

Fortune's Fool

Lost Treasures: Fool's Paradise



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Lost Treasures

The Renaissance is a time of unparalleled learning and craftsmanship. From the sword smiths of Toledo to the apothecaries of Paris, European artisans use the most current techniques and tools to perfect their trades. The modern European with coin to spend can purchase the sharpest blades, hardest steel, and purest medicines in history.

While the artisans of the modern world have reached the zenith of learning and science, the puissant craft of magic has slipped through their fingers. Today, the arcane techniques of the ancients are scoffed at as primitive superstition. But the artifacts of past civilizations were imbued with great power, and the weight of centuries gone by has been like a crucible, purifying them and magnifying their power.

The artifacts in this collection are not like the normal equipment of *Fortune's Fool*. These items may not be purchased; a character can only discover them through game play. These artifacts have no wealth level. Any character may use them as long as they have the required Martial Training.

Unless otherwise noted, these weapons and artifacts may be broken like any other. As long as the pieces are not lost, they may be repaired with a full day's work and a successful Advanced Smith draw.

As a guide to GMs, all the items are labeled 'Minor' or 'Major'. A minor item may be a crucial possession and asset to the party, but the GM can introduce it without unbalancing the campaign. Major items, on the other hand, are powerful and often famous artifacts of history. These items are very potent and should not be given out lightly. They are the focus of great quests!



Fool's Paradise

In the Fantasy Renaissance, Fortune does not smile on the arcane arts. Magic is disappearing, and those that use it invite misfortune, but it was not always so.

In ancient times, shaman, gypsies, and druids actually used their arcane rituals to court Fortune's favor. The artifacts in this special installment of Lost Treasures come from that bygone era. Unlike most magic items, these charms and tokens can actually enhance your character's luck. But fate is capricious! Good fortune may be granted in a heartbeat, but it may be snatched away just as quickly.

Like Fate Twists, these charms all have meta abilities. Your character has no idea of the mechanical impact of the charm; they just have a general sense that the charm makes them luckier. If a character acquires one of these charms, the player should be fully educated on their effects and use.

Rabbit's Foot

Minor Item, Talisman of Good Fortune

In primitive times, a foot cut from a rabbit in a particular time and place could bring good luck to the carrier. This tradition is seen in many ancient cultures but was particularly prominent in Eastern Europe and the British Isles. Dozens of these charms still exist and have their potency, but they are hard to find.

The Rabbit's Foot may be used one time per play session and is only effective while your character is holding it in one hand. The moment your character draws their Rabbit's Foot, the Tower must immediately be placed on the table if it is not there already. While your character is holding the Rabbit's Foot, you may ignore the result of one single draw and draw again. You must use the charm immediately after the draw. The draw is taken over in its entirety. If the draw were a double, two new cards are pulled. You may apply the Rabbit's Foot to any one draw per play session—it does not have to be your character's draw.



Wishbone

Minor Item, Avian Bone

These bones were harvested from a rare wild game hen of the Caucasus Mountains. The bones were dried and ritualistically prepared to grant great fortune to the user. Because the bones may only be used once, very few of these relics remain. The game hen is thought now to be extinct, but it is possible a few have survived in the remote reaches of the Caucasus.



It takes a full round to break a wishbone and it must be broken between two people. The wishbone may only be used once. After it is broken you should make a Fate Test to determine the results.

FORTUNE SHINES: You get the lucky end. Your Fate Pool is immediately recharged. In addition, you can name a single Fate Twist. You have access to this Fate Twist for the rest of the current play session.

FORTUNE SMILES: You get the lucky end. Your Fate Pool is immediately recharged.

FORTUNE FROWNS: Your breaking partner gets the lucky end. Their Fate Pool is immediately recharged. If the other breaker is not a player character, the good fortune is lost.

FORTUNE WEEPS: The bone splits up the middle. No one benefits and the bone is wasted.

Celtic Clover

Minor Item, Dried Four-Leaf Clover

In the druidic legends of the British Isles, a clover of four leaves, plucked in the light of the full moon the night of the spring solstice, properly dried and preserved, becomes a potent charm of fortune. A handful of Gaelic priests are still versed in this tradition and a clover or two are discovered every year.

You can carry the charm anywhere on your person. One time per play session, you may take one card from underneath the Tower and shuffle it into the Fate deck.



The Monkey's Paw

Major Item, Unique Perilous Talisman

The Monkey's Paw is a unique talisman from the dark continent of Africa. It is a dried and preserved forepaw of a monkey hanging on a leather strap. It may be worn around the neck or carried in a pouch. The Monkey's Paw is a puissant and brutal charm. For a time, it gives incredible good fortune to its owner, but then it drains the fortune from them like a leech.



When you pick up the Monkey's Paw, you immediately take possession of it. The paw is then yours until you have used it three times or you are dead. Once you have used it three times, it may be discarded or given to someone else. If it is taken from its owner before being used three times, it will always find its way back.

The Paw grants one powerful ability. After any draw, you may specify any card in the Fate Deck that is not under the Tower. The GM must find this card and immediately substitute it for the current draw. The card that should have been the current draw is shuffled back into the Fate Deck. This new card becomes the result of the draw. This is true even if the draw is black double, triple, or more.

You may use the Paw this way three times. The first time you use it, there is no cost. The second time you use it, you must burn 1 Fortune. The third time you use the Paw, you must change one entire suit from Fortune Smiles to Fortune Frowns. You can keep the Paw without using it with no ill effects, but once you use the Paw the first time it begins to sap your luck. After you have used it once, at the end of any session in which you did NOT use the Paw you must burn 1 Fortune.

