Samsaran Compendium



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About the Author

Alexander Augunas has been a freelance writer for various *PATHFINDER ROLEPLAYING GAME* compatible products since 2012. Alex is best known as the writer of Know Direction's tri-weekly blog, *Guidance*, as well as the *PACT MAGIC UNBOUND* series by Radiance House. In addition to writing for Everyman Gaming, LLC, Know Direction, and Radance House, Alex has worked with companies such as Raging Swan Press, Loius Porter Jr. Design, Amora Game, and Paizo Publishing. Alex is a known kitsune aficionado and hopes to be writing well past his death.

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Author's Preface

Without a doubt, the *KITSUNE COMPENDIUM* has been Everyman Gaming's most popular product as of February 2015, and for that I am thankful. When I originally set out to design that product during the summer of 2014, I was terrified that it wouldn't be popular. That all of the publishers that I had originally tried to pitch the product to were right about players not wanting to invest in "weird, new races" in the *PATHEINDER ROLEPLAYING GAME*. Thank you for proving them wrong.

Many players asked me right away what race I would choose for my next racial compendium. Honestly, I hadn't thought about it at the time. What WOULD I pick? Ultimately, I settled on a theme: my goal is to provide racial content for all of the "races of the dynasty," races whose nature lends themselves to the brilliant, rich mythology of the orient. The SAMSARAN COMPEN-DIUM is just the first step. Let's see where we end up together.

- Alexander Augunas, Everyman Gaming, LLC

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The following sections are presented within the SAMSARAN COM-PENDIUM.

The Samsaran Condition (Pgs. 4–5): First, the SAMSARAN COMPENDIUM discusses basic facts and information about samsaran and gives readers a glimpse into their racial psychology.

Life as a Samsaran (Pgs. 6–7): Next, the SAMSARAN COM-PENDIUM discusses the ecology of the samsaran race and provides 9 new alternate racial traits for samsaran characters to select from during character creation.

Samsaran Culture (Pgs. 8–11): After describing the race's ecology, the *SAMSARAN COMPENDIUM* details a broad array of samsaran cultural topics, including their language, architecture, and several special occasions that they celebrate.

Samsaran Origins (Pgs. 12–13): Included in this section of the *SAMSARAN COMPENDIUM* are two different takes on the samsaran's racial origin story. Also included are three new bardic masterpieces that correspond to each tale.

Samsaran Religion (Pgs. 14–15): In addition to briefly detailing how samsaran view religion and worship, this section provides a sample religion for samsarans, Samsarism, and includes one new subdomains that complement this philosophy.

Slumbering Samsarans (Pgs. 16–17): This section details slumbering samsarans, samsarans who have not spiritually awakened to the point where they can spontaneously reincarnate. This section includes one base alternate racial trait for such characters, plus a slew of additional options that allows the creation of a slumbering samsaran of any core race.

Reincarnation (Pgs. 18–19): As reincarnation is the central theme surrounding samsarans, this section explores the two major types of reincarnation in-depth. It also includes a new mystery for oracles, the reincarnation mystery.

Martial Combat (Pgs. 20–23): This section is devoted to presenting four new archetypes to the *PATHFINDER ROLEPLAY-ING GAME* that personify the fighting style and spirit of samsaran

Samsaran Racial Traits

+2 Intelligence, +2 Wisdom, -2 Constitution

Medium: Samsarans are Medium creatures and have no bonuses or penalties due to their size.

Normal Speed: Samsarans have a base speed of 30 feet.

Low-Light Vision (Ex): Samsarans can see twice as far as humans in conditions of dim light.

Lifebound (Ex): Samsarans gain a +2 racial bonus on all saving throws made to resist death effects, saving throws against negative energy effects, Fortitude saves made to remove negative levels, and Constitution checks made to stabilize if reduced to negative hit points.

Samsaran Magic (Sp): Samsarans with a Charisma score of 11 or higher gain the following spell-like abilities: 1/day—*comprehend languages, deathwatch*, and *stabilize*. The caster level for these effects is equal to the samsaran's level.

Shards of the Past (Ex): A samsaran's past lives grant her bonuses on two particular skills. A samsaran chooses two skills—she gains a +2 racial bonus on both of these skills, and they are treated as class skills regardless of what class she actually takes.

Languages: Samsarans begin play speaking Common and Samsaran. Samsarans with high Intelligence scores can choose from the following: any human language, Abyssal, Aquan, Auran, Celestial, Draconic, Giant, Ignan, Infernal, Nagaji, Tengu, and Terran.

warriors.

Samsaran Magic (Pgs. 24–27): Renowned for their magical abilities, this section adds new archetypes and class options for samsaran spellcasters.

Samsaran Feats (Pgs. 28–29): As impossibly long-lived creatures, samsarans have developed a number of unique tricks and techniques. This section explores a number of new feats themed around samsarans and includes samsaran favored class bonuses for over twenty classes.

Samsaran Traits (Pg. 30): Rounding out the SAMSARAN COM-PENDIUM are new race traits and drawbacks for samsaran characters.

Citations

- This product makes use of the following citations:
 - APG PATHFINDER ROLEPLAYING GAME ADVANCED PLAYER'S GUIDE
 - ^{UM} PATHFINDER ROLEPLAYING GAME ULTIMATE MAGIC
 - UCN PATHFINDER ROLEPLAYING GAME ULTIMATE CAMPAIGN
 - ^{UC} PATHFINDER ROLEPLAYING GAME ULTIMATE COMBAT
 - ARG PATHFINDER ROLEPLAYING GAME ADVANCED RACE GUIDE
 - ACG PATHFINDER ROLEPLAYING GAME ADVANCED CLASS GUIDE



The Samsaran Condition

"Oh young one, you know so very much of the nature of existence, yet understand so very little. Yes, the stories of old are. My people have each lived a million lifetimes, and the youngest souls among us will live for a million more. I understand why you are envious of this. Many are. You see our condition as a gift. We understand what awaits beyond the veil of death. We have peered past it and returned to live anew. Some of your people view us like messiahs. Others like demons. In seeking desire, the soul is predetermined to envy the gifts of others and fear those gifts that cannot be taken. But please understand, young one, our many lives are simultaneously the greatest gift that we are given and our most debilitating curse. For you see, the longer our souls become, the less meaning the lives they live possess. When you have seen as many years as I, have lived through as many wars as I, or have experienced as much suffering as I, you inevitably catch small glimpses of the cosmic pattern that lays behind every age. For as much as things change, mortal nature continues to be mortal nature. To expect otherwise is madness, and so our souls grow weary with the strain of our own existence. If I were to pull our souls from our mortal shells, mine would appear dusted and dull from a thousand aches and pains across a million lifetimes, whereas yours would glow with the untarnished brilliance of the moon. And so I beg of you, fair child, before you judge us, remember our gifts and our curses, and remembers yours as well."

- Excerpt from *Wisdom of the Divine*, by Dali the Enlightened

Samsaran are timeless. Although some claim that all mortals are capable of reincarnation, samsarans reappear on the Material Plane fully formed in a new, youthful body after each lifetime, staving off their final judgment until they have lived in perfect harmony as spiritually awakened beings. Compared to other races, samsarans tend to become localized in specific regions; for whatever reason, they spontaneously reincarnate in close approximation to one another, ensuring that samsaran communities grow and thrive just as any other would despite their inability to birth new samsarans. In the rare instance that a samsaran does not reincarnate near her fellows, she is forced to journey to return to her people, perhaps as a final test before her ultimate reward or as punishment for accumulating a large amount of negative karma in a previous life.

From a distance, samsarans appear similar to humans, save for their blue skin and pupil-less eyes. But as one approaches closer, it becomes impossible to hide how positively alien samsarans are. Samsarans are virtually void of natural blemishes and their features appear flawless, as though they had been chiseled from lapis lazuli and their eyes lack coloration altogether; samsaran eye color is instead based on a slight tinge that permeates their otherwise ivory ocular orbs.

Despite how others, especially humans, often react to them, most samsarans have little worry or concern about being seen publicly, although they tend to prefer to keep among their own rather than mingle with other races. Samsarans claim that worldly attachments, such as friends, loved ones, or even pets and material possessions often interfere with the passing of the soul from the material to the astral and so they eschew these things whenever possible. Wise from a million lifetimes of experience, samsarans make helpful, if detached, companions.

Samsaran Psychology

Despite their varied experiences across millions of lifetimes, samsarans share a racially defining mentality.

Inter-Samsaran Relations: Samsarans are community-driven and live together in small settlements whenever possible. Young samsarans often reincarnate in the proximity of other samsarans, and they believe that similar souls are fundamentally attracted to one another. Even uncharacteristically wicked samsarans understand the importance of community.

Extraordinarily Knowledgeable: Having access to nuggets of experience from across a million lifetimes, all samsarans possess a girth of knowledge at their fingertips. Oftentimes this knowledge comes in flashes of insight so unexpected that the samsaran herself is puzzled as to where her knowledge came from. Most samsarans accept such occurrences and move on with their lives, playfully referring to the phenomena like a human would to a case of deja vu.

Unattached to Worldly Tethers: Where most other mortals obsess over material objects, samsarans almost completely eschew them save the most basic necessities. Samsarans believe that all forms of physical attachments ensnare the soul and cloud one's spiritual awakening, so they tend to keep only the most practical of possessions, eschewing even personal artifacts to ensure their soul's eventual salvation.

In Pursuit of Perfection: Samsarans believe that they live countless lives in pursuit of spiritual perfection, and that a soul only moves on to its just reward when it obtains enlightenment. Most samsarans agree that the only way to achieve this state of being is to leave a meaningful life filled with wisdom and meditation, though a rare few instead claim that worldly experience, not introspection, readies a soul for the afterlife. Virtually all samsarans cycle through this sort of phase every few lifetimes, and as a result almost all samsaran have experienced at least one adventurous past life.

Five Facts About Samsarans

The five following facts represent key bits of information that virtually everyone who has heard of these humanoids knows.

#1 – Samsarans are Uncannily Human

Pale blue skin and pupil-less eyes notwithstanding, samsarans appear convincingly human to a casual observer. Upon closer inspection, however, the differences between samsarans and humans are often perceived as being so eerily similar yet hauntingly different that the initial reaction of many observers is one of confused revulsion. Humans especially experience an uncomfortable sense of uncanniness when in the presence of a samsaran, obsessing over the decidedly inhuman aspects of samsaran physiology and psychology.

Scholars are unsure as to why samsarans primarily assume a humanoid appearance. Some theorize that their souls take on a form similar to their first humanoid life out of familiarity as a result of their soul's entrapment to its former material identity. Others theorize that samsaran souls assume a form that will appeal to the sympathies of mortal races, ensuring that they will be cared for as youths. As most humanoids in the world are human, this is the most widely-accepted theory by most scholars and is supported by the fact that in very rare instances, samsarans that resemble other, non-human races exist. For these non-human samsaran, similar reactions are held: uncanniness and contempt from their "parent" race.

#2 – Samsarans are Wise Beyond Their Years

As beings with memories spanning a million lifetimes, young samsarans often wiser than what their biological age would suggest. Samsaran children embody this especially; as youths, they are less grounded in their newly reincarnated identities and their resolve against worldly wants and desires is stronger when they are young, resulting in a stronger connection to their past lives. Despite any reservations about their unnerving appearance, people in positions of authority often keep a samsaran in council for their unique insight on past events.

#3 – Samsarans Are Skillfully Diverse

Anyone who has experience working with a samsaran quickly learns never to be surprised at the diverse range of talents she possesses. Although a samsaran's abilities effectively reset with each lifetime, she retains many useful tips and techniques that make her more proficient at skills that she has little to no experience with. Samsaran spellcasters often have access to magic normally beyond the reach of members of their vocation while martially inclined samsarans will possess special tricks and techniques that hint at the guidance of a master's hand. These fragmented memories make a samsaran a much more diverse individual than many of her peers.

#4 – Samsarans are Physically Fragile

For all the benefits that living a million lifetimes brings to a samsaran, one universal flaw permeates them all: samsarans are fragile folk, as though their material bodies recognize their inconsequential existence relative to the cosmic scheme of samsaran existence. Samsarans claim that this relative fragility is due to the nature of the Soul Cycle; reincarnation, according to samsarans, is dreadfully taxing for the soul by the very nature of its stages (birth, growth, disease, and death). Over time, many samsarans claim that the quality of physical body that their souls manifest becomes increasingly feeble as the soul becomes restless for its final, just reward in the afterlife.

#5 – Samsarans are Devotedly Spiritual

Whereas members of other races vary in how much they adhere to a religious tradition, virtually all samsaran are deeply devout individuals. For most samsarans, religion is not a matter of belief, but of experience and acceptance. Their guiding memories of their past lives help samsarans to acknowledge divine truths and commit their lessons to everyday life. This unshakable faith in the power of divinity makes samsarans powerful supporters of the world's religions, and most samsarans respect and even honor deities to whom they haven't wholly committed themselves to. Most religious organizations welcome a samsa-

ran's devotion and offer supplies and sanctuary whenever possible. That said, samsarans themselves are drastically preferential to goodly relations with strong, established hierarchies and traditions. Samsarans claim to have seen firsthand the promised rewards of the afterlife and prefer religions whose traditions and tenants persevere across their countless lifetimes.

Life as a Samsaran

Although large samsaran-controlled regions exist, it isn't entirely correct to call these places 'kingdoms,' as the constantly reincarnating samsarans do not acknowledge any divine right to rule among their people. To them, a samsaran who was a beggar in one life might be a god in the next, making such distinctions in the material meaningless. Instead, samsarans rule by necessity, and those who dedicate themselves to defending the samsaran realm are also those who lead it. Such samsaran, those who deal with the unenlightened folk beyond their borders, are often seen as a sort of martyr by their peers, folks who would risk their souls becoming ensnared in material suffering by virtue of their investment in worldly defenses, no matter how essential these things might be. Most samsarans would rather spend their days alone, pursuing spiritual enlightenment at their own pace.

Samsaran Biology

Samsarans are flawless, humanoid creatures that reincarnate into a new mortal body when their previous one dies.

Life Cycle

For most creatures, a life cycle consists of birth, growth, and eventual death. For samsarans, however, life consists of reincarnation, growth, and death before repeating over and over again. When a samsaran reincarnates, she doesn't rejoin the world as a bouncing infant; she spontaneously manifests as a fully developed youth. The exact, physical age that a samsaran manifests at varies from individual to individual, ranging from as young as an 8-year old human and as old as a 15-year old human; practically an adult. Younger reincarnations are significantly more common than older ones, with a staggering 99% of samsarans reincarnating as prepubescent children.

Physically, samsarans grow and develop almost identically to humans, maturing around 15 years of physical age or about seven years after their manifestation. After maturing, samsarans all but stop aging, their souls delaying the physical of old age by means of their enlightenment. After maturing, the samsaran's body appears to stop aging by all accounts for nearly six decades following their manifestation. Henceforth, a samsaran ages at a rate of one physical year per five years experienced, so that a samsaran aged 150 years has the physical condition of a human aged 30 years.

Although they are capable of siring children, samsarans give birth to mortal children, not samsarans, and for reasons none understand, they nearly always give birth to human children of a veritable rainbow of shapes, sizes, and ethnicities. Such children are rarely reborn as samsarans themselves if they live a harmonious life in pursuit of spiritual enlightenment, but most samsaran-born humans life ordinary lives and die as humans do. Because of this, most samsaran parents opt to give their human children up for adoption in nearby human lands and adopt newly-manifested samsaran children into their familial units instead. In rare cases, samsarans may give birth to members of other humanoid races dwelling in nearby lands, especially if they themselves lived a lifetime as a member of said race.

