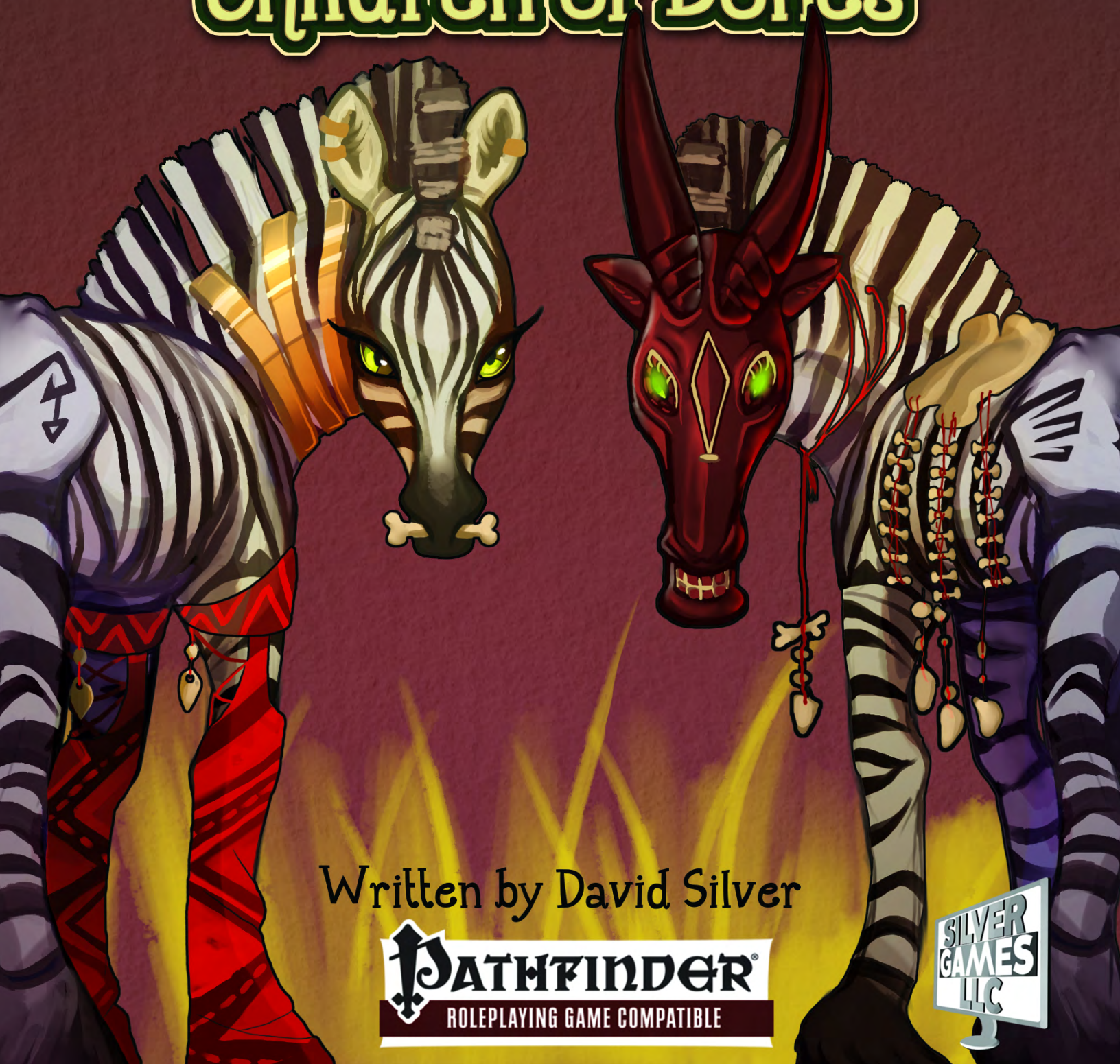


Ponyfinder


Children of Bones



Written by David Silver

Ponyfinder
ROLEPLAYING GAME COMPATIBLE

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Attributes: As per other tribe (earth-bound, pegasi, unicorn, etc)

