book of heroic Races advanced Samsarans





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Introduction

In your hands is the seventh in a series of releases that will ultimately become the **Book of Heroic Races**: **Advanced Compendium**. This book is being designed for those who want to play something beyond those races included in the *Pathfinder Core Rulebook* which encompass over 30 years' worth of thoroughly covered ground. It is for those who, like myself, were introduced to fantasy by something other than *The Hobbit* and *The Lord of the Rings*. With it, we hope to bring some exciting new elements to your game.

Advanced Samsarans is a book of quite a few firsts. For the principal author on this project, Kevin Morris, this is his first writing credit. Prior to writing this, Kevin has done an exceptional job of making sure every release in the *Book of Heroic Races Advanced* series is as polished as possible. That's right, he's been the editor on all six of the previous Advanced races and almost everything in the Book of Heroic Races Compendium, as well as many more of Jon Brazer Enterprises' titles. And now, he is stretching his wings and trying his hand at design. I am sure you will be as impressed with his first offering as I was.

Another milestone is that this is the first of the *Book of Heroic Races Advanced* series where we are choosing to change some of the established assumptions about a given race. We did this to make samsarans more accessible to a wider audience. The original race has a heavy Asian influence, but we felt that it would be harder for the race to feel at home in most campaign settings to portray that as an absolute. We did keep the core concepts of the race intact: reincarnation and seeking enlightenment. We also changed their eyes. Instead of solid white balls, a near-white iris keeps them from feeling alien while still making them different.

One last first: this is the first time that I worked with Sasha Hall. Sasha responded to my open call for more LGBTQ, female, and minority authors that I first posted in the introduction to *Advanced Changelings*. I felt that her perspective as a transgender writer would be important on this project. Steev, who has been JBE's programmer for some time, also describes himself as gender fluid. Together, these two authors helped to shape samsarans and give the race its distinct feel. Since the spirit of a samsaran can reincarnate in a body of a different gender from the previous life, it seems only a natural fit to encourage this style of play for those that want to explore a bigender role in a gaming environment. And again, I want to reiterate my open call for more minority, female, and LGBTQ authors. We at JBE understand that representation matters.

No matter your style, we hope you enjoy *Advanced Samsarans*. Be sure to check out the timeless warden druid archetype. It really captures the race's theme of life, death, and reincarnation. The chronomancer wizard archetype is without a doubt a unique character concept. It focuses on time from the perspective of someone who has, essentially, an infinite lifetime, when you take past and future lives into account.

Be sure to also check out the Memory Talent feat. Taking this feat strengthens the samsaran's connection to one of their past lives, allowing your character to gain the benefit of that past life's experiences. The *beneath the flesh* spell reveals what a creature's soul looks like, whether this is a different gender, race, or something else altogether different. Meanwhile, *commune with past lives* is a decidedly samsaran take on the *augury* spell.

Please let us know what you think of Advanced Samsarans. We are always interested in hearing about how you used this new race, or any of our other races in the **Book of Heroic Races: Advanced** series, in your own games. We hope you have fun with these rules—because even if you get a thousand lives, having fun is the key to making them happy.

Dale C. McCoy, Jr. President, Jon Brazer Enterprises August 2015

How to Use

This book presents a number of new options you can use to create samsaran characters for your game. However, your game master may choose to alter or disregard portions of this book, so it is best to ask him or her first before utilizing the options presented herein.

The classes and options presented here can be found in the following books:

Pathfinder Roleplaying Game Core Rulebook: barbarian, bard, cleric, druid, fighter, monk, paladin, ranger, rogue, sorcerer, wizard

Pathfinder Roleplaying Game: Advanced Players Guide (^{APG}**):** alchemist, antipaladin, cavalier, inquisitor, oracle, summoner, witch

Pathfinder Roleplaying Game: Ultimate Magic (^{UM}): magus

Pathfinder Roleplaying Game: Ultimate Combat (^{uc}): gunslinger, ninja, samurai

Pathfinder Roleplaying Game: Advanced Race Guide (ARG): no new classes

Pathfinder Roleplaying Game: Ultimate Equipment (^{UE}): no new classes

Pathfinder Roleplaying Game: Advanced Class Guide (^{ACG}**):** arcanist, bloodrager, brawler, hunter, investigator, shaman, skald, slayer, swashbuckler, warpriest

Dreamscarred Press' Ultimate Psionics (^{UP}**)**: aegis, cryptic, dread, marksman, psion, psychic warrior, soulknife, tactician, vitalist, wilder

Rogue Genius Games' Genius Guide to the Time Thief: time thief.