Samsarans have the same sexual dimorphisms as humans and a healthy samsaran can live to be nearly 800 years old.

External Physiology

An average samsaran stands about 6' 3" and weighs 155 lbs. Samsarans are built almost identically to humans, but they possess thin, gaunt frames and their pale complexion can often give the impression of sickliness to those unfamiliar with samsaran physiology.

Although they are almost physically identical to humans, most samsarans are effortlessly spotted from among their human peers. Their flesh and hair is tinted blue and their eyes lack irises altogether, appearing as white orbs that emit a soft, white light. Samsaran skin is almost always pale, though darker shades of blue aren't unheard of, and it lacks any sort of blemishes or physical imperfections, giving them an unnatural beauty that unnerves humans as much as it inspires them

Internal Physiology

Although capable of eating anything that humans nourish themselves upon, samsaran society possesses strict dietary guidelines that regulate their consumption. As a samsaran can remember fractions of every past life she's ever lived, not just those where she was humanoid, many samsarans refuse to eat the meat of "noble beasts," animals with a high level of spiritual awareness. Fruit, vegetables, fish, and poultry make up most of a samsaran's diet as a result, although more ruthless samsarans sometimes forgo this tradition, taking delight in the destruction of another's creature's mortal coil.

Perhaps the most startling trait that the samsarans possess isn't the color of their skin or eyes, but the color of their blood. Unlike virtually every other humanoid, samsarans possess colorless blood that flows as clear as mountain spring water. Often attributed with the purity of their bodies and souls, some find this trait to be the most unnerving aspect about samsarans. Folks otherwise able to overlook their unblemished, periwinkle skin or alien, featureless eyes are quickly off-put by what many would consider to be the most basic of all humanoid traits: the presence of red blood within their veins. This feature has its benefits, however. Their lack of blood can make samsaran warriors seem invincible, as the enemy has few other ways to gauge how much damage a samsaran has taken at a casual glance and many foes ultimately surrender to samsarans because they believe them to be will incarnate. Though awakened samsarans are never born naturally, a female samsaran can become impregnated, typically giving birth to human offspring. The resulting child has the potential to born with a number of features that hit at her lineage, such as pale skin or dark, blue hair, though such children never possess their mother's blue skin or white eyes. Although they often keep the child long enough to wean it, a samsaran's supernaturally long lifespan means that they would be forced to watch their human offspring grow old and eventually die, so most samsarans opt to give their children up for adoption rather than force either parent or children to endure this hardship. Samsarans try to find human couples living in nearby villages that are unable to conceive children of their own to give their children to, and some samsarans conceive human children specifically so mothers who are incapable of conceiving do not remain childless.

Lifebound

A samsaran isn't born of flesh and blood like other humanoids are. Instead, a newly reincarnated samsaran's body is forged from the primal, life-giving energies of the Positive Energy Plane itself. Though being spontaneously created leaves the samsaran's physical body as being weaker than a typical humanoid's, the higher than normal levels of positive energy within the samsaran's body gifts them with their longer lives and affords them additional protection against life-stealing magic and attacks. What's more, many undead cannot bare a samsaran's touch and undead loathe the taste of a samsaran's crystal-clear blood as it burns their throats like acid.

Shards of Memory

When a samsaran reincarnates, she retains brief flashes of memory of her previous life, which samsarans call shards. Despite these flashes of emotion and memory, samsarans are under no direct impulse to act in a manner that befits her former life and most choose to retrospectively study their past lives in search of lessons to apply to their current incarnation. As a result, each samsaran becomes a new, individual being with each reincarnation, as different from her former self as a child is from its mother or father. That said, samsarans benefit greatly from the lessons of their past lives, and many recall historical facts and information from generations earlier as easily as though they were reading a tome on the subject. In some cases, skills and talents from one lifetime pass onward into the next, gifting a young samsaran with a skill set that exceeds that of her peers.

Alternate Racial Traits

The following racial traits may be selected instead of existing samsaran racial traits.

Deja Vu (Ex): As a samsaran spiritually awakens, some recall tricks and techniques that they have learned during their past lives. At 1st, 8th, and 16th level, such samsarans gain Skill Focus in a skill of their choice as a bonus feat. This racial trait replaces shards of the past.

Destined Sorcery: Samsarans have a deep connection with

spiritual harmony and are in tune with their own destiny. If the samsaran is a sorcerer or bloodrager with the destined bloodline, she treats her caster level as 1 higher when casting her bonus spells and bloodline powers, and the saving throw DC of such spells increases by +1. This trait does not give samsarans early access to level-based powers; it only affects powers that she could already use without this trait. This racial trait replaces samsaran magic.

Enlightenment: Samsarans who have achieved enlightenment possess great understanding in all things. Such samsarans gain Breadth of Experience^{APG} as a bonus feat. Additionally, they choose any two Knowledge skills and treat them as class skills regardless of which class she actually takes. This racial trait replaces shards of the past.

Immortal Spark (Ex): Some samsaran's connections to the Positive Energy Plane are so powerful that they are able to stave off the effects of aging, even on other creatures. Such samsarans gains a +2 bonus on Knowledge (history) checks and on saving throws against death effects and can use *lesser age resistance^{UM}* once per day as a spell-like ability. This racial trait replaces lifebound and shards of the past.

Martial Past Life (Ex): Samsarans who were warriors in their past lives often pass down this knowledge to their future incarnations. At 1st level, such samsarans gain one combat feat as a bonus feat. The samsaran is treated as though her base attack bonus was +1 for the purpose of meeting the prerequisites of this feat. This racial trait replaces shards of the past.

Past Life Talents: Particularly well-lived samsarans are able to generalize for virtually any task, as they have experienced doing just about every vocation imaginable across their multitude of past lives. All character classes are considered favored classes for the samsaran, allowing her to gain either +1 hit point or +1 skill point whenever she takes a level in any class. This racial trait replaces shards of the past.

Past Life Tongue: Many samsarans recall various tongues that they spoke in their past lives, making the acquisition of new languages effortless. Such samsarans gain a +4 racial bonus on Linguistics checks, and learn 2 languages each time they gain a rank in Linguistics rather than 1 language. This racial trait replaces samsaran magic.

Skillful Past Life (Ex): A samsaran's past life gives her natural ability at a specific skill. A samsaran chooses one skill. That skill becomes a class skill for her and at 1st level, she gains one additional skill rank and one additional skill rank whenever she gains a level thereafter. These skill ranks must be spent on the skill that the samsaran gained as a class skill from skillful past life. This racial trait replaces shards of the past.

Mediator: Recalling experience as countless beings and peoples, many samsarans are skilled diplomats and mediators. Such samsarans treat Diplomacy as a class skill and gain Skill Focus with this skill. Additionally, when the samsaran attempts to change a creature's attitude with a Diplomacy check, she can do so up to three steps rather than just two. This racial trait replaces shards of the past.

Samsaran Culture

After what seemed like a lifetime upon the mountain, Agyen and the Keeper reached the gates of the Harmonious Glade. The soothing sounds of musical reeds danced upon their ears as the warm, inviting glow of sunlight escaped from the cracks between the glade's bars. Agyen was overjoyed.

"Keeper! We've made it! We've made it!" Agyen pranced about the clearing as he cheered, waving his arms about in jubilation. But the Keeper, as old as he now was, could only watch the youth with sadness as he cheered. When Agyen had begun to settle down, he placed his hand upon the young man's shoulder.

"I am sorry, Agyen, but it is not yet time for you to see the Harmonious Glade."The youth's hooting and hollering immediately quelled as the Keeper spoke these words, his eyes filled with sadness and betrayal.

"But why, Keeper? For the first time throughout all of my lifetimes, I have made it here, to the Harmonious Glade. Haven't I earned my final reward?"

"A question you have asked hundreds of times before, and one that will be asked of me countless times after you have left this place," the Keeper sighed as he pulled Agyen in for one, final embrace.

"You have not yet attained spiritual harmony, for your soul is still tethered to the material world. By the river, your soul craved food and water that it did not need, for eating and drinking is a carnal comfort. At the base of the mountain, your soul felt the aches and pains of old age that it did not know, for old age is the decay of the body, but the soul is eternal. Above the clouds, your soul felt the suffering of loss that was not real, for all material things, even love, are fleeting. I have taken each of these things from you at your request, and in doing so I have revealed yours to be a soul in its boyhood. A soul in need of maturation." As Keeper spoke these final words, he released his embrace upon Agyen, an embrace that filled the youth with the love of a parent.

A lifetime away, the soul once known as Agyen awoke laying upon cool, green grass under the bright blue sky. He was still unclothed, but his face and his body had changed; Agyen was not the old man who had died, the man who ate fish by the river, the young man who mourned his true love's kiss, or the youth who cheered before the Gates of Harmony. He was a boy no older than eight, and he was alone. Though no one was nearby, a single, somber word filled the ears of the boy with the soul once called Agyen. *Goodbye*.

— Excerpt from *The Legend of Hi'Ryia*

To outsiders, the samsaran way of life must seem dreadfully boring. Samsarans care little for material trappings and do little to acquire things that other humanoids would consider essential during their lifetimes: wealth, power, romance, even progeny are meaningless to samsarans. Why chase wealth when you are destined to start life anew without it in several short centuries, or why procreate when your people's continued existence does not depend upon it? Truly, samsarans focus their attention upon their immortal existence rather than their fleeting mortal lives, and the truthfulness in their words and ideas tend to make members of other, more materialistic races feel uneasy about their own decisions and life choices. Rather than face the scrutiny and ridicule that such uncertainty festers, most samsarans live in isolation from other mortals, content to ponder the nature of the soul and their countless lifetimes in solitude.

Like samsarans themselves, samsaran history is very introspective and practical. They record only that which is necessary to pass on to the next generation of their kind, the lessons and stories that will help to guide future samsarans to their ultimate goals of spiritual awakening and enlightenment, as well as past events that are a necessity for protecting their way of life. As such, samsaran history is less a biased tale of past events and more a compilation of advice and wisdom for future generations to follow.

Birth

Calling the start of a samsaran's existence her 'birth' is not correct. Most samsarans are not born as other humanoids are; they materialize from thin air, simply existing where no humanoid had done so previously. For reasons that few truly understand, newly reincarnated samsarans tend to appear in or around settlements with significant samsaran populations, typically those with roughly 25 samsarans or more. According to one popular theory, a reincarnated samsaran's body is primarily composed of positive energy rather than the classic elements as most beings are, and this high-concentration of positive energy acts as a beacon to samsaran souls as they choose where to reincarnate. As a result, most samsaran settlements have a dedicated team of trackers and wilderness folk who specialize in finding newly reincarnated children that might have appeared outside of their settlement's limits to bring them to safety.

Samsaran adults willingly adopt newly reincarnated youths into their homes, but familial bonds between samsarans look significantly different than those between other humanoid races and their children. Samsaran guardians and their children have no true blood relations between them, yet the bonds between a guardian and her ward can often be stronger then those of other humanoids because the child's presence is never unwanted; a child is only placed in a samsaran's home if the would-be guardian volunteers for the responsibility. That said, the ensuing relationship is often more like a student/mentor relationship than a parent/child relationship, as samsaran teachings warn that even the bond between guardian and child can accidentally tether both souls to the Material Plane, interfering with the samsaran quest for spiritual enlightenment. As a result, samsarans parents often seem cold and distant to their children, but considering that samsaran children reincarnate with fragmented memories and lingering emotions from their past, adult lives, samsaran children simply don't require (or even desire) the same sort of environment as other youths.

Samsarans whose souls are not spiritually awakened enough to allow them to spontaneously reincarnate must be reborn into the world as any other newborn creature is: via a mother's labor. Known as slumbering samsarans, these samsarans possess dream-like memories of their past lives and are forced to live their entire existence over again under the guidance of their own souls, which seek to help them spiritually awaken into fully realized samsarans. Slumbering samsarans possess a mix of samsaran traits, such as crystal blood and skin with a slightly bluish tint, but mostly appear as members of the same race and ethnicity as their parents. Some samsaran philosophers theorize that such incarnations are a stage of spiritual transition from ordinary mortal to samsaran, but ultimately this form of reincarnation is documented so rarely that any theories that they have in regards to the topic are little more than conjectures.

Coming of Age

Samsaran culture does not celebrate the seasons of the physical body as other, more shortly-sighted races do and as reincarnated souls, the thoughts and opinions of children are highly respected in samsaran society. As a result, the samsaran rite of passage ritual is one of spiritual rebirth, not physical maturity. When a samsaran youth has lived for fifty years in her new body, her newly reincarnated soul is considered to have experienced enough of life in its new coil to be spiritually reborn in samsaran society. As a result, most samsaran appear physically between the ages of 18 and 25 when undergoing this rite.

On the day that the ritual takes place, the young samsaran renounces all material possessions and tethers before her friends and her guardians. She is given a walking stick and her head is shaved by a samsaran guru, or holy teacher. Her clothes are removed and she is clothed in a simple, saffron robe. The guru then weaves a seven pieces of thin hemp across the samsaran's chest that collectively are called a Sacred Thread. In the Sacred Thread, each piece of hemp represents those qualities most valued by the samsaran: power of speech, memory, intelligence, forgiveness, steadfastness, prosperity, and reputation. The ceremony then concludes with a fireside service held by the guru which is concluded with a great feast, one of the few occasions in which samsarans celebrate with both material and physical delights. Afterwards, the samsaran accompanies the guru to his dwelling for 47 days of study if she wishes to become a spiritual leader of the samsaran people; otherwise, she returns home.

Marriage

Although samsarans seek companionship as much as any other sentient race does, they do so with the constant reminder that love can entangle and entrap the spirit as much as any other material trapping can, blocking spiritual enlightenment and growth. As a result, samsarans pick mates that will not only accompany them during their material journey, but who will also help them to remain untethered to earthly wants and desires.

Samsaran marriages are, as a result, largely a private matter. Two samsarans are married if they profess their love to one another, and this love is typically signified with a natural object rather than a physical possession, such as a lotus flower or a polished river stone. Such objects are meaningful to the samsaran, but are also not unique objects and therefore run less risk of binding the samsaran's soul to that one, specific object. As quiet affairs, samsarans do not celebrate their marriages with lavish or other extravagant displays of material possessions. Samsarans commit to one another personally, and then celebrate that commitment with introspective activities and travel.

Death

Samsarans do not mourn the passing of their loved ones, and as a whole they are much less frightened of the prospect of death as other races are. Samsarans live exceedingly long lives; a shortly-lived samsaran can easily live three times as long as a human while a particularly fortunate samsaran might live to see the nine hundredth anniversary of her manifestation. By the time a samsaran finally passes from the world, she has already made peace with death. Additionally, memories from countless former lives of experience comforts most samsarans who are faced with death, as what lies beyond this veil is less mysterious for them as it is for other mortals.

When a samsaran dies, she typically makes arrangements for her body to be shipped to her homeland, where it is placed upon a special barge by her homeland's guru. The guru dedicates a prayer to the samsaran's memory and any friends, companions, or loved ones that survive her take steps to treat her body special oils and incense before dressing her in saffron robes. These steps are taken to help free the samsaran's soul from the Material Plane and aid it either in its passing to its final reward or in its reincarnation, whichever the samsaran's soul has earned. The body is then sailed downstream while the guru leads his flock in song and prayer. Finally, the barge is set ablaze by a pyre arrow, cremating the body while allowing its ashes to mix together with the sacred waters.

Architecture

Primarily hewn from stone and lumber, samsaran architecture is simple, practical, and purposeful. Built from study, wooden frames fitted with long lumber beams with which the roof may be supported, samsaran buildings typically possess strong, stone walls that are designed to keep the elements at bay. Both wood and stone is regularly enforced using magic to prevent decay and erosion, ensuring that these pristine buildings are usable for several samsaran generations. As a result, it isn't uncommon for samsaran villages and cities to be thousands of years old, predating the founding of countless of the surrounding area's human civilizations.