Movement: 40 ft (20 ft bipedal)

Special Abilities:

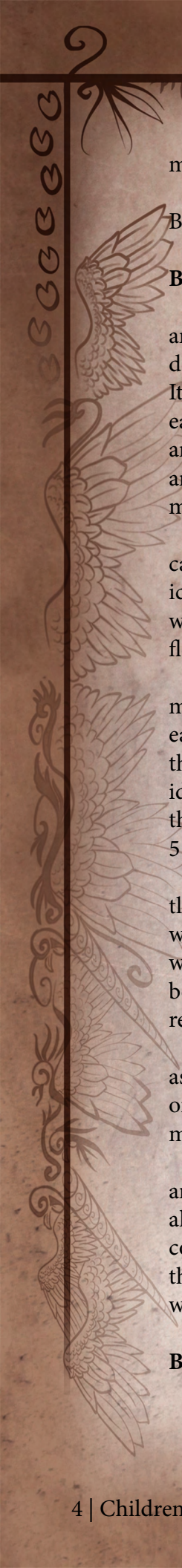
Low-Light Vision

Quadruped: +4 CMD vs trip and +50% carrying capacity

Death Touched: The first point of ability damage, ability drain or level drain in any single attack is ignored, as a sort of resistance.

Ancestor Watched: Once per day when struck by a critical hit or sneak attack, the the pony can spend an immediate action to negate the critical hit or sneak attack (similar to the fortification armor special ability, but without requiring a roll). The damage is instead rolled normally.

Language of the Dead: You may select Dark Whisper as a bonus language, or learn it later. This secret tongue of faint whispers is known to dead, and allows communication with any undead or



mortal reached from beyond death that is smart enough to have a language.

Being a bone pony trades away the unique destiny racial trait.

Bone Worship:

Ponies born to the tribe of bones tend to stay emaciated. Thin frames hide a thick ancestry that they call upon in their daily life. Their fates all revolve around death or the departed, as the tribe as a whole shares a destiny that overwhelms the individual. It is entirely possible for the tribe of bones to mix with other 'physical' breeds. There are earth-bound bones, pegasi bones, zebra bones, and others, though earth-bound and zebra are the most common of the tribes represented in the tribe of bones. Zebras in particular are considered a fortunate combination. Such crosses are fully in tune with the need to be mindful of the ancestors.

Long exposure to the touches of negative energy that tend to wash across the physical world when frequently contacting with the dearly departed has given a small but significant resistance to the assaults of many undead, toxins, and even diseases. These things that would poison a pony's system and drag them down are stoically refused by the hardened flesh of a bone pony.

Being a more spiritual tribe, like the gem ponies, chaos hunters, and doppelgangers, many of their more physical attributes are determined by the physical tribe of a foal. An earth-bound will possess the hardiness and durability of the earth, while a pegasus will soar through the sky. Their unifying factor is their shared fate. A DC 20 knowledge (nature) will identify a tribe of bone's brand of destiny as a member of that tribe. The DC increases by 5 if the pony is only a descendant of the tribe but never manifested it entirely and an additional 5 if the pony is a zebra.

Though their ancestors were not able to turn back the tides of fate that drove the Battle of Broken Bones, bone tribesponies are watched over by their departed kin. When things would go disastrously poorly, they sometimes intercede, protecting their younger relatives with gentle but sudden presses of phantasmal force. This aid is felt most strongly in true bone ponies, but even lost descendants may find fate working in their favor, provided they remain respectful of those who passed before them.

Tribe of bone brands all feature death in some way or another. This can be as obvious as a pony skeleton or skull or as subtle as an old watch, broken pendulum, empty hourglass, or a setting sun. The connection between the iconography and the pony's destiny can take much inner reflection to discern.

