

# Fortune's Fool

*Lost Treasures: Glory of the Aesir*



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# Lost Treasures

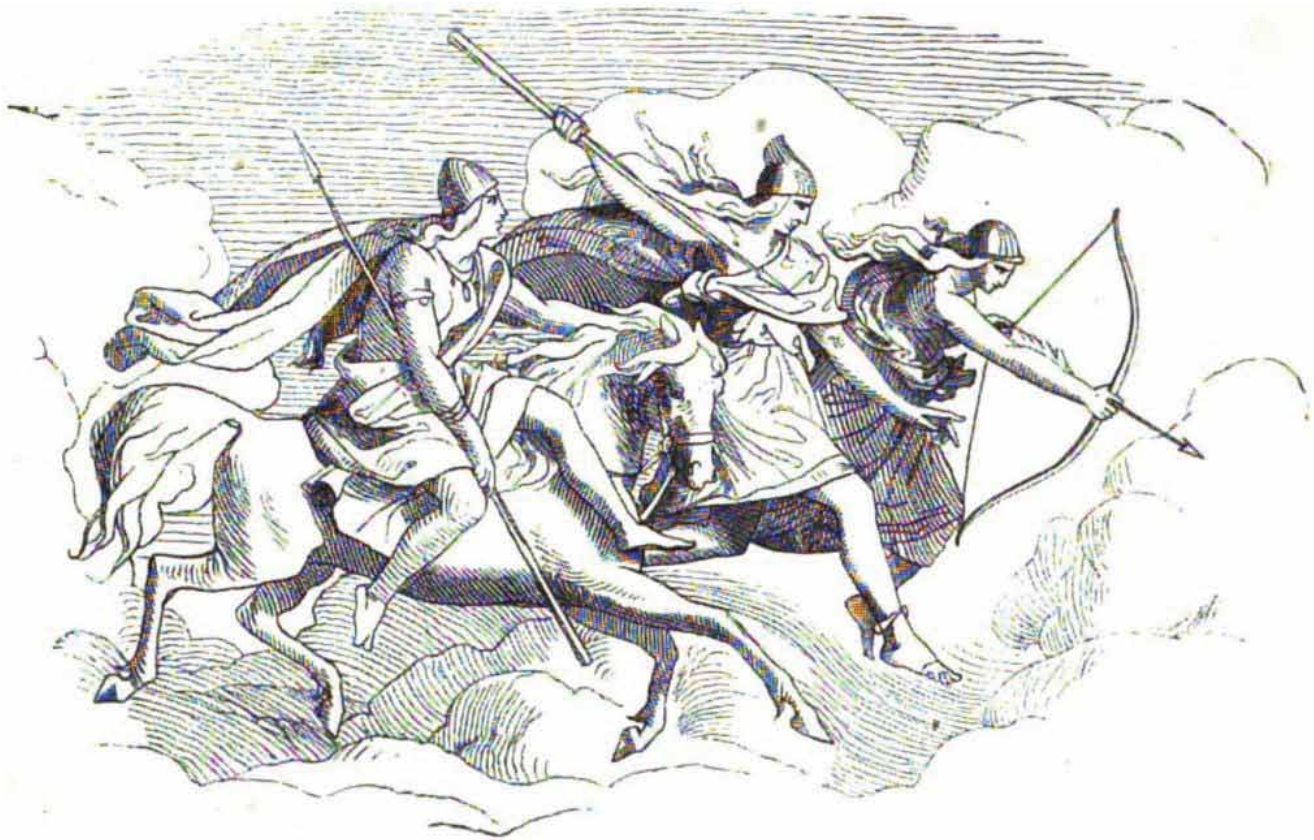
The Renaissance is a time of unparalleled learning and craftsmanship. From the sword smiths of Toledo to the apothecaries of Paris, European artisans use the most current techniques and tools to perfect their trades. The modern European with coin to spend can purchase the sharpest blades, hardest steel,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



# Glory of the Aesir

Centuries before missionaries had carried Christianity to the shores of Scandinavia, the Norselanders worshiped a pantheon of gods called the Aesir. While Rome was turning its back on Zeus and Hera, the Danes and Nords still offered sacrifices to Odin, Frigg, Freyja, and Thor. To honor the Aesir, the men and dwarves of the north forged totems and weapons imbued with great power.

