

# Fortune's Fool

## *Lost Treasures: Pax Romana*



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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!



# Pax Romana

Spanning from the Isles of Britain to the deserts of Africa and beyond, Rome was the greatest Empire in history. The Elves who ruled the empire spread law, civilization, and culture to the far corners of the globe. They were wise and even-handed in their rule, but when needed they called upon terrible armies with potent weapons. Most of these weapons are long gone, but a few have survived the centuries.

## *Gladius of Aurelius Scaurus* Minor Item, Enchanted Basic Blade

Aurelius Scaurus was headmaster of the first Roman Gladiatorial academy. He was a sturdy fighter in his own right, but with his short sword in hand, he never lost a bout.

Damage	Type	Parry	Hands	Martial
9 + ½ Body	Lethal	1	1	2



When attacking or parrying with this sword, the Fortune disposition of any successful draw that is suit Swords is treated as one step higher for the wielder.

Fortune Frowns becomes Fortune Smiles, and Fortune Smiles becomes Fortune Shines (though you do not keep the card as a Fortune Counter). An unsuccessful draw that is suit Swords is treated as normal. However, when The Fool is on the table, any unsuccessful attack or parry draw that is suit Swords is treated as Fortune Weeps.

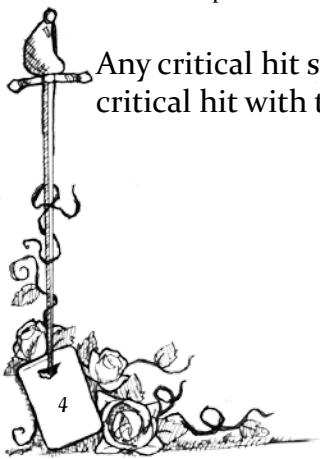
## *Heartfinder Pilum* Minor Item, Enchanted Spear

The origin and history of the Heartfinder Pilum is uncertain. The artifact was found in the ruins of a Roman fortress in a dense Teutonic forest. It is possible the pilum was the chosen weapon of the officer in charge of the garrison. Curiously though, the pilum was a weapon of a line soldier, not an officer. Whatever the case, the Heartfinder Pilum is a formidable weapon. It can be used one- or two-handed. This weapon may be thrown. Unlike a normal light spear, this weapon may not be used by Fey spellcasters.

Damage	Type	Parry	Hands	Martial
5 + ½ Body*	Lethal	1	1*	1

\*If this weapon is used two-handed, increase damage by an additional ½ Body.

Any critical hit scored with the Heartfinder Pilum is much more dangerous than normal. If you score a critical hit with this weapon, you may double draw the secondary effect Fate Test.





**Galea Equites**  
**Minor Item, Armor**

The Galea Equites was forged in Cappadocia for the great general, Marc Antony. The Galea looks like the traditional Roman cavalry helmet. It is a valuable piece of armor, but is a particularly potent aid to a cavalier. Wearing the Galea Equites counts as armor. If a character does not have Armor & Shield Training, they must black double draw their initiative. The Galea Equites grants a character three abilities.

- If you are wearing Galea Equites and you are struck with a Fortune Frowns, you may apply an additional 2 points of armor to the blow.
- While you are wearing the Galea Equites and mounted on horseback, you may double draw any use of Horsemanship, Intimidation, or Leadership.
- While you are wearing the Galea Equites, you gain a +1 modifier to all hand-to-hand attacks from horseback.



**Sentinel of Pompeii**  
**Minor Item, Non Combat**

This fine marble bust was believed to be the work of the dwarven sculptor Praxiteles as commissioned by the Prelate of Pompeii. Its subject is unknown, though it does have the typical features of a classic Roman male elf.

To use the Sentinel of Pompeii you must touch it and spend a Fate Counter or discard one Fortune as if casting a spell. By touching the statue and making a successful Arcane Sense or Latin draw, you can see everything that has occurred in the bust's field of vision for the past 24 hours.

**The Spearhead of Longinus**  
**Major Item**

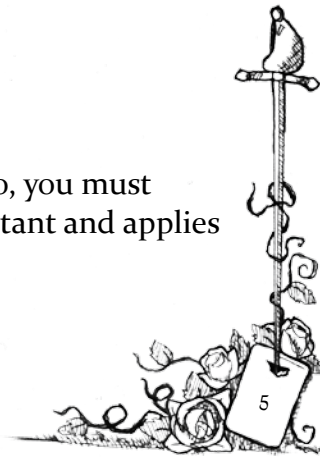


This artifact is the head of the longspear that Longinus used to pierce the side of Christ as he was being crucified. The centurion's name was not actually Longinus. His real name is unknown, but history has named him Longinus after the Lancea Longini (long spear) he used. The spearhead has not been seen in over a century, but it is thought to be locked in the vaults beneath the Vatican.