Due to their shared care and respect for the spirits of their ancestors, bone ponies and zebra get along, even if the zebra is not of the bone tribe. Rare is the zebra that will not allow a bone pony to join them in prayer, and likewise any respectful zebra will be welcomed with open hooves into bone tribe functions. When the Battle of Broken Bones saw to the death of so many bone tribesponies, it was the zebras that spirited away many of those who would have joined the fallen on that dark day.

Bone Naming:

The first name of bone tribesponies tends to speak of finality and conclusion, though

not always a permanent one. Here are some popular ones: Last, Pause, Hour, Final, End, Finishing, Term, Bound, Ultimate, Stub, Stump, Heel, Cusp

Common second names usually modify the first or give it a noun to work on. Foals will usually pick their own second name on maturation, either matching their skills or taking on their parent's out of respect. Examples include: Hunt, Smith, Day, Sword, Axe, Prayer, Whisper, Joke, Brewer, Garden, Breath, Glass, Stroke

A Brief History of the tribe of bones:

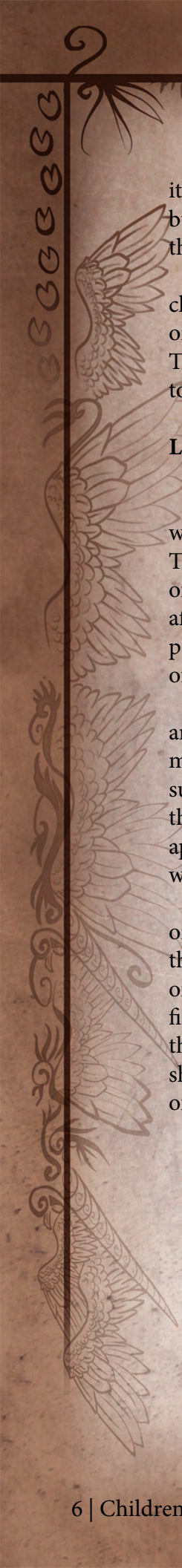
When the first proto-ponies spread and populated Everglow, there were... mistakes. Be it predation, accident, or simple age, ponies were not designed to live forever, and death came for them. Though most would mourn briefly and hotly the loss of their friends and family, few would pay much attention beyond the sadness. Others began to hear a more distinct calling. Ponies of all the physical tribes had a chance of hearing the call to action of Soft Whisper. They gathered together, offering services to all the tribes to tend to the matters of the dead.

At first, the tribe of bones was scattered, living as shamans amongst the other tribes. Though some appreciated their efforts, many ponies were skittish around the idea of so much energy being put into such a distasteful topic. The shamans were slowly turned away from the pony tribes as they grew more insular. They found each other in their wanderings, and formed a tribe of their own, the tribe of bones. Unlike the tribes of pegasi or unicorns, the tribe of bones is a spiritual tribe, a calling that echoes in the destiny of the pony that calls it home.

It was during this time that the greatest of the shamans could speak to Her directly, if only for fleeting moments. She went by a different name when she did, Madame Trisdo. They grew closer to her than any other living pony had before or since, and learned to love her as a mother. When they passed, so did the name, by and large. Soft Whisper did not again reach out a hoof to the living, and hid behind the much less personal moniker. She would judge and care for the dead, the living were on their own. When Queen Iliana offered for these lost shamans to rejoin their pony kin, they were eager to do so, but also hesitant. The Queen had blood on her hooves and had been entirely divorced from their ways. They sent the messenger back with an invitation for the Queen to visit and be cleansed. It would be a time to show her the way of the shamans and ensure that her empire would be respectful to the ancestors, new and old. What they got back was a vast army, ready for battle.

The army broached little mystery to its intent. The people put their hooves together, dancing and singing to the spirits to deliver them in this time of great peril. The spirits replied. The Battle of Broken Bones saw the tribe dashed, but the losses they caused were horrific on the imperial ponies. Undead rose in overwhelming numbers at the beckoning of the shamans as nearly half of all the shamans that had ever lived rose to fight in that battle. It was not enough to save them, but it saved some.