Rejuvenation and Reflection

Sendra woke with a start, her heart beating rapidly. The same dream again. Brushing the night's debris from her pearly eyes, she sat up slowly, crossing her legs and taking a deep breath. She laid her hands to rest against her knees and closed her eyes once more, focusing solely on the rising and falling of her breathing for several moments. A feeling of calm gently overtook the shivering left by the dream, and her heart settled into a more stable rhythm. She held her eyes closed for some time, savoring the solace of her morning ritual. Eventually, though, Sendra opened them, knowing that this life was more important than those before it, and rose to her feet.

Gathering the linens from the floor, she patiently folded and placed them on the end of the inn room's simple bed. Though she had yet to grow accustomed to the typical sleeping arrangements in the human village, Sendra was loathe to create more work for the staff, who had been kind to her ever since she arrived in the sleepy village. Once the bed was in order, she dressed in her unadorned acolyte's robe, the only possession she had retained from the monastery of her home village. As she washed and readied herself for the day, she could hear the bluebird chirping outside her window, signaling the time as he did every morning. She tied back her dark hair. Timmy would be awake soon, if he wasn't already. With a soft smile to herself, Sendra stepped from her room.

Quietly, Sendra climbed down the stairs to the inn's first floor, giving a nod of greeting to the innkeep and each of the workers, who were getting things ready for the day's business. As always, they smiled back, and one or two of them waved, a gesture that she returned awkwardly but earnestly. "Say 'hello' to Timothy, would you?" one of the serving girls asked as she swept.

Sendra nodded. "Of course, Amanda. I'm going to see him now."

Amanda smiled as she returned her attention to her work, and Sendra left the building. As she crossed the town, she exchanged pleasantries with the other townsfolk, thankful that they had welcomed her so completely into their community. In just the few months that she had lived among them, she had come to think of the place as a home away from home, and judging by the more tempestuous adventuring lives that made up the majority of her memories, she suspected her soul needed the tranquility the small village could provide, for this lifetime, at least.

But more importantly, she knew that Timmy needed her—she had centuries to find a little peace and quiet, after all, and the boy's time was limited to but one human lifetime. She knocked softly on the door to his home, and predictably, his doting mother answered, hot skillet in hand. "Oh, Sendra!" she beamed. "He's been asking for you. Breakfast?" She nodded to the sizzling eggs on the skillet. Sendra shook her head but smiled. "Just tea, as always, Myra. Timmy is in his room?"

Myra nodded and turned back to the wood stove, putting on the kettle. "Of course, of course. Go on then, I'll bring your tea when it's ready."

Pushing open the door to his room, Sendra found Timmy already upright in bed, anticipating her arrival. "Good morning, Timothy," she said with a warm, almost wry smile. "Amanda says 'hello."

"Timmy!" the slender boy yelled back defiantly, a cheeky smile of his own accenting his freckled but pale face.

"Yes, Timmy. How could I have forgotten yet again?" She chuckled. Coming around to the side of the bed, she leaned over, placing the back of her hand against his forehead, and then her palm. "The fever finally seems stable," she said quietly, more to herself than to the child. "Did you sleep well?" she asked, as she went about checking his general condition with practiced hands.

"Mm-hmm! No dreams this time." He frowned. "What about you, Miss Sendra? Did you sleep all right?"

She nodded. "Do not trouble yourself worrying about me. Now sit still." Brushing her fingertips across Timmy's forehead, Sendra closed her eyes, letting a small amount of magical energy flow through her fingers into the boy.

Timmy shivered, but a little color came to his face. "Blech! That always feels so *weird*!"

"Yes, yes, I know. But it will help you stay strong." She sat down in the simple chair at the head of the bed, laying her hands in her lap. "Now, remind me again where we left off yesterday evening."

His brow furrowed. "You were... it was the temple! The ruined temple. There was a... a..."

"A book," Sendra finished. "Tevril and I were looking for a special book in the temple. Now I remember." She smiled. "Shall I continue?"

Timmy clapped his hands once and nodded. "Yes!" With that, Sendra began once more to recount yet another of her adventures with the elven wizard Tevril, while the sickly but always cheerful Timmy listened intently.