The item is a broad, flat spearhead stained with blood. It may be used as a weapon. It acts as a consecrated knife with the following stats. This weapon may be thrown.

Damage	Type	Parry	Hands	Martial
8	Lethal	0	1	0

Before any attack with the spearhead, you may choose to put Death on the table. To do so, you must discard a Fortune Counter (or discard one Fortune) as if casting a spell. This ability is instant and applies to the next attack.



With a successful Heart draw, the spearhead may also be used as a healing item. If the item is touched to a target that has less than zero Hit Points (but is still alive), they are instantly restored to 1 Hit Point. Any bleeding stops, and if they were incapacitated, they immediately recover. Using the spearhead this way takes a major action.

## ***The Spear Shaft of Longinus***

### **Major Item**

This artifact is the shaft of the same longspear which pierced the side of Christ as he was being crucified. The shaft was last seen in the treasure trove of Gregor of Muscovy, but when he was deposed by the current Tsar, Ivan IV, the shaft disappeared. Its whereabouts are currently unknown.

The shaft is a long plain looking stave made of grey ash. If used as a weapon, it acts as a consecrated staff with the following statistics.

Damage	Type	Parry	Hands	Martial
7 + ½ Body	Blunt	3	2	1

The spear shaft also grants immortality to whomever holds it. While holding the shaft, if your Hit Points fall below your death threshold or you are killed as a result of a critical hit, your Hit Points are instead set to zero. You do not bleed and cannot be damaged any more (even by effects that cover an area). You are incapacitated, though you are still holding the spear shaft. The shaft can be removed from your hands with a full round action. You will then be at zero Hit Points and you will not be bleeding, but you no longer gain the benefits of the item.

## ***The Spear of Longinus (the Holy Lance, the Spear of Destiny)***

### **Major Item, Reach Weapon**

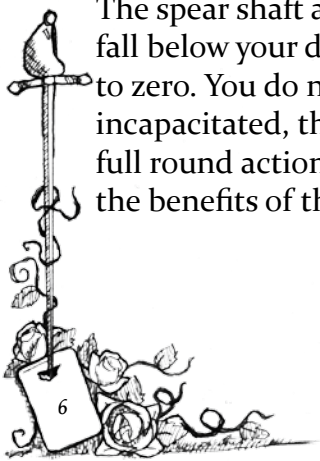
Theoretically, the spear's head and shaft could be found and joined back together. Restoring the spear to its original form would take a full day's work and an Advanced Smith draw. The first person to use the spear after reforging would also have to burn 1 Fortune.

The full spear has several potent powers. First, it may be used as a weapon. It acts as a consecrated pike with the following statistics.

Damage	Type	Parry	Hands	Martial
12 + ½ Body	Lethal	1	2	1

Before any attack with the spear, you may choose to put Death on the table. When the full spear is used, rather than the spearhead, this has no cost. This ability is instant and applies to the next attack.

The spear shaft also grants immortality to whomever holds it. While holding the spear, if your Hit Points fall below your death threshold or you are killed as a result of a critical hit, your Hit Points are instead set to zero. You do not bleed and cannot be damaged any more (even by effects that cover an area). You are incapacitated, though you are still holding the spear. The spear can be removed from your hands with a full round action. You will then be at zero Hit Points and you will not be bleeding, but you no longer gain the benefits of the item.



The spear may also be used to resurrect someone who has died. This may only be attempted once per deceased target. The target must be from a player character race and the wielder must burn 1 Fortune to attempt the resurrection. The wielder stabs the spear into the fallen body and should make a Heart draw. This draw takes a -1 modifier for every day after the first that the target has been deceased. If the total draw has a negative value, it may not be attempted. If successful, the target is immediately brought back to life and consciousness with 1 Hit Point. All the target's wounds may then heal, except the spear wound which will never go away. The target must permanently lose Hit Points based on the wielder's Heart draw as follows.

*FORTUNE FROWNS:* The spear wound is massive. The target's Hit Points are permanently reduced to one half of their current value.

*FORTUNE SMILES:* The spear wound is significant but not devastating. The target's Hit Points are permanently reduced to three quarters (75%) of their current value.

*FORTUNE SHINES:* The spear wound is trivial. The target's Hit Points are permanently reduced by 1.