While the battle raged furiously, some of the shaman were whisked away, scattered among the other tribes to safety. Their city of the dead was conquered at last. When Queen Iliana approached, the ground yawned wide, engulfing the city and leaving bare ground in



its place. For whatever reason possessed her, she declared the capital of her empire would be built on the spot, and Viljatown was founded, a headstone most ornate for the bloody end of the bone tribe.

In the years following, the bloodline of the shamans became thin. Most of their children did not receive proper care or raising, and had the barest link to the old ways. Still, once in a while, a foal is born with the calling of the dead roaring thick in his or her veins. These throwbacks can accomplish much good, or ill. Perhaps, in time, this calling will return to the ponies of Everglow.

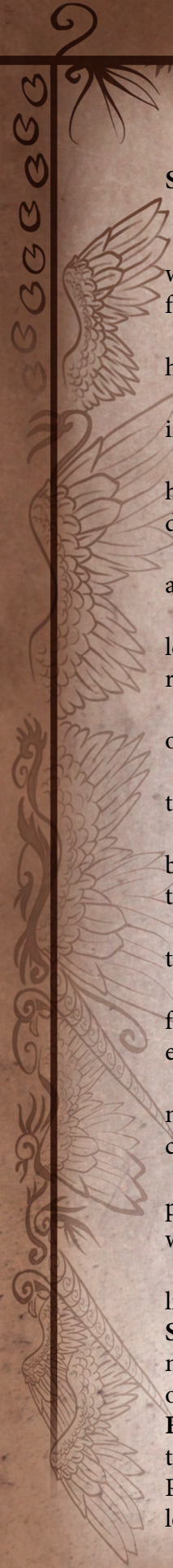
LIFE OF BONES:

The life of a bone pony varies in first part by what physical tribe they carry. Pegasi will act as pegasi usually do, as will earth-bound or unicorn, at least in terms of family life. The tribe of bones has no mandates or urges concerning the finding of a mate or the rearing of foals, save that they be imparted with a respect and reverence for ancestors. Especially after their dispersal, it is common for a bone pony to find love in the hooves of an outside pony. Such pairings are considered acceptable, provided the mate(s) are taught a modicum of respect for their own dearly departed.

A bone pony who reaches maturity with aware parents is given a trial to find the ancestor that most fits them. Brought to a dark place, either a cave or a graveyard most commonly, the young pony is stripped bare and made to gaze up at the stars from sundown to sunrise while allowing their thoughts to unfetter and reach out into the universe. Sometimes this results in little more than a cranky foal, but others find strong visions of an ancestor approaching them with advice and support. Those who find a particular ancestor in this way will run into visions of the same stallion or mare all through their life.

Bone pony parents of non bone foals, either due to not manifesting the tribal marks, or by adoption, are given much the same instructions, but are far less likely to be visited in their coming of age ceremony. Those who are, are destined to become powerful shaman or oracles. Though rare, some foals who are sincere and dedicated to the task, who succeed in finding an ancestor, may find the tribe manifesting spontaneously in their flesh, disrupting their old destiny and replacing it with a new one. Such transformed ponies cause alarm and shock among other ponies that knew them before hand, as the idea of changing one's brand of destiny is a foreign one in pony society.





STEREOTYPES OF OTHER TRIBES

Earth-Bound: Ashes to ashes, dirt to dirt. The earth-bound know the cycle of the world through their powerful hooves. You cannot raise plants tall and well without death to feed them.

Unicorn: Many think they are above death, and march on with heads held high and horns glowing even as Soft Whisper's jaws close around their throats.

Leatherwing: Hide in your caves, little bats. Death may yet miss you for a moment in there, but she will find you eventually, have no doubt.

Gem: A shattered tribe, they remind us of ourselves painfully well. Perhaps they will have a chance to shine once again, but will they remember that death has a place when they do?

