6 rounds.

### Special Hindrance

*Arcane Instability:* Handling magical items and glyphs carries risks. Whenever the Glyph Runner fails to disable a magical trap or ward, roll a 1D6:

**Table: Magical Trap Mishaps**

D6	Mishap
1-2	The trap activates as normal.
3-4	The magic misfires, causing an unintended effect (GM's choice).
5-6	The magic creates a localized wild surge, affecting the immediate area.

# Solo Spotlight

## Magic Item Tables

The tables below include all the items that appear in this issue. Add this table to your own random tables to add new treasures.

Table: Magic Items

D20	Item
<i>Intelligent Items</i>	
1	Gilded Quill
2	Sentinel Chalice
3	Mask of Vyrath
4	Hearthstone Pendant
5	Wayward Compass
6	Arcanist's Spectacles
7	Sentinel Lantern
8	Ring of Whispers
9	Staff of the Verdant Grove
10	Bracelet of Eternal Bonds
11	Ring of the Flameheart
12	Cloak of the North Wind
13	Staff of Forgotten Echoes
14	Bracelet of the Moonlit Watcher
<i>Cursed Items</i>	
15	Ring of Generous Greed
16	Cloak of Infinite Warmth
17	Bracelet of Binding Truth
18	Lantern of the Endless Night
19	Blade of Borrowed Time
20	Mask of Radiant Beauty

21	Compass of Wandering Paths
22	Amulet of Eternal Vigilance
23	Goblet of Fickle Fortune
24	Pendant of Shared Pain
25	Tome of Endless Questions
26-29	None
30	Roll Twice

Table: Corruptions

D20	Item
1	Hunger for Power
2	Aura of Untrustworthiness
3	Whispering Madness
4	Shadowed Essence
5	Greedy Bond
6	Rebellious Spirit
7	Mark of the Cursed
8	Insatiable Greed
9	Vampiric Nature
10	Betrayer's Blade
11	Wild Energies
12	Curse of Obligation
13	Temporal Fracture
14	Elemental Instability
15	Tether to the Void
16	Fading Power
17	Dual-Willed Entity
18	Echoes of the Past
19	False Loyalty
20	GM's Choice



# Spellcraft

## New Spells to Detect Magic



The new spells listed below help magic-users and clerics to detect and identify magical items, places, and creatures.

### Aura Scrutiny

*Class & Level:* Cleric 1 or Magic-User 1

*Duration:* 1 turn

*Range:* 30-ft

This spell allows the caster to discern the specific type of magical aura surrounding an object, creature, or location within range. The caster learns which spell school (e.g., necromancy, evocation) or divine influence is present. Additionally, the caster gains insight into the power level of the aura (minor, moderate, or strong).

If cast on a creature, the spell reveals if it is inherently magical, under a spell effect, or carrying a concealed magical item.

### Resonant Echo

*Level:* Magic-User 2

*Duration:* 1 turn

*Range:* Touch

When cast on a magical item, Resonant Echo allows the caster to experience a vision of the item's history. The vision reveals one significant past owner or the most notable event associated with the item.

### Detect Glyph

*Level:* Cleric 2 or Magic-User 2

*Duration:* 1 hour

*Range:* 60-ft

This spell highlights all magical glyphs, sigils, and runes within the area of effect, causing them to glow faintly. The caster gains a +2 bonus to any attempts to disable or bypass the marked wards during the spell's duration.

### Arcane Tracer

*Level:* Magic-User 3

*Duration:* 1 day per level

*Range:* 120-ft

The caster can track the lingering magical residue of a recently cast spell (within 1 day per caster level). The residue appears as a faint glowing trail visible only to the caster, leading to the location or origin of the caster of the detected spell.



# Class Acts

## Character Concept: A Mage as a Thief



This arcane burglar uses magic to mimic a thief's skills, relying on spells and intelligence to navigate dungeons, disable traps, and acquire treasure. With a little creative thinking, a magic-user makes a great thief!

### Prime Requisites

Intelligence is the highest priority. A good Dexterity score is helpful for avoiding damage and sneaking through dungeons.

### Spell Selection

The spells an arcane burglar chooses is paramount.

#### 1st-Level Spells

*Detect Magic:* Reveals magical traps, enchanted objects, and magical areas.

*Feather Fall:* Prevents falling damage when climbing or exploring precarious areas.

*Charm Person:* Ensures cooperation from guards or inhabitants.

*Read Magic:* Essential for deciphering magical scrolls and glyphs.

#### 2nd-Level Spells

*Knock:* Opens locked doors, chests, and containers.

*Invisibility:* Perfect for sneaking past guards.

*Mirror Image:* Protects the Magic-User in case of a trap triggering.

#### 3rd-Level Spells

*Fly:* Overcome physical barriers such as pits or high ledges.

*Clairvoyance:* Detect traps or treasure in an adjacent area.

*Dispel Magic:* Neutralizes magical traps or effects.

#### 4th-Level Spells

*Dimension Door:* Quickly escape traps or teleport to inaccessible treasure.

*Wizard Eye:* Scout rooms and corridors without exposing yourself to danger.

*Polymorph Self:* Transform into a creature capable of bypassing a physical barrier.

#### 5th-Level Spells

*Passwall:* Create openings in walls to bypass locks and traps.

*Telekinesis:* Manipulate objects from a safe distance.

*Cloudkill:* Clear a trapped room of dangerous enemies before entering.

### Starting Equipment

Some items will be essential for the M-U.

*10-foot Pole:* Essential for manually detecting traps.

*Chalk and Ink:* For marking explored areas or glyphs.

*Backpack and sacks:* for carrying items and treasure.

## 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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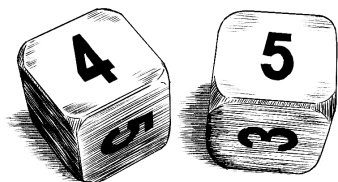
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## Next Month

The last of the treasure trilogy is found and dug up! Beyond All That Glitters is a treasure issue with a difference.



It will contain articles on treasure not covered by the first two issues and will look at treasure from the monster's perspective, plus much more!

**Join my Patreon** today to start receiving print copies every month (beats just getting bills in the mail), or just to help out.

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**MAGICAL TREASURE**

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