

Fortune's Fool

Lost Treasures: Naughty or Nice



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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!



Naughty or Nice

At the top of the world, in the icy realm of the Arctic, dwells an ancient giant. The reclusive immortal is known by many names. To Eastern Europeans, he is 'Kristoff Kringel,' while the English call him 'Nicholas.' The Dutch have labeled him 'Sinterklaas,' the Germanic people have retitled him 'Kristmasvater,' and the Scandinavians who live closest to his frozen home simply call him 'Claus.'

Conflicting tales of Claus abound, but legends agree on a few points. He is a creature of great arcane power and craftsmanship. Somewhere in the snowdrifts of his realm, he has built a secret workshop. Behind the doors of this workshop, a cadre of dwarf and elf artisans toil in the ceaseless Arctic nights, creating potent treasures to satisfy their master's greed.

Claus hoards these 'presents' in frozen chambers beneath his frigid dwelling where they are guarded by his dark minion, the Krampus. In spite of this vigilance, a few of Kringle's treasures have slipped through his clutching fingers and found their way to the balmy soil of Europe.

List Scrap

Minor Item, Scrap of Parchment



Late in the dark ages, a lone dwarf escaped from Claus's workshop. In a feat of will and strength, he crossed countless miles of snow and ice until providence led him out of the Arctic to the village of Murmansk in western Russia.

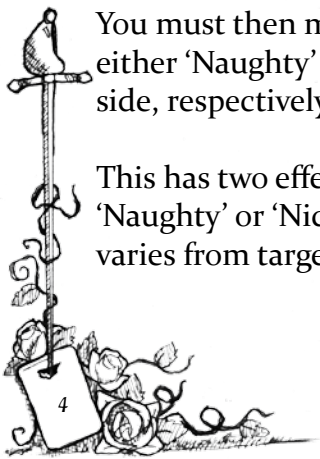
Sadly, the hearty traveler died of hypothermia within the day, but the town doctor found a scrap of parchment clutched in his hand. The paper was covered in an ancient scrawl and seemed to be a portion of two lists, side by side. The list meant nothing to the Murmansk townsfolk, but eventually, the parchment found its way south to the city of Prague where it was studied by learned monks.

The scrap is a portion of two much larger lists. It cannot be burned or be torn. There are columns of names in an ancient tongue on the left and right sides. There is also room on the scrap to add names to either list. (The amount of space remaining is determined by the GM.)

To use the scrap you must be literate and have at least one advanced language, such as Latin or Hebrew. You may not use the scrap to target an elf. Adding a name to the list requires 3 full rounds. (It takes one round to add the name. Then you must check the list twice.) You must know the name of your intended target. You must then use some of your own blood to add your target's name to the list, permanently reducing your total Hit Points by 1. You may add a name to only one side or the other, not both.

You must then make a draw of your advanced language. If successful, you have defined your target as either 'Naughty' or 'Nice' depending on whether the target's name has been added to the left or right side, respectively.

This has two effects. First, the target's personality begins to change, gradually becoming either more 'Naughty' or 'Nice' depending on which side their name was written. The pace of this personality shift varies from target to target, but it is slow enough to appear almost natural.



The second effect is instantaneous and purely mechanical. If your target's name was added to the right (nice) side, regardless of their normal Fortune structure, during the day Justice, Judgment, and Temperance become Fortune Shines. But at night Justice, Judgment, and Temperance become Fortune Weeps. If your target's name was added to the left (naughty) side, regardless of their Fortune structure, at night the Devil becomes a Fortune Shines and the suit of Pentacles becomes a Fortune Smiles. But during the day, the Devil becomes Fortune Weeps and the suit of Pentacles becomes a Fortune Frowns.

Though difficult, it is possible to expunge a name from the list. Doing so requires a day-long ritual in a consecrated place and a black double Latin draw.

Krampus Sacks

Minor Item, Large Sacks

Over the centuries, Claus's treasure trove has grown massive. He keeps his prizes in a labyrinthine series of vaults beneath his workshop. To curate his collection, Claus has a cruel minion called the Krampus. The goat-faced Krampus and his kidnapped troop of children clean, catalogue, and care for every piece of the giant's treasure.



The Krampus sacks are large red bags created to let Claus reach his treasure trove wherever he might be. The bags function like astral doorways to the frozen storehouses of the Krampus. No one knows how many bags have been stitched, but a handful have been lost or stolen and made their way to Europe.

A Krampus sack may be used to store and retrieve any item or being that can fit through the bag's mouth. Because the items placed in the bag are actually logged and stored by the Krampus in the North Pole, the bag has limitless capacity and is practically weightless. The bag's opening is wide enough to accommodate any normal hand-held item or a PC-sized being.

You may place an item in a sack with no draw. This usually takes a minor action but could take longer if the item is large, awkwardly shaped, or fighting back. Retrieving an item from a Krampus sack takes a minor action (like drawing a weapon). To retrieve an item, you must make a Heart draw. If you are attempting to retrieve an item or being that you know has been stored in Claus's arctic storehouses, but that was not placed there by you, this is a black double draw.