Clockwork: Cursed for foolishness, they appear as machines, but succumb to age as any other pony. Judge them on their merits.

Chaos Hunter: They are powerfully driven, and please Soft Whisper in their relentless pursuit of their destiny. Run well, chaos hunters, at least you will be given a grand reward when you pass into Her care.

Sun: A bright smile and quickly offered drink disguise their hedonistic ways. None of their fineries or distractions will be of comfort when the last twilight descends on you.

Ghost: Ghosts in name alone. Soft Whisper does not urge us to deal with them, and there are so few of them.

Antean: The tribe of giant ponies hides themselves well, fearing that their tribe will be dashed as the other spirit tribes are threatened. The doppelgangers hide as well. Perhaps this is not a foolish plan, considering their success.

Sea: Predators of the ocean, they hunt kelp and fish alike. Good friends, if you enjoy the feel of water, but don't let them get lost in the waves.

Griffons: Rare half felines, they are full of pride, as seems to be part and parcel of the feline races. Be wary of them, they have predated on our ancestors and may again be tempted by sweet pony flesh.

Sun Cat: The least prideful of the felines, they bow low before their sun gods and move in admirable unity with one another. The other felines could learn a lot from the sun cats.

Purrisian: Arrogant, selfish, and pretty, if you're into felines. Their gods should punish them, but there they are. It doesn't speak very well of the feline gods. Watch yourself when dealing with them.

Cloven: Lightly lived, lightly died. The cloven are nice enough folk, but their light little hearts barely begin to live before death takes them. Soft Whisper has no time for them.

Steel Heart: Heart of trees, shell of the earth, they persist like mountains with a wisdom to match. They are one of the few things that can spurn the attentions of Soft Whisper, be wary of them.

Flutterponies: Short lived with flighty hearts, they can scarcely seem to draw in the magnitude of the one life they have, let alone the score of brief flames that came before them.

Phoenix Wolf: Risen from a cursed past to a new future, the phoenix wolves only wish to be left alone, and there is little reason not to grant this wish. Let the hell-cleansed canines live

in peace.

RACIAL FEATS

Ancestor Call

A moment of thought and a question asked to the air itself sometimes turns an answer for the tribe of bones.

Prerequisite: Ancestor Watched racial trait

Benefit: You may, once per day, use *augury* as a spell like ability with a caster level equal to your hit dice. At 10 hit dice or above, this functions as *divination* instead. This has no material component.

Death Caress [Combat]

You have deepened your ties to the negative realms to the point that the dark energy lashes out with you in battle.

Prerequisite: Death Touched racial trait

Benefit: Your unarmed, natural, and manufactured attacks may deal negative energy instead of physical. At five hit dice and every 5 afterwards, you also deal 1d4 additional damage while inflicting negative energy damage in this way. If you are in a grapple, you may inflict this bonus damage on an opponent during your turn as a swift action. This bonus damage is not increased in a critical hit. An attack must declare using negative damage before a hit is confirmed and once done so, remains negative until the start of the user's next turn. Undead struck with this effect do not immediately heal but gain fast healing 1 for 1 round plus one additional round per 5 hit dice.

False Fall [Combat]

When you are struck down, you reflexively wrap yourself in the pallid shroud of death, making it appear that you have departed your mortal coil.

Prerequisite: Death Touched racial trait, Bluff 3 ranks

Benefit: When you are reduced to less than zero hit points, you immediately gain 1d10 plus your hit dice in temporary hit points that persist for as many minutes as you have hit dice. These hit points may prevent you from dying. If you gain enough temporary hit points to remain conscious, you may choose to fall, making a bluff check against the sense motive of any enemy within 10 feet of you. Those who lose the roll or who were too far away when you fell are unaware of your living state until they see you move or otherwise take an action. Once this ability activates, it will not activate again until you are fully healed of your hit points. For as long as you have any temporary hit points from this ability, you detect as dead.