Such was their daily routine. Several months ago, Sendra had arrived in the village, intending only to pass through on her way to a larger city, where she had hoped to offer her assistance tending to the ill and wounded. During her stay, however, she overheard talk of Timmy and his illness, which the villagers believed would be fatal. The next day, Sendra sought out the boy and his mother, offering her magic as a means by which to help the boy, as traveling doctors had been unsuccessful in treating him. With a donation of her crystal clear life's blood, Sendra restored some vitality to child, and with a touch, she imparted the nourishment he so often lacked from being unable to keep down food. She had stayed on for a few days, at first intending to continue with her journey, but it took very little time for Sendra to bond with the child. In those early days, as she stayed by his bedside, tending to his sickness, she told him tales from her past incarnations, hoping to ease his undoubtedly troubled mind. Timmy had accepted the fact of her many lives in a way that only a curious and innocent child could, and Sendra found the storytelling provided her with her own sense of peace, as she sorted through centuries of hazy memories to craft her tales. Before long, Sendra had resolved to stay and care for Timmy, convinced that she could see him through his illness.

Evening eventually fell as Sendra concluded the tale of Tevril and herself—in that life, a novice but determined warrior—emerging from the temple triumphantly bearing the sacred writings for Tevril's library. "And then what happened?" Timmy asked, pleading for her to continue.

The samsaran woman shook her head gently. "That will be a story for another day. It is quite late, and I do believe it is time for you to rest, Timothy." Sendra gave him the same wry smile as she rose from the chair, proceeding to prepare the boy's pillows and blankets and tucked him in. "I promise I will share more adventures tomorrow, as always."

Timmy nodded quietly and struggled against a yawn. Sendra quietly left the room and closed the door to find Myra waiting for her outside.

Timmy's mother looked up from the dining table with her normal concern. "How is he, Sendra?" she asked quietly, not wanting to wake her son.

With a smile, Sendra answered, "Quite well. Given enough time, I do think he will recover. There is plenty of life in him now, and more of it with every day that passes. Go on in and say good night. I can let myself out."

Rising, Myra embraced Sendra tightly. "Thank you. You're saving my boy's life, you know," she said, a knot in her voice.

Somewhat startled by the sudden display of emotion, Sendra lightly returned Myra's embrace. "Do not thank me. Timmy deserves a full life, and it is my pleasure to help him have one." Gently, she slipped from his mother's arms. "Thank you for the tea. I will return in the morning." Myra nodded and slipped into her son's room as Sendra left. Outside, a light breeze whistled through the town, and most of the townsfolk were already in their homes, finished with the day's work. She made her way back to the inn at a relaxed pace, her thoughts turning, as they often did, to Tevril. Ever since she had begun to tell Timmy of their time together, her haunting dreams of her friend's death, deep in the bowels of that abandoned castle, had returned. His death had been her first concrete memory of a past life, a memory that she had long suppressed through meditation, for it still filled her with grief and guilt in equal measure. She had long blamed herself and her then-clumsy hands,

unable to tend to his wounds well enough to get him to safety before he left this world.

Today, though, her memories of him were happy ones, filled with laughter and time spent scouring tomes in his dusty old library for hints of their next exploratory venture. Theirs had been a natural partnership, with Tevril determined to visit every last ancient, crumbling place she could remember from her lifetimes, and she just as determined to see to it that he made it out of those places alive. She had been unable to save him after that fateful cave-in deep within the castle's dungeons, and nightly in her dreams she relived their last moments together. But today, after seeing Timmy's smiling face as she relayed her tale, she remembered something else that she never slept long enough to see in her dreams: even in the end, Tevril had been smiling.

As she climbed the stairs to her room in the inn, Sendra's eyes watered, not with regret, as they often had before, but with the solace of relief. Through Timmy, it seemed she had found some measure of peace for her soul in this lifetime, at last.

Gently wiping the moisture from her eyes, she opened her door and stepped inside, closing it behind her. Knowing that tonight she would not dream, Sendra calmly laid out her linens on the floor and changed into her sleeping gown. Quietly, she sat down cross-legged on her makeshift sleeping mat, placing her hands at her knees the way she had at the day's dawning. Closing her eyes, she guided her breathing to a steady, meditative state, and relaxed.

Perhaps, she thought, when Timmy was older, she would take him to see the beautiful willow tree where she had laid Tevril to rest, and tell him of the things she and the wizard had discovered in that ancient castle.

Samsarans

Racial Traits

For a typical humanoid, the metaphorical book of her life is punctuated with a beginning, her birth, and an ending, her death. For a samsaran, however, birth and death are but the opening and closing paragraphs of individual chapters in life, each chapter its own lifetime. Each samsaran knows that her present life is but one of many incarnations. She has lived before as someone different, and will live again as someone new when her time in this life has ended. Across the ages of their many lives, samsarans strive to attain spiritual enlightenment so that their souls might make one final journey, after which they no longer reincarnate.

