

# Fortune's Fool

*Lost Treasures: Vaults of the Vatican*



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**PRESS**

**Lead Designer**  
Jay Stratton

**Editor-in-Chief**  
Jason Keeley

**President**  
Rob Trimarco

**Contributors**  
Ada Palmer and Carl Engel-Laird

**Art**  
Chris L. Kimball

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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!





# Vaults of the Vatican

Long ago, in the waning days of the Roman Empire, a Hebrew carpenter from Nazareth was crucified in Judea, and the world changed. In spite of brutal opposition and suppression, the martyr's followers spread their beliefs and a religion was born.

In the centuries that followed, Christianity has fractured into myriad sects and denominations, but the Roman Catholic Church remains the largest and most powerful. Over the church's tumultuous and bloody history, the Catholics have acquired a trove of artifacts ranging from saintly relics to arcane weapons. Many are locked in the dusty cellars and vaults of the church, but others are hidden or lost, waiting to be discovered.

## *The Chains of Peter*

### Minor Item, Enchanted Reach Weapons



These are the two remaining lengths of chain broken by the angel who liberated St. Peter from prison. They are indestructible by anything less than deific power. One of the two chains is safeguarded in the Vatican. The location of the other is less certain. It was carried to Jerusalem during the crusades and is now thought to be somewhere in Persia.

The chains are two-handed reach weapons. Each chain is very heavy. Anyone using or carrying a Chain of Peter must black double draw Initiative at the start of combat. (Because the chains are reach weapons, the combatant may still attack at the top of the round if they take no other action.)

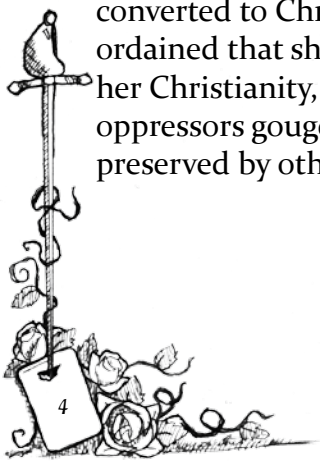
| Damage    | Type  | Parry | Hands | Martial |
|-----------|-------|-------|-------|---------|
| 12 + Body | Blunt | 0     | 2     | 2       |

When attacking with a Chain of Peter, Justice and Judgment are automatic Fortune Shines regardless of your actual Fortune structure. However, if these cards are not normally a Fortune Shines for you, you do not get to hold them as Fortune Counters.

## *The Lantern of St. Lucia*

### Minor Item, Lantern

St. Lucia is the patron saint of sight and light. Lucy was an Elven woman of the Roman Empire who had, against Roman law, secretly converted to Christianity. Not long after her conversion, it was ordained that she be wed to a Pagan. When Lucy refused and revealed her Christianity, she was put to death, but first, her vindictive oppressors gouged out her eyes. After her death, Lucy's eyes were preserved by other clandestine Christians in a gilded lantern.



The Lantern of St. Lucia only gives off its radiance when held by a member of a Christ-based religion like Catholicism, Eastern Orthodox, or Protestantism. If held by a Christian, the lantern gives off a light in a five stride radius. While the lantern glows, it grants several abilities to the Christian who carries it.

- With a Perception draw, the bearer may know the true religion and piety of anyone who enters the light.
- While carrying the lantern, the bearer may double draw any use of Latin.
- If any Undead or Demonic creatures attempt to enter the light, the bearer may make a Heart draw. If successful, the creature may not enter the light.
- If any Occult follower or Witchcraft practitioner is touched by the light, the lantern bearer must make a Heart draw modified by the Heart of the witch or occultist. If successful, the witch or occultist is struck blind according to the success level as follows.

*FORTUNE FROWNS:* The target is struck blind for 3 rounds.

*FORTUNE SMILES:* The target is struck blind until the next sunset.

*FORTUNE SHINES:* The target is struck blind indefinitely. This condition may be lifted with a several hour Latin ritual. A physician with both Advanced Apothecary and Advanced Medical may also cure the condition with a several days treatment and a successful Medical draw.

*Note: If your campaign uses the optional Piety rules from the Fool's Companion, you may not use the lantern if you are a Nonbeliever.*

## ***Dante's Robes***

### **Minor Item, Garment**

This is the garment worn by the great poet Dante on his storied journey through the nine levels of Hell. It is a long red robe marred with stains, burns, and tears. The robe currently resides in a warded cell beneath Notre Dame in Paris.

The robe grants its wearer the following abilities.

- The wearer takes no secondary effects from Critical Wounds.
- If the wearer draws the Devil and it is a Fortune Weeps, the wearer may choose to redraw, shuffling the Devil back into the remaining Fate Deck. If the Fool was on the table when the Devil was drawn, it is removed.
- The wearer may focus on a target and make a Perception draw. If successful, the wearer knows which of the seven deadly sins most dominates the target's life: Lust, Gluttony, Greed, Sloth, Wrath, Envy, or Pride. The amount of information gained is based on the success level of the Perception draw as follows.