Fell Recovery

The hardiness you borrow from the dark planes can allow you to throw off effects that normally require prayer or magic.

Prerequisite: Death Touched racial trait, Con 13+

Benefit: When struck with permanent negative levels, you get a fort save at the same DC of the original effect after 24 hours. If successful, the negative level fades like a temporary

negative level. Each level should be saved against separately. If the DC is not known, use $10 + \frac{1}{2} \text{ HD}$.

Final Prayer

A few choice words and a touch to a fallen sends their soul to their rightful reward.

Prerequisite: Ancestor Watched racial trait, Knowledge religion 3 ranks

Benefit: As a standard action, you may sanctify a corpse within reach. If the corpse has an undead already (such as a ghost), the bone pony becomes aware of it. Its location also becomes known if within 100 feet of the bone pony. If not, the corpse becomes ash in a sudden conflagration of purple flames. Such ash is useless for all necromantic activities, preventing the previous owner from being raised as undead against their will.

Bone pony necromancers who follow the ancient rites of seeking permission of the departed spirit may use the ash as if it were a fully intact body.

Rotting Companion

Your animal companion shares your bond with the negative plane, showing remarkable resilience for its kind.

Prerequisite: Death Touched racial trait, animal companion or mount or familiar, Knowledge religion 5 ranks, Worships Soft Whisper

Benefit: Your animal companion or familiar gains DR 5/Slashing, cold resistance 5, and +2 to saves against death, poison, or disease. At 12th level or greater, double these bonuses to DR 10/Slashing, Cold resist 10, and +4 to death, poison, or disease saves.

Spiritual Awakening

You have realized a higher calling and risen towards it. Your brand of destiny subtly changes to suit your new calling and your appearance alters more dramatically to fit the new tribe you call your own.

Prerequisite: Unique Destiny racial trait

Benefit: You gain the pony racial alternative of your choice that swaps out unique destiny, gaining immediate access to its appearance and abilities. You lose the unique destiny trait, but not a feat (You already spent this one to get it). This feat may not be retrained away.

This is how many chaos hunters are created.

Special: You should consult with your GM before taking this feat.

Soft Whisper Necromancer [Story]

You have unearthed the lost rites of necromancy that the old members of the tribe of bones performed. While raising the dead is much more difficult for you than a standard necromancer, your conscious is clean and Her anger is not roused, as every undead at your side is there willingly.

Prerequisite: Ancestor Watched racial trait, Caster level 5, Knowledge religion 5 ranks, Worships Soft Whisper

Benefit: Pay twice the material cost when animating or creating undead, but there is a 50% chance of failure. This chance can be reduced to 25% if you are pursuing a goal immediately desirable to the deceased. On failure, that spirit does not wish to return. Half

the components are refunded in such a case.

If you can communicate with the dead before hand, such as *Speak with Dead*, you may ask them without spending components. You may not try the same corpse again after it has refused to return for at least a year and a day, but if they agree, there is no failure chance to the subsequent spell.

Such undead have the alignment they had in life as well as the mental attributes (If you're uncertain, roll 3d6 for each missing stat) and free will to do as they please, though they begin as helpful towards their creator. Though they are not under your direct 'control', they still count as such until they are destroyed. Releasing an undead causes it to immediately return to death.

Undead who normally are mindless are not so when created by you. Undead created by you may also decide when they tire of undeath and destroy themselves at their own behest. For random souls, assume they will be willing for 1d4 weeks. After serving a necromancer, they cannot be disturbed for a year and a day.

An undead who had class levels in life may be restored with them, but those hit dice count against your control limit and the money required to raise them. You must either fully restore them or not at all.

Goal: Destroy a necromancer who is not 'proper' who's CR is at least 10 or 3 above your level, whichever is higher.

Completion Benefit: Your necromantic spells no longer cost double to cast. Your level is increased by 1 for sake of undead control limits.

Soul Liberator

With a burst of energy, you can sever the ties that force unwilling souls to labor for their unfeeling masters.