Samsaran buildings are constructed for practicality first and beauty second. Samsarans take exceptional strides to make their builds well-suited for whatever climate that they have settled themselves in. As a primarily mountain-dwelling race, samsarans often construct slanted roofs so that precipitation falls away from commonly traversed regions. Their buildings also often possess smoke hatches, allowing fresh air to enter when the weather is temperate and for smoke from their pyres to escape from when the weather is cold. Samsarans furnish and decorate their dwellings plainly to prevent attachment to material things, but their temples and holy shrines are designed to be places of peerless beauty to celebrate life and the nature of reincarnation. Darkwood and marble replaces common lumber and stone and the walls are lined with beautiful works of art, from golden crownings to fantastic, silken tapestries to celebrate these most holy of holy places.

Communities & Nations

A sense of community is deeply ingrained in samsaran psychology, so much so that it is believed that samsaran souls seek one another out when they are set to reincarnate, ensuring that no samsaran ever need to walk his or her path alone. To outsiders, the samsaran emphasis on community while eschewing material attachment often seems hypocritical. How can one remain aloof and unattached while simultaneously clinging together to like-minded folk? In fact, samsarans band together as a form of protection against sin and vice. A twig breaks less easily when bundled, samsarans claim, and as a result their communal sense of pride and shared agreement about the importance of their detachment is what helps to keep samsarans focused and ontask towards their spiritual awakening.

Samsaran nations exist, but they are few and far between. Most exist in large swaths of isolated territory that the samsarans have either held longer than any can remember or that are located in places where few other races simply lack the nerve or desire to build their kingdoms. The most well-known samsaran cities are built high atop the world on isolated peaks, were the samsaran's life-bound bodies are able to quickly adapt to the perils of high altitude. In this self-imposed solitude, samsarans are able to further their religious and spiritual goals undisturbed by the fickle, shortly-lived races that frolic across the world beneath them.

Crafts & Professions

One might assume that samsarans, in eschewing material possessions, possess few crafts or trades among their people. On the contrary, samsarans excel at many kinds of crafts and often learn a variety of professions essential to everyday life. Smiths, tailors, leather workers, and similar professions that create practical objects are by far the most common of samsaran progressions. Samsaran goods tend to be extremely utilitarian in design unless designed for religious use, in which case their beauty can surpass that of even the most skilled of human artisans. A progression of underworld, sovereign, and sky dragons from land to sky is a common motif in samsaran art and samsaran artists take great pride in exemplifying the beauty and wonder of their people by virtue of their artist techniques, many of which have been honed over several lifetimes and thousands of years.

Samsaran artists are almost universally employed by temples and shrines where their work isn't considered a form of material excess. Unlike other artists, samsaran artists don't blemish their creations by engraving it with their names or the year that it was created, although most temples keep this information on-record for their personal records. Samsarans find it foolish to ascribe their names to such things; they aspire to remove all forms of material attachment from their lives, and they view such inscriptions as a show of pride that is the direct result of a material attachment to one's work.

Samsarans shy away from careers and crafts that they find to be too spiritually grounding and professions in purely material pursuits such as accounting or banking are entirely unheard of. Among samsarans, artist walk this line the closest as their passions quickly give away to obsessions and material fixation, at which point many a samsaran guru prescribes a healthy break from work. This cycle of crafting and rest applies to most craftsmen and plays a large part in why samsarans are so slow to create large-scale projects such as temples and other structures.

Cuisine

The samsaran values of material detachment extend as far as their cooking and cuisine; samsarans are known for cooking hearty meals that, while tasty, are sometimes criticized of lacking a diverse palette of flavors. Samsaran cooking primarily makes use of whole grains, especially barley, which is a staple of samsaran fare because of the plant's ability to flourish in mountainous terrain. Likewise milk, meats, and cheeses taken from native goats and yaks are considered an indispensable addition to nearly every meal. Samsarans also favor rice, but this crop must be imported from human lands because of the strict agricultural growing conditions that rice requires. Samsaran cooking has few greens because of the difficulty in raising most kinds of vegetables in the mountains; edible greenery is often considered a treat to samsarans.

Samsarans are widely known for their tea brewing, specifically po cha, or butter tea. Butter tea takes an exceptionally long time to prepare, as the tea leaves must be boiled for half a day until the leaves take on a dark, brown color. The leaves are them skimmed from the tea water and poured into a butter churner with fresh yak butter and salt, The resulting purplish liquid is as thick as stew and is poured into clay serving pots where it is reheated before it is served similarly to coffee. A typical samsaran laborer can drink up to 40 bowl-sized cups of po cha a day, as its rich, buttery flavor enriches and energizes the drinker for a day of hard work at high altitudes while also helping to prevent chapped lips.

Samsarans are very particular about their dining etiquette, especially when serving guests. Samsarans emphasize their friendliness, hospitality, generosity, and selflessness when acting as hosts. Samsarans scoff at egocentric and egotistic mannerisms while supporting their guests and providing them with joy and pleasure, so much so that foreigners are often set onedge by how overbearingly accommodating a samsaran can be. For instance, samsarans assume that a guest who claims that he has had enough tea is simply being polite and would prefer another helping. Samsarans believe that a guest has only truly eaten and drank his fill when a untouched plate or cup is left before him and will continue to bring out more food and drink until it goes untouched by their guests.

Language

Samsarans speak their own native languages that takes its name from the samsaran people. Written Samsaran uses a modified version of the Draconic alphabet that has been adjusted slightly to make it better suited to humanoid hands while spoken Samsaran is a harmonious blending of ancient, Draconic words and beautiful Sylvan inflections. All samsarans reincarnate with the ability to speak this tongue and most quickly reclaim the ability to speak Common as they are exposed to it following their manifestation.

Exceptionally gifted samsarans are also able to reclaim additional languages learned during their past lives. As a result, it isn't uncommon for samsarans to possess the ability to speak dead languages or languages that is otherwise unheard of for hundreds of miles around. Historians, treasure hunters, and adventurers alike often turn to samsaran assistance for this very skill in hopes that the samsaran's past experiences will help them solve a riddle or translate an esoteric document.

Names

Samsaran names are unique in that all samsarans possess two personal names: the given name and the soul name. A samsaran's soul name is said to be the first word that the samsaran remembers after she has reincarnated, and for most samsarans this name is carried with her throughout many of her lifetimes. A samsaran's given name, on the other hand, is bestowed upon her by a samsaran guru after she has been spiritually been socially reborn into samsaran society during her coming of age ceremony. Samsarans do not keep family names because choice, not blood, bonds samsaran families together. Instead, most samsarans adopt the name of their home village as a surname of sorts, used only to identify where a samsaran is from.

In exceptionally rare cases, a samsaran might choose to replace their soul name upon reincarnating. This typically happens when a samsaran regrets the deeds of her former life and wishes to begin anew. She discards her former name in hope of discarding the deeds themselves her soul and takes upon a new name that exemplifies the sort of existence henceforth. For instance, a samsaran who worshiped a deity of tyranny and corruption in a past life who wishes to atone in her current life might adopt the samsaran word for 'liberty' as her soul name, discarding her former soul name or using her former soul name in place of a surname in order to show that she seeks redemption for that former life's deeds.

Relations

Listed below are common reactions that a typical samsaran has to each of the *PATHFINDER ROLEPLAYING GAME* core races.

Dwarves: Although dwarves often come to respect samsarans given time, samsarans are off-put by dwarves' racial predisposition for materialistic wealth.

Elves: Samsarans and elves mix like water and oil. Samsarans find elven society to be petty, self-serving, and hedonistic and often chastise elves for spending decades allowing their lives to flow by without dedicating themselves to anything of value.

Gnomes: Although samsarans admire a gnome's work ethic, they are somewhat shy around these fey descendants because of their notorious obsession with physical crafts and professions, which samsarans view as unhealthy and ultimately entangling.

Half-Elves: Despite their elven lineage, samsarans view half-elves much as they view humans. They consider the half-elf's isolation from her parents' societies to be a blessing, not a curse, and samsarans will often offer their lifestyle to half-elves seeking somewhere to belong.

Half-Orcs: Samsarans are somewhat predisposed towards half-orcs, as many appear similarly to the hobgoblin warbands that attack samsaran lands. Samsarans are also frustrated by a half-orc's lack of discipline as well as their careless, innate ferocity and seldom offer them the same opportunities as they would a half-elf.

Halflings: Samsarans enjoy halfling company because they are often polite and non-imposing, but conversations between them often devolve into criticisms over the culinary materialistic halfling way of life.

Humans: Of all the core races, samsarans have the most contact with humans, as their homelands commonly border human lands and in the race instances that samsarans procreate, human children are often the result. Samsarans view humans mostly with pity because they haven't discovered the purpose of material life. Samsarans try at every turn to help guide humans down the proper path, but they also keep aloof as they do with most other folks, not wishing to become materialistic ally entangled by a complicated friendship or romance.

Romance: The samsaran ideals of romance and marriage are not well-received by other races. As with all aspects of samsaran life, samsarans remain frustratingly detached from a relationship in order to maintain their spiritual integrity, which quickly drives an emotional wedge between a samsaran and her non-samsaran partner. Furthermore, exposure to a fiery romance is a threat to samsaran spiritual growth, and as a result they are reluctant to so much as humor the idea of romance with other races.

Samsaran Origins

Samsarans are a race surrounded by mysticism and spirituality as a result of their supernatural ability to reincarnate after every mortal life while retaining fragments of memory from their previous existences. But their collective, fragmented memories can be both a blessing and a curse, and after untold lifetimes the samsaran origin story has become a beast of speculation as much as any other race's. Further complicating the matter is that no samsarans who experienced their creation firsthand still exists today; all have attained perfect spiritual awareness, their souls moving on to the afterlife to be judged and rewarded (or punished).

That said, the samsaran hold a series of origin tales sacred. These tales not only explain where the first samsarans came from, but also how new samsarans come to be as well as the nature of samsaran reincarnation.

Each of the following stories are told by samsarans to explain the origin of their race.

Creation: The Two Brothers

In ancient times there were four great deities: the Lady of the Sun, the Lord of Nightfall, the Lord of the Moon, and the Lady of Death. Each was named for the greatest aspect of her portfolio, the most precious gift that each deity bestowed upon mortals.

Although the Sun and Moon were lovers, no closer bond was had between the Four then that between Nightfall and the Moon, for they were brothers and partners alike. At the end of each day, Nightfall would shroud the world in a blanket of shadows so that it might cool and rest itself for another day's labors while the Moon would shine down upon the mortal world, reminding its people of the coming of the dawn. For countless generations, the Moon, the Sun, and Nightfall worked together in harmony and the world was at peace.

In time, however, mortal attitudes towards the gods began to change. Where all three deities were once treated equally, the mortals began to fear, even resent Nightfall. Their bones trembled at the thought of the horrifying monsters that claimed the shadows as their own and they ripped and tugged at his shadowy blanket with rods of fire and spells that tried to mirror the Lady of the Sun's splendor. What's worse, the foolish mortals began to worship both the Lady of the Sun and the Lord of the Moon with increased fervor, clinging to the salvation from Nightfall that their magics wrought.

At first, Nightfall tried to act civilly with his fellows. He begged the Lady of the Sun to set earlier to allow for additional night and he urged his brother to hide the moon's rays beneath a veil of clouds, to which the other deities, his friends, reluctantly complied. But as the days shortened, cold winds began to blow across the land as a new creations called 'ice' and 'snow' began to rain from the sky. The mortals huddled together in caves and built blazing fires that further tore against Nightfall's darkness, praying for the Lady of the Sun and the Lord of the Moon to return to them. Despite the Lord of Nightfall's protests, the deities complied and light returned to the world.

As time marched onward, the mortals praised the Lady of

the Sun and the Lord of the Moon by building fantastic temples and praying en mass and shunned the Lord of Nightfall by building blazing pyres and locking their doors, windows, and gates as night fell. Soon, the Lord of the Nightfall grew bitter and resentful, not only of the Lady of the Sun, but of his own brother, her consort and conspirator. Finally, as the Lord of the Moon climbed up into the sky to pierce the darkness with the moon, the Lord of Nightfall leapt from the shadows and impaled him with his blade. That night, the moon did not appear in the night sky.

The next morning, the Lady of the Sun saw the horror that the Lord of Nightfall unleashed; the mortal world and countless of its citizens drowned in her lover's blood, who lay upon it disemboweled. The Lady of the Sun wept with grief for seven days and through seven nights and buried her lover, as was tradition in those days. When her work was done, she left the mortal world to visit the oldest and greatest of the gods, the Lady of Death. Filled with righteous anger, the Lady of the Sun approached her superior and demanded permission to undo the horrors that the Lord of Nightfall had wrought. The Lady of Death agreed, for the loss of life had been so great that too many souls were unable to find their way into her gentle embrace, instead wandering the world as the restless dead. She gave the Lady of the Sun a sacred blade that could undo the what the Lord of Nightfall had done, but warned her that the blade would demand an equal or greater price for its services. The Lady of the Sun did not care.

As darkness approached, so too did the Lady of the Sun approach the Lord of Nightfall. The two battled in twilight for twenty-one days before the Lady of the Sun struck the final blow. Dawn had returned. With the Lord of Nightfall so impaled, she flung the deity into her lover's grave, restoring him to life as well as the countless souls that had been lost when he perished. The Lady of the Sun stripped the Lord of Nightfall of his dominion over darkness and gave it to her lover, leaving him only with envy.

Today, the Lady of the Sun and the Lord of the Moon continue to shine down upon the mortal world, not only to continue to give mortals the gifts of light and rest, but also to watch over the prison of the former Lord of Nightfall, now the Lord of Envy. Knowing that a single lifetime was not enough to protect against Envy and the evil that he causes, the Lord of the Moon bestowed his newfound gift, the gift of rebirth, upon those mortals who had perished by his divine blood and charged them with the task of keeping Envy in check for all of time. These mortals were the first samsarans, and they would continue to guard themselves and guide others against the spiritually entangling nature of Envy until the End of Days.

Pursuers of Perfection

Thousands of lifetimes ago, there were two twin brothers who lived together in harmony. The elder brother was slothful; he filled himself to bursting on life's pleasures and left little room to worry of the future. The younger brother, was very pious; he kept the gods close in his heart and left little room for material possessions. Both brothers were content.

When they died and passed on into the Outer Planes, both brothers appeared before the Lord of Death. Before her, both brothers begged for another chance at life before passing on.

"Why would you request this of me?" The Lord of Death asked curiously, for no mortal had ever dared to make such a request of her before.

"Having seen death with my own eyes," the older brother replied, "I wish to drink even more deeply of the bounties of material life before my soul moves past it forever." The Lord of Death considered the older brother's request and granted it to him, sending him back to the Material Plane to live another life.

"And you," the Lord of Death asked the younger brother, who stood before her alone. "Why would you request this of me?"The younger brother cleared his throat before he spoke.

"Having seen death with my own eyes," the younger brother replied, "I see how I could live my life in even greater harmony, as an even greater servant to the gods." After considering the younger brother's request, the Lord of Death likewise agreed to return him to the Material Plane to live another life.

Both brothers were reborn to a new mother. Both brothers laughed, played, and grew older. Again, the older brother indulged in the material pleasures of life while the younger brother tempered himself in the pursuit of spiritual enlightenment. Again their time came and again they stood before the Lord of Death, asking to remain for another lifetime. Again, the Lord of Death agreed.