*FORTUNE FROWNS:* Wearer knows only which sin most afflicts the target.

*FORTUNE SMILES:* Wearer knows the sin and the details of the most recent time the target engaged in it.

*FORTUNE SHINES:* Wearer knows the sin and all details of the way the target has been involved in it.







## ***The Seven Veils of Salome***

### **Minor Item, Garments**

King Herod of Judea promised Salome, his seductive step-daughter, anything within his power. She demanded the head of the imprisoned John the Baptist. Herod begged and pleaded that she change her mind, but Salome insisted that she be given the head of John the Baptist. After Herod finally relented and the prophet's decapitated head was delivered, Salome rewarded her step-father by dancing for him the sensual Dance of the Seven Veils.

Each veil is a fine and beautiful silken scarf of a different color. They are delicate and sensuous to the touch. The veils are now scattered across Europe. At least one is held at the Vatican and another in Paris. A third resides in Jerusalem, and Suleiman the Magnificent has a fourth in his Persian treasure trove. The whereabouts of the other three remain a mystery.

Only a female of a player character race may use one of the seven veils. To use the veils, they must either be held or visibly worn. When using one of the seven veils you may double draw any use of Acrobatics, Charm, Deception, Etiquette, Juggling, Performance, or Sleight of Hand. You may also double draw any Gypsy spell. The veils may also be combined, so having two would grant a triple draw, three a quadruple draw, and so on.

## ***The Bones of St. Hubertus***

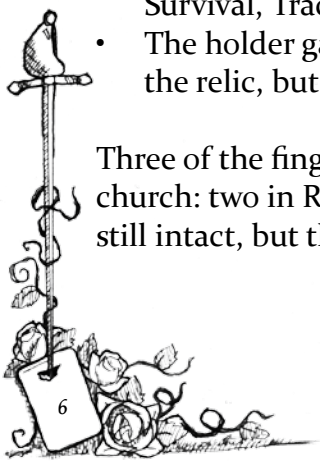
### **Minor Item, Relics**

Saint Hubertus is the Catholic patron saint of hunters, mathematicians, and metalworkers. In the 8th century, Hubert passed away peacefully, but while his body was being transported to its intended resting place in Belgium, his coffin was plundered by graverobbers. All that now remains of the saint are five finger bones from his right hand.

Each of the five finger bone relics grants the holder two abilities. The bones may be combined for a cumulative effect.

- The holder may double draw any use of Apothecary, Construction, Engineering, Fletching, Scholarship, Smith, Survival, Tracking, and Traps.
- The holder gains +1 Wealth Level when they take possession of the relic, but lose 2 levels if they ever lose the relic.

Three of the finger bones are accounted for and in possession of the church: two in Rome and one in Belgium. The other two relics are still intact, but their whereabouts are unknown.



## ***The Shroud of Turin (Sacra Sindone)***

### **Major Item**

This is the shroud used to wrap the body of Christ after his crucifixion at Golgotha. It is a dull linen cloth which faintly bears the imprint of the martyr's visage. The shroud was kept in the Cathedral of St. John the Baptist in Turin, Italy for centuries. But in the late middle ages, Pope Benedictine ordered the shroud moved for its protection. Its current whereabouts are known only by the highest officers of the Church.

The cloth may be used to wrap a single living being from a player character race. Once wrapped, the shrouded being is cut off completely from time and space. They are invisible, occupy no space, and may not move. The shrouded being cannot be targeted by any attacks. They neither bleed nor heal. They are aware of what happens in the space around them as if they were present, but they may not communicate (including languages like Latin and Hebrew).

A shrouded character may still use Fate Twists. Also, a shrouded character exists outside the providence of misfortune. This means that a shrouded character may access cards under the Tower with Fate Twists.

A shrouded being may be detected with a successful Arcane Sense draw of Fortune Smiles or greater or with a spell like Clairvoyance. Once identified and located, the being may be released or forced from the shroud with a successful Latin draw that is a Fortune Smiles or better.

There are two ways a being may be placed in the Shroud of Turin. First, a willing being may simply wrap themselves in the shroud. This takes a full round. A being that enters the shroud voluntarily may exit at any time instantly.

Second, an unwilling target may be wrapped in the shroud despite their desires. To do this, the target must be physically restrained and wrapped. Then a Latin speaker must make a successful Latin draw to contain the target. The time of the unwilling target's incarceration is determined by the speaker's successful Latin draw as follows.

**FORTUNE FROWNS:** The target may make a Heart draw once a day at sunrise. If successful, the target is released with the shroud in their possession.

**FORTUNE SMILES:** The target may make a Heart draw once a week at sunrise on Sunday. If successful, the target is released with the shroud in their possession.

**FORTUNE SHINES:** The target may make a Heart draw once a year at sunrise on Easter morning. If successful, the target is released with the shroud in their possession.