Physical Description: Ghostly and fragile, samsarans could be said to resemble living porcelain dolls. At first glance, they appear to be humans with dark hair, save for the pale blue tone of their skin, but they have one striking

feature that marks their separate heritage: their eyes, which are almost entirely white, with their pupils and irises being indistinct in color. From a distance, they sometimes seem not really to have eyes at all, but pearly orbs, ultimately giving their faces a countenance that humans find unnerving. Further marking their alien nature (to humans, anyway) is the crystal-clear color of their blood, which is known to have restorative properties. Otherwise, samsarans tend to resemble slender humans.

Society: Samsarans live quiet lives of reflection, favoring contemplation, study, and worship. Through meditation, they seek inner harmony in their lives-long journey, aiming to achieve ultimate enlightenment. Though other races known for their longevity, such as the elves, often outlive a single lifetime of a samsaran, over the ages, an individual samsaran's multiple lives taken together might outlast

Samsaran Racial Traits

Samsarans have the following racial traits.

+2 Intelligence, +2 Wisdom, -2 Constitution: Samsarans are insightful and strong-minded, but their bodies tend to be frail.

Humanoid: Samsarans are humanoids with the samsaran subtype.

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

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

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.

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.

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

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.

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. the lifespan of even the most ancient dragon. As such, samsarans long ago learned to distance themselves from the worldly pursuits that so often leave short-lived races to ambition and avarice. Though samsarans still make and seek goals as other races do, they take a long view toward attaining them, as they know that there will always be time enough to do so.

A samsaran remembers each past life as a human might remember a particularly potent—but still ephemeral dream: the details are never concrete, and what lessons might be gleaned from it are told in scattered whispers. A samsaran seeking a harmonious life does her best to recall and learn from these hazy memories, letting the accumulated wisdom of centuries or even millennia guide her toward enlightenment.



Alignment and Religion: Seeking harmony both within themselves and with those around them, samsarans tend to be lawful good. As is the case with humans, however, there are samsarans of all alignments. Chaotic samsarans sometimes see the quest for enlightenment as a set of oppressive shackles, instead choosing to live their lives as their conscience dictates, though even chaotic samsarans are normally good. Evil samsarans, though rare, have often become disenchanted with the endless cycle of births and deaths, abandoning enlightenment altogether. Samsarans tend to be pious, with most of them being devout worshippers even if they are not themselves priests. A growing number pay homage to a lesser deity of dreams and memories named Ethras, seeking through sacred rites to gain insight and wisdom from their past lives.

Names: Samsaran names are normally short, twosyllable affairs. Most samsarans take a new name each time they are reincarnated, generally choosing a male name if their new incarnation is male or a female one if they are female. However, those samsarans with a strong recollection of a past life of the opposite gender may instead take a name appropriate to that gender. Though samsarans do not generally take surnames, some use the name of a past life as a second name, perhaps as a reminder of their good deeds or even their past faults.

Female Names: Alisi, Grita, Panra, Qashing, Sendra *Male Names*: Dalrik, Ingyan, Tinar, Vakesh, Zonar

Traits

The following race traits are available for samsarans.

Flash of Memory: Occasionally, a memory becomes crystal clear to you in a moment of need. Once per day, you may reroll any Knowledge skill check with a +1 trait bonus. You must take the result of the second roll, even if it is worse than the first.

Pretender: Though perhaps not an enlightened behavior, you have learned to draw on your memories of past incarnations to fortify your attempts at deception. You gain a +1 trait bonus on Bluff and Disguise checks, and one of these skills (your choice) is always a class skill for you.

With Ages Come Wisdom: You have lived hundreds or even thousands of lifetimes, and your mind has sharpened accordingly. You gain a +1 trait bonus on Perception and Sense Motive checks, and one of these skills is always a class skill for you.

Alternate Racial Traits

Ancient Veteran: Some samsarans have a particularly concrete recollection of martial training from a past life. These samsarans receive Martial Weapon Proficiency as a bonus feat and gain a +2 racial bonus to their CMB on combat maneuvers made with the chosen weapon. This racial trait replaces shards of the past. **Commune with Path Lives**: Through meditation, some samsarans can glean information from their past lives. Samsarans with a Wisdom score of 12 or higher gain the following spell-like ability: 1/day—*augury*, *guidance*. The caster level for this is equal to the samsaran's level. This racial trait replaces samsaran magic.

Once an Outsider: Occasionally in the wanderings of their lives, samsarans live among another race, perhaps even for an entire lifetime. A samsaran with this racial trait may choose one race with the humanoid subtype, gaining that race's languages as bonus languages and Skill Focus as a bonus feat in a skill that is appropriate for that race (subject to the GM's discretion). Additionally, the samsaran receives a +1 racial bonus on Charisma-based checks made to interact with members of that race. This racial trait replaces shards of the past.