Now these ancient gods have faded into myth, and their worship is labeled mere superstition, but a few artifacts of that bygone time have survived. The Scandinavian peninsula is pocked with Viking burial mounds and its fjords are riven with sunken ships. Reaching these grim troves is dangerous, but potent treasures await those brave enough to try.

## **Frost Giant's Axe**

### **Minor Item, Enchanted Heavy Axe**

#### *The Legend of the Three Brothers*

*Once there were three giants named Nol, Noli, and Norfi. They were brothers and lived high in the mountains. Their favorite game was to tear out trees and roll them down on the villages below.*

*One day, Loki came to the giants and said he would give them special axes. With these axes, they could cut down trees very quickly and trim them smooth and round. They would be able to roll trees like never before. Nol, Noli, and Norfi imagined the way the trees would smash the villages and how they would laugh and laugh.*

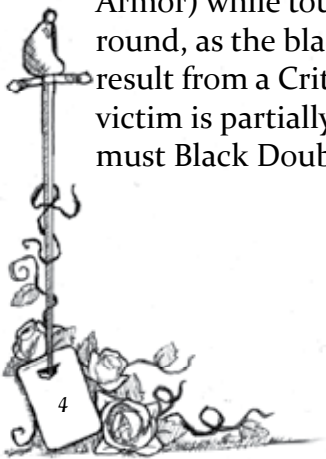
*"But first, you must promise to take the axes and kill that traveler down in the meadow," said Loki pointing to a cloaked wanderer in a snow-clad glen. "You must chop off his arms and legs and carve his lungs from his chest and bring his head here to me."*

*This seemed good to the giants so they agreed. They seized the axes and raced down to the meadow to kill the traveler. Of course, the traveler was not a traveler, but Thor out for a walk. The giants were huge and had magic axes, but the god of thunder unleashed Mjolnir upon them, and in three swings he knocked each of their heads off and their bodies slumped into the snow.*

*In time, their bodies froze and turned into the mountain peaks that bear their names. But their axes were left in the snow and were found years later by Viking explorers.*

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

You must have a Body of at least 8 to wield this heavy axe. Anyone who is not a frost giant must wear thick gloves (the equivalent of 1 point of non-natural Armor) while touching a Frost Giant's Axe or take 1 point of Blunt damage per round, as the blade radiates preternatural cold. This effect also turns a Stun result from a Critical Wound secondary effect into full Incapacitation, as the victim is partially frozen. If you blunder while wielding a Frost Giant's Axe, you must Black Double Draw the Fate Test due to the unwieldy size of the weapon.







## ***Gram, sword of Sigmund***

### **Minor Item, Enchanted Broadsword**

Sigmund, the chieftain of the Volsung clan, pulled the powerful sword Gram out of the trunk of a tree where it had been placed by Odin. Unfortunately, the blade shattered in battle when it struck the spear of a figure dressed in a black cloak and wide-brimmed hat. This foe was none other than Odin, punishing Sigmund for daring to take the weapon as his own. Once Gram was reforged, however, it was said to be so sharp as to be able cut the wind in half.

Damage	Type	Parry	Hands	Martial
8 + ½ Body*	Lethal	3	1*	2

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

Gram is a heavy broadsword that shows signs of having been broken long ago. Despite this, the blade is very strong, ignoring 2 points of Armor on a successful strike. Gram also has the ability to cleave solid objects in twain. You may use this power on a single, unattended object no larger than an oxcart. The object cannot be on consecrated ground or part of a holy structure. This requires a major action and a successful Body check. If you are using Gram two-handed, this is double draw. If you draw a Fortune Weeps while attempting to cleave an object, Gram breaks once again and may not be used until reforged.