Prerequisite: Death Touched racial trait, Caster level 5, Channel Energy class feature

Benefit: When you channel energy, positive or negative, any undead affected that is temporary (Such as per a summon spell or ability) that fails its save is immediately destroyed. Undead who are under the effects of *control undead* or similar controlling power, such as the create spawn ability of vampires and fail their save are liberated from this command. Liberated undead are still affected as appropriate (taking damage, being turned, etc). Liberated undead's initial attitude towards their former controller is hostile and will attack them if they are in sight.



Racial Class Archetypes

These archetypes were developed by bone ponies for their use and require being a bone pony to take.

Ally of the Dead (Summoner)

You saw your ancestor clearly when you were instructed to sit and wait. This ancestor used your magic to fashion a body for his or herself and now travels with you. They encourage you to find the restless dead and put them to peaceful slumber by putting to right the wrongs of their former life.

Unliving Eidolon: Your eidolon gains the undead type for sake of positive and negative energy, and being susceptible to effects that target undead. They can not be targeted by things that specifically target extraplanars or outsiders. This changes the eidolon class ability.

Fragile Unlife: Your eidolon cannot spare your life as easily

others of its kind but may, as an immediate action, lose twice its hit dice in hit points and grant you its hit dice in temporary hit points that persist for a minute. This replaces the life link class ability. It cannot be used if the loss of hitpoints would banish it.

Spirit General: You may apply the Death Touched simple template to creatures you summon via *summon monster*. If you would summon more than one of the same creature, you conjure one less (to a minimum of 1). This alters the summon monster class ability.

Quick Rules: Change type to undead. Increase natural armor by 2. Gain DR 5/Bludgeoning. If the creature has 10 or more hit dice, increase natural armor by 1 and DR to 10/Bludgeoning.

BONE MAGIC:

Ancestral Skill

School Transmutation; **Level** Ranger 2, Sorcerer/Wizard 2, Shaman 2

Casting Time 1 standard action

Components V, S

Range Personal

Target self

Duration 1 round per level

Save Will negates(harmless); **Spell Resistance** no

Calling upon your ancestors, you hear the helpful whispers of your forebears, guiding you through unknown tasks. For the duration of the spell, you may treat any skill as if you had as many ranks as half your level, 1 minimum. Rolling 1, 2, 19, or 20 on the die of any skill roll ends the effect. You may not take 10 or 20 on any roll with which you use this effect.

Escaping Vitality

School Necromancy; **Level** Cleric/Oracle 2, Summoner 2, Witch 3

Casting Time 1 Standard Action

Components V, S

Range Touch

Target 1 creature per level

Duration 1 round per level

Save Fort negates(harmless); **Spell Resistance** no

Touching the corpse of a creature that died no more than a minute ago, you draw on the power of its departing soul and funnel it into your allies. You may designate up to as many allies(including yourself) as your caster level within 30 feet of the corpse. Those affected gain fast healing of 1, increased by 1 per 4 HD of the corpse for the duration of the spell. This spell cannot be cast on the same corpse more than once.

Negative Barrier

School abjuration; **Level** Cleric 2, Sorcerer/Wizard 3, Paladin 2, Shaman 2, Ranger 2

Casting Time 1 Standard Action

Components V

Range Touch

Target 1 creature.

Save Will negates (harmless); **Spell Resistance** no

As per resist energy, but cast with a quick calling of the darkest places. This spell protects the target creature from negative energy damage.

Release

School conjuration; **Level** Cleric 4, Sorcerer/Wizard 5

Casting Time 1 standard Action

Components V, S

Range close(25 ft + 5 ft per 2 levels)

Target one undead creature

Duration instantaneous

Save Will negates; **Spell Resistance** yes

Severing a soul from the physical plane with a subtle snip of magic, you banish it back whatever afterlife awaits it, causing 100 damage that cannot be reduced by any means and can affect incorporeal creatures fully. Channel resistance applies to this will save.

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