Outside of Time: Samsarans that have lived countless lives sometimes become slightly displaced from the normal flow of time. They become immune to magical aging effects, such as *sands of time* UM or a ghost's corrupting touch ability. Additionally, they receive a +2 racial bonus on Will saves made against the *slow* spell and other effects that duplicate it. Finally, when benefiting from any *haste* spells or similar effects, the caster level of the spell or effect is treated as 2 higher (but only for the samsaran—not for other creatures who may benefit from it). This racial trait replaces lifebound.

Splintered Mind: Sometimes, the memories of a samsaran's past lives can create an overwhelming mental cacophony. A samsaran with this racial trait gains a +2 racial bonus on all saving throws made to resist charm and compulsion effects, as well as effects that damage or drain mental ability scores. This racial trait replaces lifebound.

Ties to the Past: The abilities of a particular past life manifest more profoundly in the daily lives of some samsarans, allowing them to choose two favored classes. This racial trait replaces shards of the past.

Society and Lands

Aging and Death: All samsarans begin their succession of lifetimes as humans born to samsaran parents, but they are normally raised by humans or some other race. Samsaran-born children that live virtuous lives are then reincarnated after death as true samsarans. Typically, they begin a new incarnation as a child, old enough to talk and walk, but not so old that their personality and morals cannot be shaped into something new, granting them the opportunity to strive further toward enlightenment. At this stage of life, a samsaran's memories are present, but in youth, they are even harder to understand than they are for an adult samsaran. Most often, samsarans reincarnate near enough to an established samsaran community to be taken in and raised among them. Samsarans age more slowly than humans, reaching adulthood around their sixth decade and often living two hundred years, with the most ancient among them seeing just into their third century. As they age, samsarans normally learn to make some sense of the multitude of memories they possess from their past lives, often with guidance from a mentor, whether an elder, a religious figure, or someone else important to them. Endowed with this knowledge of their past lives, samsarans are well aware that they will live beyond the death that awaits them at the end of the present lifetime, and so they rarely fear death the way other races often do.

Clans and Families: Since samsarans give birth to human children, new samsaran children come into their communities whenever a samsaran is reincarnated. These children are normally raised by members of the community, who often take on the role of their adopted parents. A samsaran's memories are almost never concrete enough to remember her biological parents, but sometimes, a samsaran whose present life is only a "generation" or two removed from her first life as a human might have a stronger sense of her parentage, making them feel strangely familiar should she ever chance to meet them in her present life. Cases such as these are rare, however, since most human children born to samsarans are placed in the care of human couples long before they are old enough to form lasting bonds with their mother and father. Despite the lack of biological bonds tying samsaran families together, samsarans nearly always see their adopted children as their own, bonded not by blood but by the journey all samsarans make toward enlightenment.



Communities and Settlements: Samsarans normally form isolated communities nestled in the mountains, on the far edge of a great lake, or deep within a dense forest, so that they might live quiet lives apart from the more hectic natures of the other races. A simply constructed monastery or temple is most often the heart of a samsaran community, providing a place for the meditation and worship that is central to the ascetic lives of its citizens. The rest of a samsaran settlement is similarly simple, with dwellings designed primarily to provide shelter and little regard for structural beauty.

Samsaran communities are generally self-sufficient, with their members normally growing or hunting for their own food in the nearby land, and relying on nature's bounty for other supplies. Depending on their settlement's location, samsarans might engage in light trade with the nearest settlements of other races, offering modestly crafted trade goods in exchange for materials they cannot produce or harvest themselves.

Love and Mating: Though their lives of self-reflection do not lend them toward the impassioned pursuits of romance found among other races, samsarans are quite capable of forming bonds of love with others. Love between samsarans is often kindled on the basis of intellectual traits rather than physical ones, blossoming through long conversations on faith, philosophy, or other scholarly interests. When two samsarans have found love, they remain humble, never boasting about their mutual affection to others and rarely displaying even simple physical intimacy-such as holding hands-in public. Samsarans that mate typically do so for a single lifetime, knowing that the next one must be relatively free from ties to the past in order to further the quest for enlightenment. Particularly strong bonds of love between samsarans can span more than one lifetime in the form of more concrete recollections, but even so, samsarans almost never rekindle love with former partners once reincarnated.

Magic: As pious as most samsarans are, they naturally favor divine magic, with community spellcasters often being clerics or sometimes druids in more rural settlements. Though they do not shun arcane magic, samsarans are wary of the trappings of power found most especially in the arts of wizardry, believing that such paths can lead away from enlightenment.