For a hundred lifetimes, both brothers were reborn. Both brothers laughed, played, and grew older. As time passed, the older brother became gluttonous for the pleasures of life. As his soul teetered between sleep and wakefulness, his head slowly became more and more bestial and his hands became backwards. Meanwhile, the younger brother became more harmonious with his own nature. His skin turned blue, his eyes became clear of the trappings of the material, and his blood ran pure like water. Eventually, both brothers died and the younger one moved on to the realm of the gods and became divine while the younger lingered on, hungering for pleasure for the rest of time.

New Bardic Masterpieces

The following bardic masterpieces are available to any bard who meets their prerequisites, but involve samsaran mythology and are thereby most common among samsarans.

Song of the Eternal Cycle (Sing, String, Wood)

You perform a masterpiece that creates life from death.

Prerequisites: Perform (sing), Perform (string), or Perform (wood) 10 ranks.

Cost: Feat or 4th level bard spell known.

Effect: You perform a hope-filled melody that allows your performance to return a single dead creature to life in a new body as *reincarnate* with a caster level equal to your ranks in Perform (sing) or Perform (string). You must provide the material component for *reincarnate*, which creates a chrysalis of positive energy that surrounds and rejuvenates the dead creature, or choose to accept 1 temporary level, representing a spark of life from your own body that fulfills this purpose instead. This negative level automatically goes away after 24 hours, never becomes a permanent negative level, and cannot be overcome in any way other than waiting for the duration to expire.

Use: 10 bardic performance rounds.

Action: 10 full rounds.

Eternal Cycle's Accompaniment (String, Sing, Wood) You supplement the Song of the Eternal Cycle so that it allows fallen creatures to return to life in their original form.

Prerequisites: Perform (sing), Perform (string), or Perform (wood) 16 ranks, must know the Song of the Eternal Cycle bardic masterpiece.

Cost: Feat or 6th-level bard spell known.

Effect: This bardic masterpiece functions exactly as the Song of the Eternal Cycle bardic masterpiece, except it returns the dead creature to life as raise dead instead of reincarnate.

Use: 10 bardic performance rounds.

Action: 10 full rounds.

Sun's Requiem (Sing, String)

Your melody preserves the dead and protects them from undeath.

Prerequisites: Perform (sing) or Perform (string) 7 ranks. **Cost:** Feat or 3rd level bard spell known.

Effect: You perform a somber melody that prevents the remains of a dead creature from decaying, as *gentle repose*, with a caster level equal to your ranks in Perform (sing) or Perform (string), whichever skill is used to perform the masterpiece. Such is the potency of this masterpiece that all attempts to raise the remains of a creature whose remains are protected by this masterpiece as an undead automatically fail. If the creature was slain by a creature that creates undead spawn out of its slain foes (such as a shadow, vampire, or wraith), that effect is delayed until the end of this masterpiece. Consecutive performances of this masterpiece can stave off such transformations indefinitely.

Use: 5 bardic performance rounds. **Action:** 5 full rounds.

Samsaran Religion

"And so it was that when the great king died, his body discarded like a ragged vestment, that his eternal soul remained. He had eschewed so many earthy attachments long before: his monarchical wealth, his familial attachments, and the comforts and pleasures of home. But even in death, there was a single attachment that he could not release, a single spiritual illusion that entangled his soul and kept it tethered firmly to the Material: his undying love for a baby fawn that he had saved and rescued in old age. And so it was that when the great king died, his soul did not awaken and ascend into the afterlife. In fact, his soul became so tethered that his awareness began to doze, and as such he was born a deer to a deer-mother.

The king's spiritual awareness had been strong, and so he remembered his past life from the moment that he emerged from the deer-womb. He was distraught; his immortal soul was trapped within the body of a deer, his soul tethered to the aches and pains of another lifetime. As soon as the deer-king was old enough to leave his deer-mother, he traveled across mountains and plains to the holy river and immersed himself in it. For nearly ten days and ten nights the deer-king fasted and prayed to the gods for forgiveness until finally his deer-body collapsed from starvation.

There was no painful birth into his next life. He awoke at the edge of a village, naked and alone. He looked down at his hands, for they were hands now, and his skin was soft and pale blue, like the sky above him. He felt his face, he lacked a man's stubble. But he was in fact reborn a man, a young man, and he remembered his past lives. He rose from the dirt and wandered into the village seeking food, clothes, and a loving home where he could pray and reflect upon the nature of life and spiritual awakening, joyful for the day that his soul would finally be free of its mortal bindings.

For virtually all samsarans, faith is the pillar that supports life. As beings who have seen first hand the wonders of the Outer Planes across a million lifetimes, samsarans are living proof that the wonders of the afterlife are wholesome and true. Rather than completely dedicate herself to a single deity, most samsarans follow a religious philosophy that is taught and retaught to each member of the race shortly following her reincarnation into a flesh and blood creature. After reeducating herself on the nature of her existence, most samsarans research deities from across the land and adopt a single god to act as her patron. Oftentimes this deity is one that is familiar to her, perhaps a guardian from a previous lifetime or a deity that she shares some intrinsic bond to. Other samsarans report changing patron deities every few lifetimes based upon their new personalities and desires. Regardless, it isn't unusual for a samsaran to follow a deity that is otherwise completely unheard of in a region, often opting to take a pilgrimage to that god's center of worship at least once during her lifetime.

Highly creative and skilled at creating art, samsarans typically depicted the gods in a manner similar to themselves; distinctly humanoid, but clearly not of mortal origin. Hauntingly perfect features, pupil-less eyes, and halos around the temple, symbolizing enlightenment, are hallmarks of samsaran craftsmanship.

Sample Worship

The following philosophy has been provided as an example of the type of religion that samsarans are attracted to. This religion can be used or discarded at the GM's leisure.

Samsarism, Path of the Endless Cycle

"The soul is deathless. It has thus far exhausted trillions of winters and

summers. There are trillions beyond it, and trillions more beyond them." — Excerpt from the Veskirt, Holy Tome of Samsarism

Although most samsarans respect and revere many deities and divine powers, most subscribe themselves to the religious philosophy from which their racial name is derived: Samsarism. As a philosophy, Samsarism has no central deific figure. Instead, the tenets of Samsarism preach respect for divinity in all its forms, which translates into respect for all living things as samsarists consider anything that possesses a soul to be inherently and unquestionably divine in nature.

The fundamental belief of Samsarism is that of the Soul Cycle, the passage of mortal souls through all states of being. Samsarists believe that all living things, from the oldest of oak trees to the noblest of dragons, possesses a soul that wears the material body in the same way that a man would wear a jacket or a woman a gown. When those material bodies grow old and worn, the soul rids itself of it when the body dies if sufficiently aware, it continues to the next stage of the Soul Cycle. The exact stages in the Soul Cycle vary from sect to Samsarist sect, but the most generally agreed upon progression is as follows: inanimate plant to insect, insect to lesser animal, lesser animal to greater animal, greater animal to mortal, and mortal to divine entity (angels, demons, and so on). These categories are ordered based upon the spiritual awareness of each being, its ability to detach itself from the material in order to foster a sense of spiritual harmony within itself. As a result, lower order creatures are less spiritually awake than higher order ones because of their inability to detach their consciousness from material pursuits such as sustenance and pleasure.

For this reason, Samsarists seek to refine their spiritual side

by bolstering the connection between themselves and their soul. Although few ever experience this enlightenment, samsarists believe that all mortals have the potential of becoming enlightened because they have already achieved enlightenment before. Samsarists claim that of the infinite number of souls that inhabit the cosmos, only a fraction of a percent of them ever manage to awaken enough to become mortals. Rather, most become entangled by material illusions as a result of the soul's self-gratifying nature, its tendency to crave carnal desires more than spiritual awakening, and remain tethered to their material existence, doomed to forever reincarnate over and over again. A wolf-soul stays a wolf, a fish-soul stays a fish, and so on. As mortals are the second-highest stage of being on the Soul Cycle, Samsarists reason that all mortals are close to true enlightenment, if only they would see past the material trappings of the world and awaken. For this reason, Samsarists seek to educate whomever they can on the nature of existence and strive to help not only themselves awaken, but other souls as well.

Despite the implications, reincarnation is often considered bad for mortals rather than good as Samsarists by and large consider life to be a painful affair; souls are born, become sick and injured, grow old, and die, only to have to live through the process over and over again in the lives to come. Even those who have managed to lead good lives find only reflection and rebirth in the afterlife, for souls that haven't fully awakened inhabit the afterlife as ghostly petitioners for anywhere from a hundred hours to a hundred lifetimes before finally awakening and becoming a new divinity. Because of this, practitioners of Samsarism seek to complete as much of that reflection as possible during their mortal lifetime so when they shed their material body they can ascend into the afterlife fully prepared to become divinities in their own right.

Although disciplined, Samsarists tend to be pleasant enough folk, always willing to provide assistance to others. Although they do their best to eschew carnal pleasures that may entrap them within the confines of a material existence, Samsarists know that like any garment, the material body must be adequately cared for and fast only for religious affairs or when trying to establish a deeper connection with their souls. Being a devoted follower of Samsarism is not to separate one's self from the joys of life, but to practice moderation so that those joys do not become spiritually toxic addictions.

Temples devoted to Samsarism are one of the few places where practitioners of Samsarism are willing to indulge, for they view their expenditures as gifts of inspiration and devotion for later generations rather than wasteful trappings for their own enjoyment. Characterized by airy halls wrought with artwork that provides a physical embodiment for its creeds and ideas, Samsarist temples are designed to provide isolated places of reflection away from the temptations of society at large. That said, followers of Samsarism do not spurn away the outside world; instead, they often select a single day out of the way to open the temple grounds to those curious of their practices. In this way, the religion can continue to grow and flourish while

Samsarism, Followers of the Endless Cycle



"The good that is sown is th good that is collected."

— The Tulku Can

LG philosophy of karma, rebirth, and reincarnation. Domains Good, Healing, Knowledge, Law, Repose Subdomains Agathion, Memory, Reincarnation, Resurrection, Souls Favored Weapon quarterstaff Sacred Animal cow Sacred Colors saffron and red-orange Symbol The endless knot

New Subdomain

The following new subdomain completements Samsarism.

Reincarnation

Associated Domain: Repose

Replacement Power: The following granted power replaces the ward against death power of the Repose domain.

Keeper of the Cycle (Su): At 8th level, you may expend a quantity of special oils worth 1,000 gp to cast *reincarnate* as a spell-like ability usable once per day. Additionally, when using this ability or casting *reincarnate* as a domain spell, you have some influence over the physical form that the reincarnated spirit will take. When rolling against the spell's incarnation table, you may roll twice for all d% and choose between the two results.

Replacement Domain Spells 3rd-threefold aspect, 4th-reincarnate, 7th-heal, 9th-mass heal

still providing a sanctuary for existing members.

Samsarists favor saffron accented with shades of red and orange as their traditional garb, claiming that these colors symbolize the sun setting on their current, material existences and the dawn rising on their immortal, spiritual existence. The Tulku Canon is the holy text of Samsarism and is written entirely in Samsaran; written in Common, the text contained within the document is over 40 volumes long. Priests devoted to Samsarists tend to keep themselves stationed at a particular Samsarist temple, but will often travel from location to location based upon need. As they grow older, many Samsarists ultimately make grand pilgrimages to the greatest of their faith's temples as something of a milestone of their mortal existence. There, each follower arranges for a time that she may meet with a guru, the highest rank available in the temple, to experience the fruits of enlightenment for herself before returning home. As living embodiments of the teachings of Samsarism, samsarans often occupy the highest ranks within the faith and many a samsaran community is built around great Samsarist temples that members of the faith flock to for guidance and study.

Slumbering Samsarans

According to samsaran legend, before she is able to reincarnate without needing to be physically reborn into the world, a samsaran must experience hundreds of lifetimes as a myriad of different races, each with its own hardship that she must overcome. In each incarnation, the samsaran is born into her new lifetime as any other infant is without possessing any of the adult skill or ability that characterizes spontaneously reincarnated samsarans. Called pre-awakened samsarans or slumbering samsarans, these individuals are much more connected to their material existence then fully awakened samsarans are, and as a result they are able to fully remember much of the life that they most recently left begin. But as a slumbering samsaran experiences more and more lifetimes, her past lives become an increasingly intangible blur as she slowly learns to leave her material existence behind her, eventually experiencing a spiritual awakening that will allow them to reincarnate as awakened samsarans do; spontaneously and without the need for a mother or a painful rebirth.

Because their new bodies are born of flesh, blood, and womb just as any other member of their new race is, a slumbering samsaran closely resembles a member of its new race in appearance. A dwarfborn samsaran is short and stocky while a foxborn samsaran possesses the ability to assume a specific, human form. It is virtually impossible to discern a slumbering samsaran from a member of its birth race because for all purposes, the samsaran's body is a member of its new race; only its soul differs from a typical member of its birth race, and so only beings able to discern a mortal's soul are able to tell the difference. Most slumbering samsarans proclaim this difference when their souls are young, but wiser samsarans learn to keep their true nature secret from others to avoid persecution, or worse, preferential treatment. Even while slumbering, samsarans can feel their souls stir as they begin to awaken and try to foster this process along as much as possible, learning to seek the lessons inherent in being born as a member of their current race. In time, a slumbering samsaran awakens and becomes a true samsaran, after which she spends the rest of her millions of lifetimes seeking to hone and refine her spiritual existence so she may finally obtain her eternal reward. As such, being a slumbering samsaran is as much a part of the Soul Cycle as any other incarnation that an awakened samsaran experiences.

The variant samsaran incarnations described below are just several of the myriad forms that slumbering samsarans reincarnate as before becoming awakened samsarans. Contrary to popular belief, a samsaran doesn't always live all of its lives in the same general location or even on the same planet; many samsarans possess memories of a completely alien past life that they struggle to fully understand during their awakened lives.

A slumbering samsaran possesses more complete memories of her past lives then an awakened samsaran does, but these memories float in an out of her mind like waking dreams; she does not possess the ability to access these memories on demand, and especially "young" samsarans may not even realize that these dreams are anything but. That said, a slumbering samsaran's connection with her soul is strong enough that she can access its guidance on many matters as an empathic bond. Her soul will often try to alert her when an action that she is about to undergo is good or bad for the soul's ultimate spiritual awakening. Slumbering samsarans who follow the warnings of their soul slowly awaken their soul over the course of hundreds of lifetimes, until finally their soul awakens in whole, marking the beginning of her existence as an awakened samsarans. Samsaran lore isn't particularly clear about what happens to those samsarans who choose to ignore the pleadings of their soul, but it is believed that over hundreds of lifetimes (or perhaps in a single instant for truly heinous individuals), those souls develop a gluttony for material experience that becomes so powerful that it binds them forever to the Material Plane, transforming them into rakshasa forever more.

The following alternate racial trait marks a samsaran as a slumbering samsaran. Samsarans that spontaneously reincarnate (awakened samsarans) never possess this racial trait. Samsarans with this racial trait determine their height, weight, starting age, and maximum age as a member of their selected race would rather then a samsaran.

Slumbering Samsaran: At 1st level, the samsaran selects one humanoid race from among the following: dwarf, elf, gnome, halfling, human, kitsune, nagaji, orc, ratfolk, tengu, or wayang. A samsaran with this racial trait's ability score modifiers change to be the same as those belonging to the selected race, she gains the ability to speak her chosen race's language (if any), and she gains all of the selected race's subtypes in addition to humanoid (samsaran) for any effect related to race, including feat prerequisites and effects that target members of the selected race. She can pass for a member of the selected race without using the Disguise skill. This racial trait replaces the samsaran's ability score modifiers, the lifebound racial trait, and the Samsaran language and alters the samsaran's type.