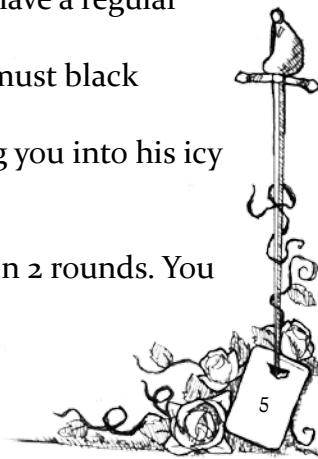
If your Heart draw is successful, you are able to retrieve the item. In actuality, the Krampus in the vaults of the Sinterklaas responds to the strength of your spirit and places the item in your hand. If this draw is a normal failure, you cannot retrieve the item. You may try again in subsequent rounds, but with each additional attempt you take a cumulative -1 to your Heart draw. If this draw is a Fortune Weeps, you have angered the Krampus! You must make a Fate Test with results as follows.

FORTUNE SHINES: The Krampus takes a single swipe at your arm with its switch. You have a regular Dodge draw against this attack.

FORTUNE SMILES: The Krampus takes a single swipe at your arm with its switch. You must black double draw a single Dodge against this attack.

FORTUNE FROWNS: The Krampus seizes your arm with its tongue and attempts to drag you into his icy cellars. You must make a Body draw as follows.

- If successful, you pull free of the Krampus.
- If your Body draw is an unsuccessful Fortune Smiles, you will be drawn through in 2 rounds. You and your comrades have two actions to help you escape the Krampus's grasp.



- If your Body draw is an unsuccessful Fortune Frowns, you will be drawn through at the end of the round, but may still take a single attempt to escape as if you were breaking a grapple.
- If your Body draw is a Fortune Weeps, you are instantly pulled through.

FORTUNE WEEPS: The Krampus bursts out through the bag's opening and attacks the party! See the Krampus's stats below.

The Krampus

The Krampus is a minion who serves the Sinterklaas giant of the North Pole. The Krampus is goatlike in appearance with hooves and horns and is slightly smaller than an average human male.

The Krampus has the following special abilities.

- The Krampus is immune to cold damage, but does take damage from fire.
- The Krampus is an immortal, living creature. It may not be targeted with Latin or Hebrew, but it does sleep and feel pain.
- The Krampus takes no damage from normal weapons, but takes full damage from weapons that are ancient, consecrated, or enchanted.
- The Krampus only suffers the hit point portion of critical wounds.
- When the Krampus reaches 0 Hit Points, it is exorcised for a day. At the next sunset, the Krampus will manifest again in the service of the Sinterklaas.
- The Krampus regenerates all Hit Points at sunrise.



| Hit Points | Movement | PC Attack | PC Spell |
|------------|----------|-----------|----------|
| 25 | 10 | -3 | -5 |

The Krampus has two modes of attack. The Krampus may simultaneously attack with both his switch and his tongue, or he may attack a grappled target with only his maul attack.

The Krampus carries a light switch which functions as an enchanted melee weapon. The switch may not be used while grappled. The switch is only effective in the hands of the Krampus.

| Weapon | PC Defense | Smiles | Frowns | Weeps |
|------------|------------|--------|--------|-------|
| Switch (B) | -3 | 3 | 6 | 9 |

Any being that can feel pain that is hit by the switch must immediately make a Heart draw. If this draw is a failure, the target loses their next major action due to severe pain.

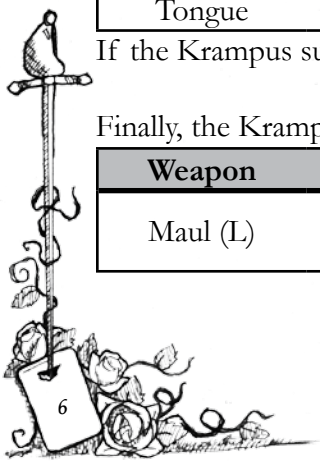
The Krampus also has a long, prehensile tongue. This tongue acts as a reach weapon. This tongue may only be used to pull targets into a grapple with the Krampus.

| Weapon | PC Defense | Smiles | Frowns | Weeps |
|--------|------------|--------|--------|-------|
| Tongue | -3 | 0 | 0 | 0 |

If the Krampus succeeds in a Tongue attack, the round ends with Krampus and its target grappled.

Finally, the Krampus has a maul attack that is not considered enchanted, and can only be used while grappled.

| Weapon | PC Defense | Smiles | Frowns | Weeps |
|----------|-------------------|--------|--------|-------|
| Maul (L) | Black Double Draw | 6 | 12 | 18 |



The Nicholas Wreath

Minor Item, Holy Wreath

Two centuries ago, Angus Tierney, a renowned dwarven craftsman, was kidnapped from his home in the Orkney Islands. Angus was never seen again, but his eldest son, Rory, told the story of that night.