Relations: Samsarans have interacted with many races over the centuries and possess different relations with each.

Aasimars: Samsaran-born children, being human, occasionally have remnants of planar ties, which are fostered from seeds most likely planted during one of their parents' past lives. Samsarans see such children as blessings, knowing that aasimars above all of their children stand the greatest chance at being reborn as a true samsaran in the next life. Samsarans naturally admire

Gender	Base Height	Base Weight Modifier		Multiplier
Male	5 ft. 4 in.	110 lbs.	110 lbs. +2d8	
Female	5 ft. 6 in.	110 lbs. +2d8		x5 lbs.
Adulthood	Table 2: R	andom Start	ing Age	Trained
Huuhhoou			+6d6	
60 years	+4d6	-	+606	+8d6
60 years	· · · · · ·	3: Aging Eff		+800
60 years Middle Age	· · · · · ·	3: Aging Effe		Houd Max Age

the devotion to goodness present in most aasimars, who respect their quest for harmony and enlightenment.

Dwarves: Those samsarans that live in mountain settlements might interact more with dwarves than others of their kind normally do. Though relations between the two races are never hostile, samsarans look poorly on the dwarven obsession with gems and precious metals, and dwarves find samsaran crafts and dwellings to be of shoddy construction. Even when a dwarven clan is the nearest community, samsaran parents will never give their children to dwarves for adoption, not wanting them to live a life they believe would be centered on greed.

Humans: Because samsarans give birth to human children, they share a sort of kinship with humankind. Samsarans look kindly toward humans, knowing that, in entrusting their offspring to them, the future of their own race is in the hands of humans. Though they do not care for the darker elements of humankind, samsarans also understand that the quest for enlightenment would be meaningless without a capacity for free will. For their part, humans see samsarans as curious or strange, having no real frame of reference for their generation-spanning lives. Outside of that disconnect, however, human communities near samsaran settlements tend to view them favorably, knowing they will be peaceable neighbors. Those humans tasked with raising a samsaran-born human often see the child as a blessing, since samsaran parents tend to seek out those humans that have had difficulty bearing children of their own for such an important responsibility.

Tieflings: Just as samsaran-born children can be aasimars, so too can they very rarely be tieflings. Often, such births occur due to a tragic mistake made by one of the parents in a past life. Accordingly, when a tiefling is born to samsaran parents, the child is often raised within the community, rather than being placed among humans, both to allow the child the greatest chance at reincarnating as a samsaran and to give the parents some means by which to atone for the misdeeds of their pasts. As might be expected, samsarans view non-samsaran tieflings with suspicion, much as other goodly races do, but they also believe in second chances, since they themselves are afforded so many through their lifetimes. They are hesitant to judge those tieflings they meet, instead hoping that they can help even the most wicked among them find a new path.

Adventurers: Over the course of their many lives, most samsarans live at least once as an adventurer, drawn to explore the world in search of knowledge or to perform good deeds on their quest for enlightenment. Occasionally, they are drawn to places they once lived or to complete tasks from a former life, especially in the case of promises made in a past life that they could not fulfill.

Barbarian: Rarely, when a samsaran is left alone to navigate the confusion wrought by the conflicting memories of so many former lives, he may come to harbor a particularly tempestuous rage. Samsaran barbarians frequently draw power from spirit totems, relying not on a connection to the dead but to their own incarnations.

Monk: With many samsaran communities housing at least a small monastery, samsaran monks are common. They believe that by achieving physical perfection, they can more readily attain spiritual harmony.

Oracle: Cursed and yet guided by their recollections of past lives, samsaran oracles seek wisdom from their memories to a further degree than most other samsarans do. In accordance with their natural healing abilities and their contemplative lifestyles, samsaran oracles frequently study the mysteries of life or lore.

Rogue: Samsaran rogues are nearly always explorers, seeking knowledge of the past in ancient ruins. Rarely concerned with the value of material things, they instead favor the wealth of experience gained through adventure, believing that such things enrich the greater tapestry of their multiple incarnations.

Wizard: Though samsarans are often studious, true wizards are rare among them, for they fear the diversion

from enlightenment that the draw of arcane power can bring. Samsaran wizards are even more reclusive than their fellows, and they occasionally place their studies before enlightenment, finding the former far more rewarding in the present.

Racial Options

Racial Archetypes

Samsaran can make use of these archetypes.

Chronomancer

Though samsarans' lives of study do lend well to wizardry, they are understandably concerned that the power offered by arcane magic can lead one astray from enlightenment. Indeed, rarely, a samsaran wizard will become obsessed with the potential of arcane magic to explore his past lives and even, perhaps, those in his future. Though all wizards can potentially manipulate time, samsarans possess a unique talent for chronomancy because of their special brand of immortality.