Additional Alternate Racial Traits

The following alternate racial traits allow slumbering samsarans to gain additional racial traits that support the notion that the samsaran has been reincarnated as a member of a specific race. It is recommended that any samsaran taking the slumbering samsaran alternate racial trait also selects the corresponding racial trait for its chosen race, as shown below. Each of these racial traits grants the samsaran one or more additional race traits, chosen from the list of standard racial traits available to the chosen race. For more information on each of the races detailed below, reference that race's entry in *PATHFINDER ROLEPLAYING GAME ADVANCED RACE GUIDE*. If one of the listed racial traits grants the samsaran another racial trait, the samsaran is considered to have this racial trait for all purposes, including the purpose of meeting feat prerequisites.

Dwarfborn: A dwarfborn samsaran gains the darkvision (60 feet), hardy, slow and steady, and stability racial traits, as a dwarf. This racial trait replaces the samsaran's speed, low-light vision, and shards of the past. A samsaran must possess the slumbering samsaran (dwarf) racial trait in order to select this racial trait.

Elfborn: An elfborn samsaran gains the elven immunities and keen senses racial traits, as an elf. This racial trait replaces shards of the past. A samsaran must possess the slumbering samsaran (elf) racial trait in order to select this racial trait.

Featherborn: A featherborn samsaran gains the gifted linguist and natural weapon (1d3 damage) racial traits, as a tengu. Additionally, the samsaran can select any language as a bonus language if she possesses a sufficiently high Intelligence score (except secret languages, such as Druidic). This racial trait replaces shards of the past. A samsaran must possess the slumbering samsaran (tengu) racial trait in order to select this racial trait.

Foxborn: A foxborn samsaran gains the change shape and natural weapon (1d4 damage) racial traits, as a kitsune. This racial trait replaces shards of the past. A samsaran must possess the slumbering samsaran (kitsune) racial trait in order to select this racial trait.

Gnomeborn: A gnomeborn samsaran gains the gnome magic, illusion resistance, keen senses, slow speed, and Small size racial traits, as a gnome. This racial trait replaces the samsaran's speed, her size, and shards of the past. A samsaran must possess the slumbering samsaran (gnome) racial trait in order to select this racial trait.

Halflingborn: A halflingborn samsaran gains the halfling luck, keen senses, slow speed, Small size, and surefooted racial traits, as a halfling. This racial trait replaces the samsaran's speed, her size, low-light vision, and shards of the past. A samsaran must possess the slumbering samsaran (halfling) racial trait in order to select this racial trait.

Manborn: A manborn samsaran gains the skilled racial trait, as a human. Additionally, the samsaran can select any they want language as a bonus language (except secret languages, such as Druidic). This racial trait replaces low-light vision and shards of the past. A samsaran must possess the slumbering samsaran (human) racial trait in order to select this racial trait.

Nagaborn: A nagaborn samsaran gains the armored scales and resistant racial traits, as a nagaji. This racial trait replaces shards of the past. A samsaran must possess the slumbering samsaran (nagaji) racial trait in order to select this racial trait. **Orcborn:** An orcborn samsaran gains the darkvision (60 feet), orc ferocity and intimidating racial traits, as a half-orc. This racial trait replaces low-light vision and shards of the past. A samsaran must possess the slumbering samsaran (orc) racial trait in order to select this racial trait.

Ratborn: A ratborn samsaran gains the darkvision (60 feet), rodent empathy, slow speed, Small size, and swarming racial traits, as a ratfolk, as well as a +2 racial bonus on Perception skill checks. This racial trait replaces the samsaran's speed, her size, low-light vision, and shards of the past. A samsaran must possess the slumbering samsaran (ratfolk) racial trait in order to select this racial trait.

Shadowborn: A shadowborn samsaran gains the darkvision (60 feet), light and dark, shadow resistance, Small size, and slow speed racial traits, as a wayang. This racial trait replaces the samsaran's speed, her size, low-light vision, and shards of the past. A samsaran must possess the slumbering samsaran (wayang) racial trait in order to select this racial trait.



Reineamation

"Please tell us, where is your family?" The farmer begged, but the young, naked boy that he had found out in his fields shook his hand solemnly.

"I have already told you, good sir, I have no family for you to commune with. I beg of you, I need only a warm meal and some traveler's clothes for my young frame and I will be on my way." His voice was unnerving; calmer than any lost child ought to be with pale blue skin and pupil-less eyes that gleamed like silver. But the farmer was a good man, curious too, and he wasn't about to let a child wander the town on his own.

"If you're not going to tell me where your folks are, then I'll drag yer inta town and we'll find'em the old-fashioned way. How hard could it be ter find some blue folk, anyway?"The farmer grabbed the boy's wrist and meant to pull him along, but stopped when he felt the boy's skin. It was smooth and sleek, akin to a newborn babe's untested hide.

"Forgive me, but I do not have time to waste if I am to make it back to the mountain before winter's first frost. I will help myself and be gone."The farmer, of course, never heard the boy's final words. As the boy's eyes began to glow, the farmer felt a curious need for sleep wash over him and the world turned dark. When he awoke several hours later, he was naked. He returned to his home and cursed his fortune, lamenting his choice to try and help such a strange child.

Four months later, as the winter season approached, the farmer had all but forgotten his encounter with the strange boy. One morning, he awoke to find a small parcel at the foot of his dwelling's steps. Inside sat the clothes that he had lost the day that he encountered the boy, along with a strange note. It read, *Made it home. Sorry for the trouble.*

— The Farmer's Field

Reincarnation is a transition, the passage of a soul from one material body to the next. Although most mortals associate reincarnation with the transition of a mortal soul from one material body to another, by some definition even the passage of soul from material life to the afterlife is a type of reincarnation, where humans, elves, halflings, and all other material races are eventually reborn as petitioners, who then transform into angels, agathions, devils, and more. In this sense, all of a soul's countless mortal lives (of which there are many, even for non-samsarans) is nothing more than a process for this final reincarnation, after which the outsider permanently merges with its home plane. Some say the process continues anew beyond this point, as some theorize that absorbed souls eventually make their way to the Positive Energy Plane and are reborn anew.

Most scholars recognize two general types of reincarnation: induced reincarnation and spontaneous reincarnation. Both types are described below.

Induced Reincarnation

By far the most commonly identified form of reincarnation is induced reincarnation, in which a powerful, divine agent uses magical means to return a soul to a material body. This is most commonly done via druidic magic or witchcraft, although the followers of certain deities are likewise able to induce reincarnation in mortals. Instead of returning the soul to life as an infant, induced reincarnation commonly creates a new, young adult body for the soul to inhabit and because reincarnate is a harmless spell, it cannot create a body for a creature that its soul doesn't desire at some primal level, at the very least.

Natural Reincarnation

Reincarnation isn't completely restricted to those who have a particular spell or ritual cast upon them. Sometimes, reincarnation happens naturally, as it does with samsarans. Where and why this occurs isn't well understood, but it is characterized by the reincarnated creature being reborn to a new mother in a new body, perhaps as a member of an entirely new race. In all cases of natural reincarnation, the subject clearly remembers most of its previous life, but as it grows older these memories take the form of lucid dreams rather than waking memories. As such, for all naturally reincarnated beings sans samsarans, natural reincarnation is most evident in the young and is slowly forgotten as the child grows older, sometimes lost completely.

Samsarans claim that for most, reincarnation occurs for one of two reasons. First, the individual's soul is unfit to become a petitioner, so instead it returns to the Material Plane to further harmonize itself with the cosmic energy that pervades all reality for one or more additional lifetimes until it is ready to fully awaken, as is for samsarans. The other, far more common reason, however, is that the individual soul became so entangled in material vices such as food, drink, wealth, or even pleasure that it was unable to ascend to the Outer Planes to have its final judgment, so instead the soul chooses to become reborn as a new mortal so it can seek out those same vices again and again. Such souls often discard all previous recollection of their past life save for their overwhelming passion for their vices, but the race souls that do recall their former lives often become obsessed with acquiring these experiences, especially the most wicked and taboo vices. Such souls ultimately become rakshasa,

a wicked perversions of samsaran values that seek out and overindulge in sinful pleasure, manifesting bestial physical characteristics as a consequence for their actions.

Reincarnation Mystery

The following oracle mystery is most commonly possessed by samsaran oracles, but any oracle may select it.

Class Skills: An oracle with the reincarnation mystery adds all Knowledge skills and Perception to her list of class skills.

Bonus Spells: karmic blessing^{ARG} (2nd), life pact^{ACG} (4th), bestow insight^{ARG} (6th), reincarnate (8th), threefold aspect (10th), awaken (12th), regenerate (14th), moment of prescience (16th), overwhelming presence (18th)

Revelations: An oracle with the reincarnation mystery can choose from any of the following revelations.

Enhanced Cures (Su): Whenever you cast a *cure* spell, the maximum number of hit points healed is based on your or-acle level, not the limit based on the spell. For example, an 11th-level oracle of reincarnation with this revelation may cast *cure light wounds* to heal 1d8+11 hit points instead of the normal 1d8+5 maximum.

Lay on Hands (Su): You gain lay on hands, and one mercy chosen from among those available to a 3rd-level paladin. You use your oracle level as your effective paladin level to determine the effects of your lay on hands as well as which mercies you can select should you take the Extra Mercy feat. You must be at least 5th level in order to select this revelation.

Lore from the Past (Ex): You possess an internal library of lore far exceeding someone of your age. You gain Breadth of Experience^{APG} as a bonus feat, ignoring its prerequisites. At 8th level, you can take 10 on all Knowledge checks, and once per day you can take 20 on any Knowledge skill check as a standard action. You can use this ability twice per day at 16th level.

Many Lives (Ex): You possess the ability to spontaneously reincarnate. If you are killed, you may automatically *reincarnate* (as the spell) 1 day after your death. You may roll your d% twice and choose between the results when determining your new race or choose to reincarnate as a member of your previous race instead. Upon reincarnating, you appear in a safe location within 1 mile of your previous body. At will for the next 7 days, you can sense the presence of your remains as if using *locate object* as a spell-like ability. If you are killed during these 7 days, you remain dead and do not reincarnate. This revelation doesn't function if you are slain by a death effect. You must be at least 10th level to select this revelation.

Past Life Arcanist (Su): Your experience with lore-filled tomes has granted you the ability to cast arcane spells as if they were on your spell list. Once per day, you can cast a spell from the sorcerer/wizard spell list as if it were on your list of spells known. The spell consumes a spell slot one level higher than the level of the spell. You must have a spellbook containing the spell to cast it in this way, and the spell is erased when you complete the casting. You must be at least 11th level to select this revelation. Shapeshift (Su): You can transform into the form of one of your past life selves for a number of minutes per day equal to your level, as *alter self*. This duration does not need to be consecutive, but must be spent in 1-minute increments. Changing form (including changing back) is a standard action that doesn't provoke an attack of opportunity. At 8th level, this ability works as *beast shape I*. At 12th level, this ability works as *beast shape II*. At 16th level, this ability works as *beast shape III*. At 20th level, this ability works as *beast shape IV*.

Skills of the Past (Su): Select one skill when you gain this revelation. You treat the selected skill as if you had a number of ranks in it equal to your oracle level, and use your Charisma modifier in place of the skill's normal ability modifier. If the skill is a class skill, you receive the usual +3 bonus on checks made with that skill for having ranks in it. These ranks don't stack with your own skill ranks (apply only the higher number of skill ranks).

Spirit of the Warrior (Su): You can merge your spirit with that of yourself in a past life, allowing you to gain the abilities of a mighty warrior. You gain a +4 enhancement bonus to Strength, Dexterity, and Constitution, and a +4 natural armor bonus to AC. Your base attack bonus while possessed equals your oracle level (which may give you additional attacks), and you gain the Improved Critical feat with a weapon of your choice. You can use this ability for 1 round for every 2 oracle levels you possess. This duration does not need to be consecutive, but it must be spent in 1-round increments. You must be at least 11th level to select this revelation.

Wisdom of the Past (Su): Once per day, you can enter a trance in which you commune with the spirits of your past lives. This trance lasts for 10 minutes, which must be uninterrupted and during which you can take no other actions. When you come out of this trance, you have gained mystical insight into the future. At 1st level, this insight acts as an *augury* spell with 80% effectiveness. At 5th level, the insight takes the form of a *divination* with 90% effectiveness. At 8th level, the knowledge you gain is equivalent to a *commune* spell. None of these spell effects require material components.

Ultimate Martyr (Ex): Whenever you cast a conjuration spell that brings a creature from the dead such as *raise dead*, *reincarnate*, or *resurrection* that includes a material component, you can choose to accept 1 negative level per 1,000 gp in the spell's material components cost instead of providing that material component. These negative levels automatically go away after 24 hours, never become permanent negative levels, and cannot be overcome in any way except by waiting for the duration to expire. You must be at least 10th level in order to select this revelation.

Final Revelation: At 20th level, you become a physical manifestation of reincarnation. You are immune to bleed, death attacks, exhaustion, fatigue, nausea effects, negative levels, negative energy damage, and sickened effects. Ability damage and drain cannot reduce you below 1 in any ability score. You can cast *true resurrection* once per day as a spell-like ability.

Martial Combat

Despite their fragile appearance, samsarans possess millions of lifetimes of combat experience and the more martially inclined samsarans possess a fighting style that transcends a single lifetime. Most samsarans are dazzlingly quick to strike their foes for felling blows, not wishing to inflict more suffering on their opponent than is necessary, but the cruelest among them develop wicked techniques for scarring a foe's very soul with wounds that last for countless lifetimes.

The following archetypes and alternate class features are common among samsarans, but can be selected by any character unless noted otherwise.

Reincarnated Hunter (Hunter)

Having fought and triumphed across a thousand lifetimes, a reincarnated hunter uses her skills to emulate her past selves rather than a specific animal.

Diminished Hunter: A reincarnated hunter has one fewer spell known at each level (including cantrips) than is presented on the hunter spells known table. Furthermore, a reincarnated hunter's physical body is weak from the strain placed upon her soul from millions of reincarnations. A reincarnated hunter always takes a –2 penalty on Fortitude saves.

Class Focus (Su): At 1st level, a reincarnated hunter can take on the aspect of a class as a swift action. Each day when she gains her spells for the day, the reincarnated hunter selects two classes to emulate for the day. When she uses this ability, the reincarnated hunter selects one of her two classes to emulate, gaining a bonus or special ability based on the class emulated and her hunter level. The hunter can use this ability for a number of minutes per day equal to her level. This duration doesn't need to be consecutive, but it must be spent in 1-minute increments. The hunter can emulate only one class at a time.

Barbarian: The reincarnated hunter gains a +2 morale bonus to Strength, a +1 bonus on Will saves, and a -1 penalty to her AC. While emulating this class, the reincarnated hunter cannot use Charisma-, Dexterity, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration. This morale bonus to Strength increases to +4 at 8th level and +6 at 15th level.

Bard: The reincarnated hunter grants a +1 morale bonus on attack rolls, damage rolls, and saving throws against fear effects to herself and to all allies who can see and hear her. This morale bonus increases to +2 at 8th level and +3 at 15th level.

Cleric: Upon choosing to emulate a cleric for the day, the reincarnated hunter selects one cleric domain. She cannot choose an alignment domain (Chaos, Evil, Good, or Law) if she does not possess the corresponding alignment. While emulating this class, the reincarnated hunter treats the selected domain's spells of 6th level or lower as if they were on her list of spells known as hunter spells of the indicated level. The reincarnated hunter selects two domains at 8th level and three domains at 15th level. **Druid:** The reincarnated hunter transforms into one Small or Medium animal of her choice, functioning as *beast shape 1*. This effect lasts until she ceases to emulate the druid class. The reincarnated hunter loses her ability to speak while in animal form as a druid using wild shape is. The reincarnated hunter can also transform into any Large or Tiny animal at 8th level, and this transformation functions as *beast shape II*. The reincarnated hunter can also transform into any Huge or Diminutive animal at 15th level, and this functions as *beast shape III*.