## ***Dwarven Anvil***

### **Minor Item, Sacred Anvil**

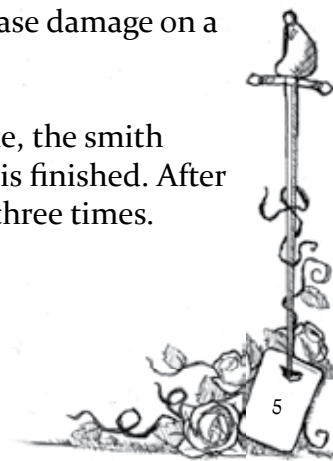
The Aesir's arms and armor were crafted by dwarves, who labored tirelessly in hot forges beneath the Kjølén Mountains. The anvils used by these ancient artisans were gifts from the All-Father himself. They never nick or scar from use, and it is said that the most stubborn metals become pliant as clay when worked on these anvils.

No one knows how many of the anvils were given by Odin to his smiths, but most have been lost to time. Today only two are known to remain and are still in use—one in Denmark, the other in Norway.



A Dwarven Anvil has two special abilities. First, anyone using one may double draw any use of the Smith skill. Second, a Dwarven Anvil is particularly powerful when used by a dwarf. When burning 1 Fortune to use the Advanced Smith skill, a dwarf may make an even more potent weapon. In addition to the benefits for Advanced Smith (see page 78 of *Fortune's Fool*), a dwarf-forged weapon does  $\times 1$  its base damage on a successful Fortune Frowns hit instead of the normal  $\times \frac{1}{2}$ .

Forging a new weapon on a Dwarven Anvil can take days or even weeks. During this time, the smith doesn't need to sleep, eat, or drink; the anvil magically sustains him or her until the job is finished. After the weapon is forged, the smith is incapacitated and must sleep until the sun has risen three times.



## ***Reginnaglar***

### **Minor Items, God Nails**



These thick, metal nails are said to have been stolen from the buildings of Asgaard. They are about 5 inches long and look like common rusty nails. Fewer than a dozen Reginnaglar still exist. Driving one into the wood of a man-made structure or vehicle protects the structure from evil and makes it nearly indestructible. As long as the nail remains in place, the wooden structure cannot be destroyed by any conventional means. This includes axes, fire, and even earthquakes. Also, while the nail is in place, the structure counts as consecrated. Demons, undead, and other evil supernatural creatures cannot enter the structure.

Anyone may attempt to remove a Reginnaglar. This takes a major action and a Heart draw. If you have Construction, this is a double draw. Failure means that the magic has been drained and the nail becomes a mundane object.

## ***Mjolnir***

### **Major Item**

No weapon crafted for the Aesir was mightier than Mjolnir, the hammer of Thor. Mjolnir looks like a massive stone hammer with a leather thong on its handle. Though only a single-handed weapon, the Thunder God's hammer strikes with the very force of the elements. Thor, Odin, and the rest of the Aesir may have dwindled into fable, but Mjolnir is still a mighty weapon capable of controlling the skies themselves.

Damage	Type	Parry	Hands	Martial
15 + ½ Body	Blunt	2	1	2

Mjolnir is an enchanted light hammer. To pick up and wield Mjolnir, you must have a Heart of at least 8 and Strength must be a Fortune Shines for you. Mjolnir may be thrown, and, once thrown, the hammer immediately returns to your hand, unless your attack draw was a Fortune Weeps. A successful attack that results in either a Fortune Smiles or a Fortune Shines knocks the target prone. Any attack you make with Mjolnir against a dragon or a giant is a double draw.

On command, Mjolnir can be shrunk to the size of a pendant and worn on a chain. It can be made to revert to its normal size as a minor action.

By spending a Fortune Counter or by discarding 1 Fortune, you may use Mjolnir to cast the Master Wiccan Craft spell Lightning (see page 145 of *Fortune's Fool*). Mjolnir counts as the components for the spell. Mjolnir may also be used to cast the Master Wiccan Craft spell Resurrection (see page 145 of *Fortune's Fool*). Mjolnir counts as the components for the spell, and both you and the target of the spell must still burn 1 Fortune if the spell is successful.