Associated Class: wizard

Associated Race: samsaran

Modified Ability: arcane bond

Replaced Abilities: arcane school, bonus feats, Scribe Scroll

Chronomancy: Chronomancers do not specialize in one of the traditional schools of arcane magic, instead developing a range of abilities as they experiment with their ability to impact the flow of time. At 1st level, a chronomancer must choose four opposition schools, representing the areas of study that he has forsaken in order to focus especially on chronomancy. A chronomancer who prepares spells from an opposition school must use two slots of that level to prepare the spell. Additionally, a chronomancer takes a –4 penalty on any skill checks made while crafting a magic item that has a spell from one of his opposition schools as a prerequisite.

At 1st level and again whenever a chronomancer gains access to a new level of spells, he may add one spell from the following list to his spellbook: 1st—*expeditious retreat, memory lapse* ^{APG}, *youthful appearance* ^{UM}; 2nd—*gentle repose, hold person, share memory* ^{UM}; 3rd—*haste, sands of time* ^{UM}, *slow*; 4th—*lesser age resistance* ^{UM}, *symbol of slowing* ^{UM}; 5th—*hold monster, permanency, rest eternal* ^{APG}, *threefold aspect* ^{APG}; 6th—*age resistance* ^{UM}, *legend lore*; 7th—*greater age resistance* ^{UM}, *temporary resurrection* ^{UM}, *vision*; 8th—*moment of prescience, temporal stasis*; 9th—*foresight, mass hold monster, time stop.* In the case of spells not normally on the wizard spell list, these spells are considered wizard spells for the chronomancer. Additionally, he may prepare spells from this list that are from his opposition schools normally, whether added to his spellbook through this class feature or some other means, and he is not penalized when crafting magic items that list these spells as prerequisites.

Arcane Bond: One of a chronomancer's first tasks is to infuse a small object with a fraction of his eternal life force in a fashion similar to the way most wizards form an arcane bond. The resulting item is commonly called a temporal trinket. The chosen trinket must be associated with time or history in some way, with the most common temporal trinkets being pocket watches or tomes of history. So long as the chronomancer lives, his temporal trinket exists partially removed from time, making it effectively indestructible. As an additional consequence, however, this prevents the chronomancer from enhancing his temporal trinket the way a wizard can normally enhance a bonded item.

The chronomancer can refer to his trinket to receive flashes of insight into past, present, and future, providing opportunities for both divination and prescience. While the trinket is in his possession, the chronomancer gains a +3 bonus on Knowledge (history) checks. At 6th level, the chronomancer can perform an *augury* once per day, using his level as his caster level. Beginning at 12th level, the chronomancer can also use his trinket to perform a *divination* once per day. Once the chronomancer reaches 18th level, he can consult his trinket to use *legend lore* once per day.

Temporal Mastery: At 1st level, a chronomancer gains Spell Mastery as a bonus feat. He may only choose spells from the list of spells detailed under chronomancy (above), but he may choose spells that he is not yet able to cast (whether because the spell is not in his spellbook or because he does not have access to spells of that level). Once the chronomancer gains the ability to cast a spell selected in this way, he may prepare it without referring to his spellbook, as per the feat.

Arcane Echoes (Su): Beginning at 5th level, the chronomancer can cause his spells to reverberate into the future. Once per day, when he casts a spell, he can use this ability to cause the spell's effect to occur again in a future round, up to a number of rounds in the future equal to his Intelligence modifier. The second occurrence of the spell has the same target or targets as the initial spellcasting and affects the same area. If the chosen spell allows a saving throw, targeted creatures receive a +2 bonus on their saving throws against it. At 15th level, the chronomancer can use this ability twice per day.

Accelerated Spellcasting (Su): Once per day, a chronomancer of 10th level can manipulate time for just long enough to allow him to cast a spell as though it were affected by the Quicken Spell metamagic feat (whether he has the feat himself or not) without modifying the spell's level. He can use this ability twice per day at 20th level. **Timeless Body (Ex):** At 15th level, a chronomancer no longer takes penalties to his ability scores for aging and cannot be magically aged. Any such penalties that he has already taken, however, remain in place. Age bonuses still accrue, and the chronomancer dies of old age when his time is up.

Archon of Time (Su): At 20th level, the chronomancer has become such a master of his art that he is free to act even in apparently stopped time. Once per day when a *time stop* spell or a similar effect is used within 100 feet of the chronomancer, he is free to act for each round of apparent time granted by the spell, operating under its effects as though he had cast the spell himself. Both the chronomancer and the caster of the original effect can perceive and act upon one another as normal while under the effects of the *time stop* effect.