Expert: Upon choosing to emulate an expert for the day, the reincarnated hunter selects two skills. The selected skills are class skills for the reincarnated hunter and she can make skill checks with them untrained. Additionally, she adds half her hunter level to all skill checks made with the chosen skills. The reincarnated hunter selects three skills when emulating an expert at 8th level and four skills at 15th level.

Fighter: The reincarnated hunter selects one combat feat she doesn't possess and gains its benefits while emulating the fighter class. The reincarnated hunter must meet all of the feat's prerequisites. She can expend 1 minute of her class focus ability before its duration expires in order to replace the previous combat feat with another choice. If a combat feat has a daily use limitation (such as Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit. The reincarnated hunter selects two combat feats to gain the benefit of at the same time at 8th level and three combat feats at 15th level. She may use one of these feats to meet the prerequisite of the second feat and she can expend 1 minute of her class focus ability before its duration expires in order to replace both combat feats with another choice.

Monk: The reincarnated hunter is treated as having Improved Unarmed Strike when making attacks with her unarmed strikes and her unarmed strikes deal damage as a monk of her hunter level \neg -2 (minimum 1st level). The reincarnated hunter's unarmed strikes ignore damage reduction as magic, cold iron, and silver weapons at 8th level and as one alignment component of her choice (chaotic, evil, good, or law) at 15th level.

Ranger: Upon choosing to emulate a ranger for the day, the reincarnated hunter selects one favored enemy (including subtypes if she selects humanoid or outsiders). She gains a +2 favored enemy bonus, as the ranger class feature, against creatures of her chosen type (or subtype). This bonus increases to +4 at 8th level and +6 at 15th level.

Rogue: The reincarnated hunter can make a sneak attack,

as the rogue ability of the same name. At 1st level, her sneak attack damage is +1d6. If she gets a sneak attack bonus from another source, the bonuses on damage stack. This increases to +2d6 at 8th level and +3d6 at 15th level.

Sorcerer: Upon choosing to emulate a sorcerer for the day, the reincarnated hunter selects one bloodline. When emulating the sorcerer, the reincarnated hunter treats the selected blood-line's spells of 6th level or lower as if they were on her list of spells known as hunter spells of the indicated level. The reincarnated hunter also gains one additional hunter spell slot of each spell level that she can cast that she may only use while emulating the sorcerer at 8th level, which increases to two additional spell slots of each spell level at 15th level

Wizard: Upon choosing to emulate a wizard for the day, the reincarnated hunter selects one school of magic. When emulating the wizard, the reincarnated hunter casts all spells from her chosen school of magic at +2 to their caster level. The reincarnated hunter selects two schools of magic at 8th level and three schools of magic at 15th level.

This ability replaces animal focus.

Many Lives (Ex): At 10th level, if a reincarnated hunter is killed, she may automatically *reincarnate* (as the spell) 1 day later. The reincarnated hunter appears in a safe location within 1 mile of her previous body. At will for the next 7 days, she can sense the presence of her remains as if using *locate object* as a spell-like ability. If she is killed during these 7 days, she remains dead and does not reincarnate. The many lives ability does not function if the reincarnated hunter is slain by a death effect. A reincarnated hunter cannot be raised from the dead or resurrected, though she can be reincarnated. The reincarnated hunter's animal companion also gains these benefits and limitations, except it always returns to life as a creature of the animal type suitable for acting as the reincarnated hunter's animal companion and cannot sense the presence of its remains. This ability replaces raise animal companion.

Additional Class Focus: At 8th level, a reincarnated hunter selects three classes to emulate each time she gains her spells for the day. This ability replaces second animal focus.

Master Hunter (Ex): At 20th level, a reincarnated hunter becomes a master hunter, able to track down foes with ease. She can always move at full speed while using Survival to follow tracks without penalty. Additionally, each day when the hunter gains her spells for the day, she selects four classes to emulate. This ability alters master hunter.

Monk of a Million Lives (Monk; Samsaran)

Having reincarnated hundreds of times through hundreds of lives, a monk of a million lives seeks to perfect not her physical body, but her soul in hopes that she may attain perfect spiritual enlightenment.

Zen Trance (Ex): At 1st level, a monk of a million lives can enter a state of zen concentration in which she becomes one with all of her past lives simultaneously, granting her additional combat prowess. Starting at 1st level, a monk of a million lives can enter zen trance for a number of rounds per day equal to 4 + her Wisdom modifier. At each level after 1st, she can trance for 2 additional rounds. Temporary increases to Wisdom, such as those gained from spells like owl's wisdom, do not increase the total number of rounds that a monk of a million lives can trance. The total number of rounds of trance per day is renewed after 8 hours, although these hours do not need to be consecutive.

When in a zen trance, a monk of a million lives' base attack bonus is equal to her monk level and she gains a +2 insight bonus on attack rolls and damage rolls that she makes with her unarmed strikes and with monk weapons, as well as a +1 insight bonus on Will saves. While in a zen trance, a monk cannot gain morale bonuses, and her trance immediately ends if she gains a fear or emotion condition. Her zen trance's insight bonuses increase to +3 to attack and damage rolls and +2 on Will saves at 8th level and +4 on attack and damage rolls and +3 on Will saves at 15th level.

A monk of a million lives can end her zen trance as a free action and is fatigued after her trance for a number of rounds equal to 2 times the number of rounds spent in the trance. A monk of a million lives cannot enter a new trance while fatigued or exhausted but can otherwise use her trance multiple times during a single encounter or combat. If a monk of a million lives falls unconscious, her trance immediately ends. This ability replaces flurry of blows.

Past Life Skills (Ex): At 3rd level, a monk of a million lives is treated as having a number of skill ranks in both skills that she selected with her shards of the past racial trait equal to her monk level. If she already had ranks in either of those skills, she may reassign them to other class skills upon obtaining this ability. If she doesn't have the shards of the past racial trait, she gains it instead. This ability replaces maneuver training.

Ki Pool (Su): At 4th level, a monk of a million lives can spend 1 point from his *ki* pool in order to make one additional attack at his highest bonus when using his zen trance ability. This ability alters ki pool.

Many Lives (Ex): At 5th level, if a monk of a million lives is killed, he may automatically *reincarnate* (as the spell) 1 day later as a samsaran Youth. (See the young characters section of Chapter 3 in *PATHFINDER ROLEPLAYING GAME ULTIMATE CAMPAIGN*. Ignore all class restrictions for Youth characters when reincarnating in this manner.) The monk of a million appears in a safe location within 1 mile of his previous body. At will for the next 7 days, he can sense the presence of his remains as if using *locate object* as a spell-like ability. If he is killed during these 7 days, he remains dead and does not reincarnate. The many lives ability does not function if the monk of a million lives is slain by a death effect. A monk of a million lives cannot be raised from the dead or resurrected, though he can be reincarnated. This ability replaces purity of body.

Wholeness of Spirit (Su): At 7th level, if a monk of a million lives is affected by an enchantment spell or effect and fails his saving throw, he can spend 1 point from his *ki* pool

as a free action to attempt it again 1 round later at the same DC. He can continue to gain these additional changes so long as he continues to spend ki from his *ki* pool. This ability replaces wholeness of body.

Hasten the Cycle (Sp): At 11th level, a monk of a million lives can spend 10 points from his ki pool as a full-round action in order to *reincarnate* a single dead creature with a touch, as reincarnate. The monk of a million lives must provide the material component for *reincarnate* or choose to accept 1 temporary negative level; this level automatically goes away after 24 hours, never become a permanent negative level, and cannot be overcome in any way except by waiting for the duration to expire. This ability replaces diamond body.

Improved Hasten the Cycle (Sp): At 17th level, when a monk of a million lives reincarnates a creature other than himself, he may allow that creature to return to life as a Youth of its previous time if the dead creature is willing to do so. (For example, a human Adult would reincarnate as a human Youth, ignoring the Youth age category's class restrictions.) The creature's appearance is that of itself as a Youth. This ability replaces timeless body.

Spiritually Awakened (Su): At 20th level, the monk of a million lives can shift effortlessly between his lives with ease. If he dies, a monk of a million lives instantly reincarnates instead of needing to wait. Additionally, the monk of a million lives can reincarnate each time he dies without risk of staying dead and he can even return to life after being killed by a death effect. This ability replaces perfect self.

Seinaru (Paladin)

Seinaru evoke ancient blessings of righteousness by blessing their banners and scrawling holy text across them, transforming these icons into powerful foci for deific blessings.

Class Skills: Add Knowledge (local) (Int) to the seinaru's list of class skills and remove Knowledge (nobility) (Int). This alters the paladin's list of class skills.

Weapon and Armor Proficiency: A seinaru is proficient with all simple and martial weapons, plus the katana, naginata, and wakizashi. Seinaru are proficient with all types of armor (heavy, light, and medium) and shields (except tower shields). This replaces the paladin's weapon and armor proficiencies.

Banner (Ex): Starting at 3rd level, the sight of a seinaru's banner inspires his companions against the forces of evil. This ability functions like the samurai banner ability, except the seinaru treats the banner as a holy symbol and evil creatures gain none of the banner's benefits. At 4th level, a seinaru's can center the effects of her channel positive energy ability on herself or her banner. The seinaru's effective samurai level is equal to her class level. This ability replaces aura of courage.

Banner of Resolve (Ex): At 8th level, all allies within 60 feet of a seinaru's banner gain a morale bonus on saving throws against charm effects equal to the banner's saving throw bonus against fear as long as the banner is clearly visible. This ability replaces aura of resolve.

Banner of Justice (Ex): At 11th level, all allies within 60 feet of a seinaru's banner gain a morale bonus on damage rolls made against the target of a seinaru's smite equal to the banner's bonus on attack rolls made as part of a charge. This ability replaces aura of justice.

Greater Banner (Ex): At 14th level, a samurai's banner becomes a rallying call to his allies. All allies within 60 feet receive a +2 morale bonus on saving throws against charm and compulsion spells and effects. In addition, while his banner is displayed, the seinaru can spend a standard action to wave the banner through the air, granting all allies within 60 feet an additional saving throw against any one spell or effect that is targeting them. This save is made at the original DC. Spells and effects that do not allow saving throws are unaffected by this ability. An ally cannot benefit from this ability more than once per day. This ability replaces aura of faith.

Banner of Faith (Ex): At 14th level, all attacks made against an enemy within 60 feet of a seinaru's banner is treated as good-aligned for the purposes of overcoming Damage Reduction. This ability replaces aura of righteousness.

Ninja Tricks

Any ninja can select the following ninja tricks if she meets the trick's prerequisites.

Forgotten Feat (Ex): A ninja with this talent can recall one martial trick using her ki. She can use forgotten trick to gain the benefits of one combat feat whose prerequisites she meets for 1 minute. If the combat feat has a daily use limitation (such as Stunning Fist), any uses of that combat feat while using this ability count toward that feat's daily limit. A ninja may only have one instance of a 'forgotten' trick. A ninja must have the forgotten trick ninja trick in order to select this trick.

Master Tricks

Any ninja can select the following master tricks if she meets the trick's prerequisites.

Soulsteal (Su)^{*}: When a ninja with this trick kills a creature with a melee attack that deals sneak attack damage, the ninja can spend 3 *ki* points from her *ki* pool as an immediate action to attempt to steal the slain creature's soul. This functions as *trap the soul*, except the creature's soul is sealed within the weapon that she killed the creature with instead of a gem. The ninja's weapon must be worth at least 1,000 gp per HD of the slain creature in order for its soul to become trapped. A weapon can only house one soul at once.

Rogue Talents

Any rogue can select the following rogue talents if she meets the trick's prerequisites.

Alchemist Discovery: A rogue can select one of the following alchemist discoveries in place of a rogue talent: concentrate poison^{APG}, dilution^{APG}, poison conversion^{UC}, or sticky poison^{APG}. Use the rogue's level as her alchemist level when qualifying for these discoveries and determining their effects. This talent can be selected multiple times; each time, it grants the rogue a new discovery.

Barroom Brawler: A rogue who selects this talent gains Barroom Brawler^{ACG} as a bonus feat, ignoring its prerequisites.

Battle Cry: A rogue who selects this talent gains Battle Cry^{ACG} as a bonus feat, ignoring its prerequisites.

Bloodline: A rogue who selects this chooses one sorcerer bloodline. She gains Eldritch Heritage and Skill Focus with the chosen bloodline's associated skill as bonus feats, ignoring the prerequisites of those feats.

Deific Boon (*Ex*): A rogue with this talent gains Believer's Boon^{ACG} as a bonus feat. A Lawful Good rogue can select this talent twice. The second time it is selected, she gains Believer's Hands^{ACG} as a bonus feat.

Fast Movement (Ex): A rogue with this talent has a land speed that is faster than is normal for her race by 5 feet. This benefit only applies when she is wearing no armor or light armor and not carrying a medium or heavy load. Apply this bonus before modifying the rogue's speed due to any armor worn or load carried. This bonus stacks with any other bonuses to the rogue's land speed. This talent can be selected twice. Its effects stack.

Investigator Talent: A rogue can select one of the following investigator talents in place of a rogue talent: amazing inspiration, combat inspiration, effortless aid, empathy, expanded inspiration, inspired intelligence, inspired intimidator, perceptive tracking, or underworld inspiration. Use the rogue's level as her investigator level when qualifying for these talents and determining their effects. This talent can be selected multiple times; each time, it grants the rogue a new investigator talent. A rogue must have an inspiration pool in order to select this talent, either from a class feature, ability, or feat.

Inspiration (Ex): A rogue with this talent gains Amateur Investigator^{ACG} as a bonus feat.

Order (*Ex*): Select one cavalier order. A rogue with this talent joins the chosen cavalier order. She gains the order's skill bonus and its 2nd-level order ability, but not its challenge bonus. The rogue must abide by her order's edicts as if she were a cavalier. Infringing upon her order's edicts may cause her to lose the benefit of this talent, as well as any talent that lists the order talent as a prerequisite. If the rogue gains the order ability from another class, add her rogue level to that class's level to determine when she gains her order abilities.

Panache (Ex): A rogue with this talent gains the Amateur Swashbuckler^{ACG} feat and one panache feat of her choice. She must fulfill the prerequisites of the panache feat in order to choose it. A rogue must have Weapon Finesse and Weapon Focus with a light or one-handed piercing weapon in order to select this talent.

Slayer Talents: A rogue can select one of the following slayer talents in place of a rogue talent: foil scrutiny, poison use, slowing strike, or trapfinding. Use the rogue's level as her slayer level when qualifying for these talents and determining their effects. This talent can be selected multiple times; each time, it

grants the rogue a new slayer talent.

Spell Admixture (Su): Whenever a rogue with this talent casts a spell-like ability that deals acid, cold, fire, or electricity damage, she can change the type of damage to another type of energy from among those listed as a swift action. If the spell had an energy or element descriptor, it changes as appropriate. A rogue must be able to cast a spell-like ability that deals energy damage of one of the indicated type in order to select this talent.