Twas a cold night. I was shiverin' in me bed. Sudden, I hear a scuffle comin' from the larder. I grab up me robe, and run out to see a little wee man dressed in red wearin' a holly ring round his head. He looked a bit like a dwarf hisself, but smaller still, and lo and behold, he's got me dad knocked senseless and is stuffin' him into a sack.

I didn't know what to make of it, but I figured to put an end to it. Now this fellow was no taller than me waist, so I step forward to fight, and he struck me such a blow to my leg that I thought it must be broken. Thrown across the room I was and landed agin the door!

Now we Tierneys always keep an axe alongside the front door, so while this rosy cheeked little bastard was finishin' stuffin' me dad into his bag, I grab the axe and block the door.

Now this next part, I do swear on whatever you'd have me. The wee fellow gives me a hard look. Then he grabs up the sack with me dad inside, and scampers for the fireplace. Before I could catch two breaths, he disappears up our chimney, tuggin' the bag behind him! I was stunned, you know. Twas a chimney smaller than me waist.

Quick as my bad leg could manage, I hobbled outside. On our very roof, I see a tiny sled hitched up to a mess of little game beasts. The wee man hops in the sled and starts drivin' his team up into the air! Sounds mad, I know, but I tell you, they was flyin' up into the air!

Well, you know, I'm a fair arm with a stone. So I grab one up and hurl it as hard and far as I can, and it struck the little fella clean on the noggin! I don't think it hurt him, but it knocked that wreath right off his head, and I watch as it falls down into a snow drift. When I look back up, it was like all of a sudden I could see clear. That flyin' wagon was huge and that wee fella was nothin' short of a giant! Them game beasts was regular size. Steamin' and snortin' like mad they was to tug the weight of it all through the sky!

I never saw me dad again. I still miss him, though we've gotten on best we can without him. I brought back the wreath and kept it, so I'd never forget that night.

The Nicholas Wreath hung above the hearth in the Tierney family home until Rory's recent passing. During the funeral, the wreath was stolen and its whereabouts are unknown, though presumably it is still somewhere in the British Isles.

The Nicholas Wreath is a green wreath of holly with bright red berries. It takes a major action to place the wreath on your head. Once the wreath is on, you must make a Heart draw. If this draw is a failure, nothing happens and you must burn one Fortune.

If the draw is successful, you do NOT burn a Fortune and you may instantly shrink to any size you choose but no smaller than one quarter your normal size. You may choose whether or not any inanimate objects on your person shrink as well or not. This includes arcane and consecrated items. In addition, you may elect to alter your size at will while wearing the wreath as long as you stay significantly smaller than your normal size.





While shrunk, you are very small and can pass through tight spaces. Escape Artist draws become virtually automatic or are only necessary in the most extreme circumstances. Your statistics do not change with the following exceptions.

- You double draw any logical use of Dodge or Stealth
- Your Movement rate is halved and you must black double draw any logical use of Movement (at its normal value).
- You take a -3 modifier to all your attacks and your attacks deal half damage.
- In addition to half damage, you must black double draw the Fate Test for secondary effects of any critical wounds you deal.

The effects of the wreath may be averted temporarily with an advanced language like Latin, but only as long as the speaker has the wreath wearer in earshot. The wreath may be removed with a minor action. While wearing the wreath, you cannot heal or gain Fortune Counters.

The Donnerblitz Harness

Major Item, Team Harness

The Donnerblitz Harness is a rig and reins to hitch up to 8 steeds to a wagon or sleigh. It was found high in the Alps by a pair of French climbers. Curiously, the spot where the harness was found was unreachable by roads or serviceable paths. It was as if the thing had fallen out of the sky. Admiring the object's craftsmanship, the Frenchmen ignored the mystery and carried the harness home.

The French climbers were also responsible for the harness' name. Each of the eight bridles had a brass nameplate, but they were too rusted to read. Only the 7th and 8th plates were legible. The 7th plate said "Donner" and the first half of the 8th could be made out as 'Blitz'. Knowing the name was incomplete, the French climbers started calling the thing the Donnerblitz Harness.

A few days later, the Frenchmen cleaned up the harness, hitched it to their team, and set off for town. When their team got up to speed, the climbers got the surprise of their lives. The wagon lifted up off the ground and began to climb into the sky! They quickly lost control, but managed to crash land with only minor injuries.

The harness was originally rigged for reindeer, but it can be resized to fit up to 8 horses. To use the harness, you must make a Driver draw. For every steed less than 8 in the harness, this draw takes a cumulative -1 penalty.

If successful, when your team reaches a full gallop, they and your coach begin to lift off the ground. You can then guide your team and wagon through the sky in flight. The greater your success level, the greater speed and maneuverability you can achieve. You may continue to keep your team aloft for as long as your steeds can keep up their pace. With 8 good steeds, you can stay airborne for hours, though doing so will exhaust or even kill the animals.

If your Driver draw is a normal failure, you drive your team as normal, but they do not achieve flight. If your draw is a Fortune Weeps, your team becomes airborne and you lose control! You must then make another Driver draw to attempt to crash land as safely as possible. At the discretion of the GM, this can result in damage, injury, or even death depending on the level of failure.

