

# TREASURES OF NEOEXODUS: DEATH'S FOLLY

Not every weapon has some epic tale of war, love, and loss attached to it. Some weapons' stories are folk myths or fairy tales, never written down, and of unknown antiquity. Most of these weapons are as imaginary as the stories themselves. Some, however, indeed exist, and those who might have laughed at the tales of minstrels and old women may have an unpleasant surprise awaiting them. Death's Folly is such a weapon.

## HISTORY

There is a story that is most often told in an island village deep within the harsh jungles of the Reis Confederacy. It sits in the middle of a large lake where its simple folk fished the waters for their daily keep. They say their island has been there since the beginning of the world and has remained unchanged ever since.

One day a boy was born to a loving couple in this village. After he was barely a season old Death came to the boy in the form of a life-threatening disease. Death was used to the harsh feelings that others had for him but was surprised when the boy was neither angry nor sad. Rather the boy was insulted.

"Cowardly Death." The boy said. "You only come to me at this age and in this form because you fear me. You know you cannot take me unless I seek you out."

Death chuckled even as his boils rose on the boy's sweaty skin.

"I am Death." Death said. "I can take anyone in any form I choose at any time I choose. It matters not your age or circumstances, boy. When I come, you are taken."

But with two words the boy gave Death pause. "Prove it."

Death considered the boy's words for a moment. Normally he would not consider this childish dare but Death was an old and vain sort of spirit and so he pulled himself away from the boy leaving him healthy and renewed.

"Very well." Said Death. "I will come for you three more times in this life. Should you resist me those three times I will not come for you again until you seek me out."

The boy readily agreed. Four years passed and like all children the boy became filled with the boundless energies of youth. It was then that Death came for the first time as promised. He came in the form of a great pike that patrolled the waters around the island, snatching children and animals that came to swim or drink in the lake.



The villagers despaired and their shaman, after consulting with his spirits, came to them and said. "It is the boy's fault that Death comes to our village. Throw him to the pike and Death will be sated."

As the villagers reached for the boy to throw him to the pike he spoke to the, "I do not fear Death. I will go to him and show you how youth may beat him."

And so the boy tied himself to the mightiest tree on the little island and threw himself to the lake. When the pike came the boy grabbed it by the mouth and held it; the rope strained but kept the boy from sinking below the water. For six days and nights the boy struggled with the pike until it gave into the boy's boundless energy and was killed when the boy struck it with a stone and collected its teeth.

Death hissed away from the pike vowing to return.





Ten more seasons past and the boy became an older boy on the verge of manhood. Though he did not have the boundless energy of boyhood he was quick and clever. It was at this time that Death came for the boy again.

This time Death came in the form of a band of slavers who snuck in at night to slice the throats of the men and take the women to be sold in the markets of their dark homeland. But the boy was keen in the darkness having been taught the secrets of night fishing by his father. He had fashioned Death's teeth into blow darts coated in the poison of the Mambi-Mambi frog. Before Death's slavers even knew that the boy was there, he slew three of them with these darts and when he pierced the eye and brain of their leader, Death's men fled into the night vowing to return one last time.

Taking the club of the slavers leader the boy grew into a man at the prime of life, strong, powerful, and willful. He attached Death's Teeth to Death's club and with it he defended the village against many enemies. That is until Death came for the third time.

This time Death came in the form of a great army and rode at its head on a massive war beast. When the villagers saw this army they accused the boy saying. "You have humiliated Death twice now and for your transgression he will come for us all."

The boy, wiser now then he was laughed at them. "Death can only take those who fear him. No matter what form or what time or what place Death will always be a coward who kills babies in the night. I will stand against Death as I did before and you will watch as I triumph."

Donning the armor of his forefathers and taking up his club he set out to wait for death on the bridge separating his village from the rest of the jungle. When Death came again he called out to Death. "Come, Death, I have bested you twice now. But now I am a man and as a man I fear not you or any form you may come to me. Let this be our final attempt and vex me no more."

Enraged at his humiliation at the boy's hands, Death marched the entirety of its army towards the boy. But, on the bridge of his village, and in the armor of his forefathers, wielding Death's own weapons, no man or beast could slay him. Though the army came relentlessly and without mercy the boy swung his club again and again felling each foe that stepped forward. Finally Death's army was defeated and he knew then that he could not take the boy now. Death limped away in defeat.

**Aura** moderate necromancy; **CL** 6th  
**Slot** None; **Price** 4,230 gp; **Weight** 4 lbs.

### DESCRIPTION

This +1 *morningstar* is made from a solid branch of darkwood fitted with the needle-like teeth of a large lake pike. When this weapon successfully hits an opponent they must make a Fort DC 15 save or take 1d4 points of Con damage. A successful save negates this effect. This counts as a poison for the purposes of immunities or bonuses to saving throws.

### CONSTRUCTION

Craft Magic Arms and Armor, *poison*; **Cost** 2,115 gp

Many seasons passed and the boy who became a man became an old man and then an ancient man. All those he had ever loved or cared for grew old and Death came for them but never did Death seek the boy. Eventually the boy's body became tired, his mind withered, and his heart weakened. Every day became a thousand agonies but Death never came. Eventually the boy, growing tired of life lifted himself from his bed with an effort that many seasons before would have seen him to the top of a mountain and he stepped from his door to seek Death who waited on his doorstep. Death reached its hand for the boy and the boy took it. It was only then, did the boy die. The villagers gathered the boy's weapon and placed it in a shrine to their gods as a symbol of courage and prowess in the face of Death.

### DESCRIPTION AND CONSTRUCTION

This heavy spiked club is carved from a thick branch of darkwood and fitted with a number of pike teeth coated with a black poison that may not be removed even when cleaned or rubbed. Scholars argue about whether or not such a weapon could honestly be the fabled Death's Folly but some point out that the stories tend to exaggerate much about their protagonists, and that this weapon may simply be modeled after the story by a craftsman of the Reis jungles.



## A large, dark, spiky weapon, possibly a mace or staff, with a long, curved handle and a head featuring multiple sharp, pointed spikes radiating from a central point. The spikes are dark and metallic, with some showing a lighter, possibly gold or brass, base where they meet the central hub. The handle is long, curved, and appears to be made of a dark, textured material, possibly wood or metal, with a slightly flared base. The overall design is menacing and suggests a weapon of significant power.



### DESCRIPTION

## CONSTRUCTION

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# DEATH'S FOLLY WEAPON CARDS

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