Spellstrike (Su): Whenever a rogue with this talent casts a spell-like ability with a range of "touch" that she has received from a racial trait, a feat, or a rogue talent, she can deliver the spell through any weapon she is wielding as part of the melee attack. Instead of the free melee touch attack allowed to deliver the spell, a rogue can make one free melee attack with her weapon (at her highest base attack bonus) as part of casting this spell. If successful, this melee attack deals its normal damage as well as the effects of the spell. This attack uses the weapon's critical threat range, but the spell effect only deals x2 damage on a successful critical hit, while the weapon damage uses its own critical modifier. A rogue must be able to cast a spell-like ability with a range of touch in order to select this talent.

Wild Empathy (Ex): A rogue with this talent gains the wild empathy druid ability, using her rogue level as her effective druid level.

Advanced Talents

Any rogue can select the following advanced talents if she meets the talent's prerequisites.

Improved Bloodline: A rogue who selects this talent gains Improved Eldritch Heritage as a bonus feat. She must meet this feat's prerequisites in order to select this talent.

Improved Order (Ex): A rogue with this talent gains her chosen cavalier order's 8th-level order ability. She loses the benefits of this talent if she infringes upon her order's edicts.

Hex (Su): A rogue with this talent gains a witch hex, using her rogue level as her effective witch level. This talent can be selected multiple times; each time it is selected, choose a different witch hex. The rogue must possess a familiar in order to select this talent.

Spell Kenning (Su): Once per day, whenever a rogue with this talent casts a spell-like ability that is listed on sorcerer/wizard spell list she can attempt a Spellcraft check to cast a different spell of the same level and school instead. The DC for this check is equal to 15 + double the spell-like ability's level. If she succeeds, the rogue casts the chosen spell, expending a use of her spell-like ability to cast the desired spell. If the spell-like ability is at-will, she cannot cast it again for 1 minute. Casting a spell with the spell kenning talent always has a minimum casting time of 1 full round, regardless of the casting time of the spell. This talent can be selected multiple times; each time it is selected, it can be used one additional time each day. A rogue must be able to cast a spell-like ability from the sorcerer/wizard spell list in order to select this talent.

Samsaran Magis

Well-known for their mysticism, samsarans are adapt at many different types of magic thanks to their close ties to the Positive Energy Plane. They often possess magical bloodlines born from their innate sources of positive energy and their deep connection to their own souls as well as the ideologies of fate and karma and are frequently servants of high powers. Some samsarans even possible stranger types of magic born from their ability to recall esoteric traditions that the rest of the world has long since forgotten.

The following archetypes and alternate class features are common among samsarans, but can be selected by any character unless noted otherwise.

Guru (Cleric)

Mystic teachers and keepers of the secrets to obtaining enlightenment, gurus are noble souls who are willing to share their hard-fought knowledge and experience with any who seek the path to enlightenment and spiritual awakening.

Alignment: Any non-evil.

Skill Ranks: The guru gains a number of skill ranks per level equal to 4 + her Int modifier. This ability alters the cleric's class skills.

Weapon and Armor Proficiency: A guru isn't proficient with any kind of armor or shields. This ability replaces the cleric's armor proficiencies.

Diminished Spellcasting: A guru chooses only one domain from her deity's list of domains, and that domain must be the Knowledge domain. She cannot choose a subdomain in place of this domain and she cannot worship a deity that doesn't grant the Knowledge domain.

Inspiration (Ex): At 1st level, a guru gains an inspiration pool as the investigator class ability. A guru uses her cleric level as her investigator level when determining the effects of this ability. A guru's inspiration pool refreshes each day when she prepares spells.

Channel Knowledge (Su): At 1st level, a guru can only channel positive energy, and she must select the channel knowledge variant channeling (see *PATHFINDER ROLEPLAYING GAME: ULTIMATE MAGIC*). This ability alters channel energy.

Studied Combat (Ex): At 6th level, a guru can use a move action to study a single enemy that she can see. Upon doing so, she adds 1/2 her cleric level as an insight bonus on melee attack rolls and as a bonus on damage rolls against the creature. This effect lasts for a number of rounds equal to her Wisdom modifier (minimum 1). The bonus on damage rolls is precision damage, and is not multiplied on a critical hit.

Shapeshifter Hunter (Inquisitor)

The most nefarious threats to a priestly order are often unseen, cloaked in shape-changing magic. As a result, many churches employ shapeshifter hunters for their ability to find such lurkers and route them from the church, allowing its secrets to remain safe from prying eyes and ears. **Detect Shapechangers (Sp):** Beginning at 2nd level, a shapeshifter hunter can use *detect shapechangers* (see the new spells section) at will. This ability replaces detect alignment.

Discerning Gaze (Ex): A shapeshifter hunter is skilled at noticing small imperfections in other creatures that allow her to see through disguise and deception. A shapeshifter hunter receives a morale bonus on all Perception and Sense Motive checks when opposing another creature's Bluff, Disguise, Sleight of Hand, or Stealth check equal to 1/2 her inquisitor level (minimum +1). This ability replaces stern gaze.

Exploit Shapechanging (Ex): At 14th level, the shapeshifter hunter learns to take advantage of her enemies' malleable forms. Whenever the shapeshifter hunter scores a critical hit, she ignores any damage reduction the target might have. In addition, if the target is under the effects of a polymorph spell or effect, the effect is dispelled unless it succeeds on a Will saving throw (DC 10 + 1/2 the inquisitor's level + the inquisitor's Wisdom modifier). In addition, the creature is locked into its true form on a failed saving throw, preventing any further polymorph spells or effects from changing its shape for a number of rounds equal to the shapeshifter hunter's level. This ability replaces exploit weakness.

Spirit Seer (Shaman)

A spirit seer is a shaman who is in tune with the spirits of nature and is able to tap into natural secrets and omens in order to discern past and future events.

Natural Divination (Ex): At 2nd level, a spirit seer can use a combination of spiritual lore and natural intuition to discern the future from natural means, functioning as the natural divination nature mystery revelation^{APG}. The spirit seer uses her shaman level as her effective oracle level when using this ability. This ability replaces the shaman's 2nd-level hex.

Seer Animal: The shaman's spirit animal possesses a calm, perceptive demanor with a stern, knowing demeanor. While the animal is within 5 feet of the spirit shaman, she adds the following spells to her list of spells that she can cast using spirit magic: *ill omen^{UM}* (1st), *augury* (2nd), *clairaudience/clairvoyance* (3rd), *divination* (4th), *commune* (5th), *true seeing* (6th), *vision* (7th), *discern location* (8th), *foresight* (9th). This ability alters the spirit animal's spirit animal bonus.

Reincarnated Sorcerer (Sorcerer; Samsaran)

As samsarans do not reincarnate by passage of blood, they de-



velop sorcerous powers from common ideas that bind their many lives together or other worldly forces that grant them their strange powers. Thusly, a reincarnated sorcerer possesses fantastic powers not tied to a specific racial heritage.

Mystery: Rather than draw her eldritch powers from a bloodline, a reincarnated sorcerer gains her powers from the mysterious forces that continually reincarnate her after every lifetime she lives. A reincarnated sorcerer must pick one oracle mystery upon taking her first level of sorcerer. Once made, this choice cannot be changed. At 1st level, the reincarnated sorcerer gains the additional class skills associated with her chosen mystery. She learns an additional spell derived from her mystery. Whenever the reincarnated sorcerer would normally learn a bloodline spell, she learns a bonus spell from her mystery of the same level instead. These spells are in addition to the number of spells given on Table: Sorcerer Spells Known. They cannot be exchanged for different spells at higher levels. This ability replaces all of the sorcerer's bloodline spells.

Oracle's Curse: A reincarnated sorcerer gains an oracle's curse at 1st level. She uses her sorcerer level as her effective oracle level to determine the effects of her final revelation. This ability replaces eschew materials.

Revelation: At 1st level, 3rd level, and every six levels thereafter, a reincarnated sorcerer uncovers a new secret about her mystery that grants her powers and abilities. She must select a revelation from the list of revelations available to her mystery. If a revelation is chosen at a later level, the reincarnated sorcerer gains all of the abilities and bonuses granted by that revelation based upon her current level. Unless otherwise noted, activating the power of a revelation is a standard action. Unless otherwise noted, the DC to save against these revelations is equal to 10 + 1/2 the reincarnated sorcerer's level + the reincarnated sorcerer's Charisma modifier. A reincarnated sorcerer uses her sorcerer level as her effective oracle level to determine the effects of her final revelation. This ability replaces the sorcerer's bloodline powers.

Bonus Feats: At 7th level, and every six levels thereafter, a reincarnated sorcerer receives one bonus feat, chosen from the following list: Additional Traits^{APG}, Echoing Spell^{UM}, Extend Spell, Improved Initiative, Iron Will, Quicken Spell, Skill Focus (any of her mystery's associated skills), Spell Perfection. The reincarnated sorcerer must meet the prerequisites for these bonus feats. This ability replaces the sorcerer's bloodline feats.

Final Revelation: At 20th level, a reincarnated sorcerer gains her mystery's final revelation. She uses her sorcerer level as her effective oracle level to determine the effects of her final revelation. This ability replaces the sorcerer's 20th-level bloodline power.

Witch Hexes

Samsaran witches commonly possess hexes that alter their appearance or the appearances of others. The following hexes are available to all witches unless noted otherwise.

Past Life's Shell (Su): The witch transforms her body so it resembles a specific, individual form that she had in a previous life. She has access to a number of specific, individual forms equal to her witch level. Each form must be that of a humanoid creature. When assuming the form of such an individual, the witch can adjust her age category so she appears as young as the Youth age category or as old as the Venerable age category. The witch adjusts her physical ability scores but not her mental ability scores in accordance with this chance. Otherwise, this ability functions as alter self. This hex is only available to samsaran witches.

Shapeshift (Su): The witch transforms herself into another form for a number of minutes per day equal to her level, as *alter self.* This duration does not need to be consecutive, but must be spent in 1-minute increments. Changing form (including changing back) is a standard action that doesn't provoke an attack of opportunity. At 8th level, this ability works as *beast shape I.* At 12th level, this ability works as *beast shape II.* At 16th level, this ability works as *beast shape III.* At 20th level, this ability works as *beast shape IV.*

Witch Major Hex

The following major hex is available to all witches capable of selecting major hexes.

Baleful Shapechange (Su): The witch causes a creature within 30 feet to twist and contort into a new form, transforming it into a different creature. A Fortitude save negates this effect. Those that fail are changed into a Medium or smaller animal or humanoid of no more than 1 HD, as *baleful polymorph*. If the subject is forcibly changed into a humanoid, the baleful polymorph effect functions as *alter self* instead of *beast shape III*. Any creature that fails its Fortitude save against this hex must also make a Will save or gain further modifications to its abilities, as outlined by *baleful polymorph*. A creature that fails its Will save does not use its new form's Intelligence, Wisdom, and Charisma scores instead of its own and maintains its alignment, but otherwise gains all of the modifications imposed by *baleful polymorph*. Whether or not the save is successful, a creature cannot be the target of this hex again for 1 day.

Melding (Su): The witch can project her soul out of her body and into her familiar, functioning as *familiar melding^{UM}*. The witch can use this hex for a number of hours each day equal to her level. These hours don't need to be consecutive.

Possession (Su): The witch can attempt to possess a living, sentient creature by making a successful melee touch attack while she is melded with her familiar, either using *familiar melding^{UM}* or the melding hex. If her touch attack succeeds, she attempts to possess the target as magic jar. If she is successful, the target's soul is forced into the familiar for storage. The witch can use this hex for a number of hours each day equal to her level. These hours don't need to be consecutive. Whether or not the target succeeds on its save against this hex, it cannot be the target of the possession hex again for 1 day. The witch must have the melding hex in order to select this hex.

Witch Patron

The following patron is available to all witches.

Reincarnation: 2nd–youthful appearance^{UM}, 4th–alter self, 6th–tongues, 8th–threefold aspect^{APG}, 10th–reincarnate, 12th–age resistance^{UM}, 14th–greater age resistance^{UM}, 16th–frightful aspect^{UC}, 18th–overwhelming presence^{UM}.

Rakshasa Ecology

The scourge of the Material Plane, rakshasa are a type of evil spirit that, similar to the samsaran, reincarnate over and over again into new bodies and powerful shapes. Born from the souls of manipulators, traitors, tyrants, and gluttons, rakshasa are obsessed with earthly pleasure and physically embody the nature of materialistic evil. Because of their decadence, mortals who are in danger of transforming into rakshasa are all but doomed to meet very violent and abrupt deaths, and when they do die, they swiftly reincarnate into a new mortal form, for such individuals crave worldly decadence with such gusto that they are unable to move past the Material Plane into the afterlife to be judged. Over a hundred lifetimes, the mortal's souls slowly becomes more bestial as it effectively moves backwards through the Soul Cycle; instead of experiencing a spiritual awakening, the soul becomes less spiritually aware. This transformation is reflected in each iteration of the mortal's body, as it becomes slightly more bestial with every rebirth. After its 100th death, the soul forever transforms into a rakshasa, typically as a lowly raktavarna but sometimes into a more powerful being, depending upon the rakshasa's level of decadent splendor. It then seeks to impregnate a mortal host, usurping the body of an unborn babe for its own use and quickly growing that body to its adult form, typically in little more than a decade. Able to live for over 500 years thanks to its supernatural maliciousness, when a rakshasa finally does die, its spirit simply leaves to seek a new host to be reborn into, continuing its cycle of vile reincarnation over and over again.

In order to maintain their strict system of debauchery, rakshasa employ a caste system that encompasses not just rakshasa, but all life throughout all planes of existence. This system has seven distinct castes, but most castes are reserved for rakshasa only; all other creatures are either novice rakshasa, traitors to the rakshasa, or food. A rakshasa's caste-based society has no room for the divine, and seeing as a rare few mortals often ascend to godhood, most rakshasa prefer to view themselves as divinity in their own right and only humor the presence of god-worshipers when their servants serve similar purposes to their own. Further supporting this ideology is the presence of the rakshasa immortals, rakshasa of such power and influence that they have ascended the rakshasa cycle of reincarnation and endure indefinitely. But even to their own, ascended kin, rakshasa pay no special homage to rakshasa immortals aside from what is due to them by virtue of their caste-based society.

Rakshasa loathe the material-spurning samsarans, and for the most part the feeling is mutual. Both races see the other as standing in stark contrast to the ideologies that each holds to be the most sacred; samsarans eschew materialistic experiences and possessions in favor of a more wholesome afterlife while rakshasa eschew the afterlife in pursuit of material pleasures and possessions. Despite this hatred, the samsarans' relative isolation makes contact with rakshasa rare, but when the two races meet there is often little time for pleasantries or seduction before fighting breaks loose.

New Spells

The following spells are common among samsarans, but any spellcaster capable of learning or casting them may do so.

Detect Shapechangers

School divination; Level inquisitor 1 Casting Time 1 standard action Component V, S, DF Range 60 ft. Area cone-shaped emanation Duration concentration, up to 10 min./level (D) Saving Throw none; Spell Resistance no

You can detect the aura that surrounds creatures with the shapechanger subtype or creatures under the effects of a polymorph spell or effect. The amount of information revealed depends on how long you study a particular area.

1st Round: Presence or absence of shapechanger auras.

2nd Round: Number of shapechanger auras in the area and the strength of the strongest aura present.

3rd Round: The strength and location of each shapechanger aura. If an aura is outside of your line of sight, then you discern its direction but not its exact location.

Aura Strength: The strength of a shapechanger aura is determined by the caster level of the polymorph effect.

Lingering Aura: A shapechanger aura created by a spell lingers after its original source is destroyed. If detect shapechangers is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power, as given on the table below. A shapechanger aura created by the change shape ability doesn't linger.

Strength	Lingering Aura Duration
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 x 10 minutes
Overwhelming	1d6 days
	Faint Moderate Strong

Each round, you can turn to detect shapechangers in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt block it.

Rebirth

School transmutation; Level druid 5, witch 6 Casting Time 10 minutes Component V, S, DF (oils worth 5,000 gp) Range touch Target living creature touched Duration instantaneous Saving Throw none, see text; Spell Resistance none

With this spell, you can alter the body of a living creature, cre-

Samsaran Spellcasting

Below is a quick summary of a typical samsaran spellcaster's opinions on each school of magic.

Abjuration: The best offense is often a good defense. Being prepared against surprises greatly weakens one's enemies.

Conjuration: From healing to harming, the ability to call in energy from beyond the Material Plane is vital to successful spellcasting. The versatility of this school is second to none.

Divination: Proper decision-making requires access to as much information as possible. As a result, this school of magic is invaluable. There is wisdom in the fact that none of the squabbling wizardry schools allows its students to forsake divination.

Enchantment: There are few greater sins then taking away one's ability to decide for one's self. Charm and compulsory magic is sinful by nature and should be forsaken when possible. **Evocation:** A bit tactless, yes, but effective nevertheless.

Illusion: The souls of the unawakened are easily fooled, both by material trappings and illusory ones. Unless viewed by the enlightened, magic wrought by this school might as well be real, making it extremely effective when properly employed.

Necromancy: There are some spells that make effective wards from this school, its true, but most necromantic magic torments the soul, and as a result it should be avoided.

Transmutation: Our corporeal shells are temporary anyway, there is little harm in changing it to suit one's needs.

ating a new, young Adult body for it. A subjection must be both conscious and willing in order for this spell to function and it automatically fails if magical or mundane means are employed to try and coerce it into being subjected to this spell; therefore, a subject that wants its body altered receives no saving throw.

When the spell is cast, the target can choose to alter its body in one or more of the following ways.

Age: The target becomes a Youth of its race instead of an Adult (see the young characters section of Chapter 3 in PATHEINDER ROLEPLAYING GAME: ULTIMATE CAMPAIGN). If the target isn't humanoid, it gains the young creature simple template instead.

Appearance: The target can change any aspect of its physical appearance, including hair color, eye color, skin color, body shape, and so on. Additionally, the target can either reroll its ability scores or redistribute its point-buy points, determined by the GM. *Rebirth* doesn't alter or remove ability score increases gained from character advancement or other sources.

Gender: The target switches its gender or becomes asexual.

Race: The target becomes a different creature of the same type. The target cannot use this spell to transform into a creature with more racial Hit Dice than it. Alternatively, the target can use this ability to reincarnate into any creature, as the spell, effectively dying and returning to life in its new body. When used in this manner, the resulting creature is always a character under the control of the GM. Regardless, the target gains all abilities associated with its new form, as *reincarnate*.

A *wish* or *miracle* spell can restore a rebirthed creature to its original form.

Samsaran Feats

Having lived hundreds of lifetimes, samsarans possess a wide array of tricks and techniques that even they aren't fully aware of. In combat, samsarans combine a myriad of different martial art styles or spellcasting disciplines together to form a display of prowess that few can match and fewer still can survive.

The following feats are common among samsaran characters, though any character may select one of these feats if she meets the feat's prerequisites. The following types of feats are presented in this section.

Combat Feats: Brawlers, fighters, gunslingers, swashbucklers, and warpriests can select combat feats as bonus feats. Members of other classes can take combat feats provided they meet the prerequisites.

Style Feats: Style feats allow a character to employ a unique fighting discipline against adversaries. Refer to *PATHFINDER ROLE-PLAYING GAME: ULTIMATE COMBAT* for rules regarding style feats.

Expanded Mystic Past Life

You have gleamed additional spell knowledge from your past lives.

Prerequisites: Mystic past life racial trait, samsaran.

Benefit: Select two spells from any spellcasting class that are of the same type (arcane or divine) as the spellcasting class that you added spells to using the mystic past life racial trait and add them to that class's spell list. These spells don't have to be spells that you can cast at your current spellcasting level.

Special: You can select this feat once at 1st level, and again at 5th, 9th, 13th, and 17th levels.

Expanded Shards of the Past

You have gleamed additional knowledge from your fragmented memories of your past lives.

Prerequisites: Shards of the past racial trait, samsaran.

Benefit: Select two skills. Both of these skills must use the same ability scores as one of the skills that you have selected with the shards of the past racial trait. The selected skills are added to your list of class skills and are treated as though you had selected them with the shards of the past racial trait for all purposes and effects, such as meeting feat prerequisites.

Improved Qinggong Flexibility

You can gain even more diverse, mystical powers when using martial flexibility.

Prerequisites: Qinggong Flexibility, martial flexibility class feature, base attack bonus +6 or higher (see text).

Benefit: You can select one *ki* power available to a qinggong monk of a level equal to your base attack bonus +2 that is not categorized as a monk ability (see the monk section of Chapter 1 in *PATHFINDER ROLEPLAYING GAME: ULTIMATE MAGIC*). You can use your martial flexibility class feature to activate the selected *ki* power

as though you were a qinggong monk with the selected *ki* power. To activate this *ki* power, you must expend a number of uses of martial flexibility equal to the *ki* power's *ki* point cost. If the *ki* power has no *ki* point cost, you may use it at will as long as you have at least one use of martial flexibility remaining.

Special: You can select this feat multiple times. Its effects don't stack. Each time you select this feat, you may choose an additional *ki* power available to a monk of a level equal to your base attack bonus +2 that is not categorized as a monk ability.

Lion Counterstrike (Combat, Style)

You leave no attack made against you unanswered for.

Prerequisites: Int 13, Combat Expertise, Improved Unarmed Strike, Lion Style, base attack bonus +5 or monk level 5th.

Benefit: Whenever an opponent makes a melee attack against you and misses, you can spend a use of an attack of opportunity in order to make a called shot against that opponent. While you are within Lion Style, reduce the penalty on attack rolls that you gain from using Combat Expertise by -2.

Lion Roar (Combat, Style)

You focus on defeating adversaries by destroying their bodies.

Prerequisites: Int 13, Combat Expertise, Improved Unarmed Strike, Lion Counterstrike, Lion Style, base attack bonus +7 or monk level 7th.

Benefit: Your critical threat range while making a called shot increases by 1 (this increase to critical threat range stacks with increases from the *keen* weapon special ability and similar effects). While you are within Lion Style and using Combat Expertise, you ignore Combat Expertise's attack roll penalty when confirming a critical hit with a called shot against a target and instead gain a bonus to confirm the critical hit equal to the dodge bonus provided by Combat Expertise.

Lion Style (Combat, Style)

You neutralize enemy attacks by breaking limbs and snapping off dangerous appendages.

Prerequisites: Int 13, Combat Expertise, Improved Unarmed Strike, base attack bonus +3 or monk level 3rd.

Benefit: You receive a +2 bonus on attack rolls when making a called shot. This benefit stacks with Improved Called Shot. While you are within this style, you can make a called shot against a target who provokes an attack of opportunity from

you instead of making a melee attack.

Normal: You can make one called shot per round as a full-round action.

Past Life Focus

You have studied the fleeting images of one of your past lives to the point where you have mastered a former skill.

Prerequisites: Shards of the past racial trait, samsaran.

Benefit: Select one skill that you have chosen to be a class skill with the shards of the past racial trait. You treat the selected skill as if you had a number of ranks in it equal to your character level. Because it is also a class skill, you receive the usual +3 bonus on skill checks with this skill for having ranks in it. If you have ranks in this skill already, you may retrain all of those skill ranks (as described in the retraining section of Chapter 3 in *PATHEINDER ROLEPLAYING GAME: ULTIMATE CAMPAIGN*) without spending any gp or time doing so.

Special: You can select this feat multiple times. Its effects don't stack. Each time you select it, choose a different skill to apply its benefits to.

Past Life Profession

You recall much of your training in one of your past lives' professions and take quickly to it in your current incarnation.

Prerequisites: Samsaran.

Benefit: Choose an additional favored class and gain either +1 hit point or +1 skill rank whenever you take a level in that class. If you choose a class in which you already have levels, the benefits of this feat are retroactive.

Qinggong Flexibility (Combat)

You are able to use your martial flexibility class feature to gain incredible, mystic powers.

Prerequisites: Martial flexibility class feature, base attack bonus +6.

Benefit: Select one *ki* power available to a 4th-level qinggong monk that is not categorized as a monk ability (see the monk section of Chapter 1 in *PATHFINDER ROLEPLAYING GAME: ULTI-MATE MAGIC*). You can use your martial flexibility class feature to activate the selected *ki* power as though you were a qinggong monk with the selected *ki* power. To activate this *ki* power, you must expend a number of uses of martial flexibility equal to the *ki* power's *ki* point cost. If the *ki* power has no *ki* point cost, you may use it at will as long as you have at least one use of martial flexibility remaining.

Spontaneous Flexibility

You are able to manipulate your spell knowledge to an extent.

Prerequisites: Expanded Arcana.

Benefit: Each day when you regain your spell slots, you may reselect all spells that you have added to your list of spells known from the Expanded Arcana feat. Once your choices have been made, they cannot be changed until the next time that you rest and regain your spell slots.

Favored Class Options

Samsarans can select from the following favored class options in addition to those presented in the *PATHFINDER ROLEPLAYING GAME: ADVANCED RACE GUIDE*.

Alchemist: Gain 1/6 of a new alchemist discovery.

Arcanist: Add one spell from the arcanist spell list to the arcanist's spellbook. The spell must be at least 1 spell level below the highest level the arcanist can cast.

Barbarian: Increase the barbarian's total number rage rounds per day by 1.

Bard: Add +1/2 to the bard's bardic knowledge bonus.

Bloodrager: Increase the bloodrager's total number of bloodrage rounds per day by 1.

Brawler: Gain +1/6 of a new bonus combat feat.

Cavalier: Add a $\pm 1/6$ to the bonus that the cavalier grants to an ally with a successful aid another action.

Cleric: Add +1/2 to damage when using positive energy against undead or using Alignment Channel to damage evil outsiders.

Druid: Add a +1/3 bonus on Diplomacy, Intimidate, and wild empathy checks to change a creature's attitude.

Fighter: Add +1/3 to the fighter's morale bonus from the bravery class feature.

Gunslinger: Gain 1/6 of a new bonus combat feat.

Hunter: Increase the number of minutes per day the hunter can use animal focus by 1/3.

Inquisitor: Select one domain power or inquisition power at 1st level that is normally usable a number of times per day equal to 3 + the inquisitor's Wisdom modifier. The inquisitor adds +1/2 to the number of uses per day.

Investigator: The investigator gains 1/6 of a new investigator talent.

Magus: Add +1/4 point to the magus's arcane pool.

Paladin: Add +1/4 to the number of times the paladin can use lay on hands.

Ranger: Gain 1/6 of a new bonus combat style feat.

Skald: Gain 1/6 of a new bardic masterpiece.

Shaman: Add one spell from the cleric spell list that isn't on the shaman spell list to the list of spells the shaman knows. The spell must be at least 1 level below the highest spell level the shaman can cast.

Slayer: The slayer gains 1/6 of a new slayer talent.

Sorcerer: Add +1/4 to the sorcerer's caster level when casting bloodline spells.

Summoner: Add +1/6 to the eidolon's Intelligence score. **Swashbuckler:** Gain a +1/4 dodge bonus to AC against attacks of opportunity.

Warpriest: Add +1/4 to the number of times the warpriest can use fervor.

Witch: Add one spell from the sorcerer/wizard spell list that isn't on the witch spell list (or her list of patron spells) to the witch's familiar. This spell must be at least one level below the highest spell level she can cast. If the witch ever replaces her familiar, the new familiar knows these bonus spells.

Samsaran Traits

Despite their many incarnations, each young samsaran is a new being in and of itself and each samsaran's unique cycle of reincarnation as well as her childhood events play a role in determining what skills she will possess as an adult. Young samsarans must make sense of their confusing personal history and learn to recommit themselves to traditions that they have held dear for hundreds of lifetimes. As adults, this temperence helps to make samsarans among the wisest mortals in the world.

The following race traits are available to samsaran characters. Traits are selected at 1st level in pairs and when combined, they roughly equate to a feat in power. Ask your GM how many traits your character may select (if any). The Additional Traits feat can be used to acquire more traits and if your GM allows you to select a drawback, you are entitled to an additional trait. A character cannot have more than one trait from a given list.

The following categories of traits are expanded upon her. For more information on traits, refer to *Pathfinder Roleplaying Game*: *Advanced Player's Guide*.

Race Traits: These traits are keyed to specific races or ethnicities. A character must be a member of the specified race or ethnicity in order to select a race trait. All of the race traits included her require the samsaran race.

Religion Traits: These traits are keyed into specific faiths. The traits presented here are associated with the philosophy of Samsarism, which is detailed on pages 14–15.

Drawbacks: A drawback is a special kind of trait that places a penalty on the character. In exchange, the character earns an extra trait. Refer to the drawbacks section of Chapter 1 in *PATH-FINDER ROLEPLAYING GAME: ULTIMATE CAMPAIGN* for more information on draw backs.

Race Traits

The following race traits are available to samsaran characters.

Child of the Mountains (Samsarans): Your people commonly live in isolation upon the world's highest peaks, and you have become physically accustomed to mountainous climates as a result. You gain a +2 trait bonus on Fortitude saving throws made against the effects of cold weather dangers and altitude sickness.

Heightened Shards (Samsaran): You have a better-than-usual connection to your past selves that results in increased proficiency with your former life's skills. You gain a +1 trait bonus on skill checks made with any skill that you have selected with your shards of the past racial trait. You must possess at least 1 rank in the skill in order to receive this benefit.

Flash of Memory (Samsaran): You gain brief flashes of insight from your past lives at a moment's notice. Three times per day after making an ability check, attack roll, initiative check, saving throw, or skill check, you may add a +1 trait bonus to your roll. You must use this ability before the result of your roll is revealed.

Keeper of a Thousand Tales (Samsaran): You recall many of the great epics of old from memory alone. You gain a +1 trait bonus on Knowledge (history) skill checks and Knowledge (history) is a class skill for you.

Martial Proficiency (Samsarans): Whether from personal training or a dream-like memory, you have better combat skill than most. You are treated as though your base attack bonus was one higher for the purpose of meeting feat and prestige class prerequisites.

Mental Sanctity (Samsarans): Countless hours meditating on the nature of enlightenment has rewarded you with formidable mental fortitude. You gain a +1 trait bonus on Will saving throws.

Trait from the Past (Samsaran): You have manifested a particular personality quirk that once belonged to one of your past selves, allowing you to possess multiple traits of a single type. Select any combat, faith, magic, region, or social trait that you don't already possess. This trait grants the same benefits as the selected trait. You cannot select the chosen trait again.

Religion Traits

The following religion traits are available to worshipers of Samsarism.

Eschew Materialism (Samsarism): You have sworn an oath to eschew all material trappings, a commitment that has strengthened your mental resolve. You gain a +2 trait bonus on saving throws against charms and compulsions.

Student of Enlightenment (Samsarism): You are a seeker of spiritual growth and enlightenment, which has broadened your horizons. Select two Knowledge skills. You gain a +1 trait bonus on skill checks made with the selected skills.

Drawback

The following drawback is available to samsaran characters.

Toxin Intolerance: Years spent in isolation refusing many of life's vices have left you susceptible to them. You take a -1 penalty on Fortitude saves against disease and poison as well as saving throws made to resist addiction. Additionally, any class feature, feat, magic item, or spell that would make you immune to poison, disease, or the sickened or nauseated condition only grants you a +4 bonus on saving throws against such effects instead. Finally, you become intoxicated after drinking a single alcoholic beverage, regardless of your Constitution score.

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