Knight Eternal

The universal struggle between good and evil is endless. A rare few samsaran paladins are called to fight in this battle for countless lifetimes on the side of good. As have all samsarans, knights eternal have lived many lives, and in the war against evil, they are aided by the skills and tactics of the warriors they have been before.

Associated Class: paladin

Associated Race: samsaran

Replaced Abilities: smite evil, spellcasting, holy champion

Ancient Prescience (Su): In combat, the knight eternal receives flashes of insight as memories of battles fought during past lives rise to the fore of his consciousness. He receives a +1 insight bonus on attack rolls and damage rolls made against creatures with the evil subtype, evil-aligned dragons, and undead creatures. He also adds this bonus on Bluff, Knowledge, Perception, and Sense Motive checks against such creatures. At 5th level and every five levels thereafter, this insight bonus increases by +1 (+2 at 5th level, +3 at 10th level, and so on).

Shades of Battle (Ex): Through meditation, the knight eternal unlocks secrets of his warrior training from past lives. At 4th level, and at every third level thereafter, he gains a bonus feat from the list of combat feats. Once per day, by meditating for one hour, the knight eternal can draw forth new memories of his training at the cost of suppressing others. Doing so allows him to choose new combat feats in place of any feats he has gained with this class feature. He must still meet all prerequisites for his chosen feats.

Additionally, beginning at 4th level, the knight eternal may treat his fighter level for the purpose of qualifying for feats as his class level – 2.

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Eternal Champion (Su): At 20th level, the knight eternal becomes a beacon of righteousness. His DR increases to 10/evil, and he now adds the insight bonus from ancient prescience to his AC and saving throws against attacks, spells, or other effects from creatures with the evil subtype, evil-aligned dragons, and undead creatures. Whenever he scores a critical hit against such a creature, that creature takes an additional 6d6 points of damage. A Will save (DC 10 + 1/2 the knight eternal's level + his Charisma modifier) reduces this extra damage by half.

Timeless Warden

Some samsarans seek harmony not within themselves but with the world around them. These timeless wardens forgo the ultimate rewards that await beyond enlightenment, instead opting to preserve and protect the natural world as druids. While exploring their racial connection to life and death, timeless wardens become masters of their



reincarnations, and unlike other samsarans, they retain full memory of their past lives through regimens of meditation and spiritual reverie.

Associated Class: druid

Associated Race: samsaran

Replaced Abilities: nature sense, spontaneous casting, wild empathy, woodland stride, resist nature's lure, wild shape, venom immunity, a thousand faces, timeless body

Class Skills: A timeless warden does not gain Climb or Swim as class skills, but she adds Diplomacy, Disguise, Sense Motive, and Stealth to her list of class skills.

Spontaneous Domain Casting: A timeless warden can channel stored spell energy into domain spells that she has not prepared ahead of time. She can "lose" a prepared spell in order to cast any domain spell of the same level or lower.

Ancient Knowledge (Ex): Even young timeless wardens have a bounty of knowledge of the world around them, which they attribute to memories of past lives. A timeless warden adds 1/2 her class level (minimum +1) to all Knowledge skill checks, and may make all such checks untrained.

Nature Bond (Ex): A timeless warden may not choose an animal companion, and must choose a domain from the following domains not normally available to druids: Death, Healing, or Repose. Alternatively, the timeless warden can select one of the following subdomains ^{APG}: Ancestors, Restoration, Souls, or Undead.

Mysterious Stranger (Ex): Knowing that the secrets of reincarnation are jealously sought by those seeking immortality, the timeless warden strives to remain an enigma. Beginning at 2nd level, she adds 1/2 her class level to the DC of Diplomacy, Sense Motive, and Knowledge checks made to learn about her.

Channel Energy (Su): At 4th level, a timeless warden gains the ability to channel energy as a cleric, using her druid level as her effective cleric level. A good timeless warden channels positive energy, while an evil timeless warden channels negative energy. A neutral timeless warden must choose whether she channels positive or negative energy upon gaining this ability. Once this choice is made, it cannot be reversed. Any timeless warden can channel energy a number of times per day equal to 3 + her Charisma modifier. Though timeless wardens can take most feats that alter their channel energy ability, they cannot take the Alignment Channel feat or any feat that requires it as a prerequisite.

Malleable Soul (Ex): Once she reaches 4th level, a timeless warden has taken the first step toward true immortality. She can no longer be affected by *raise dead*, *resurrection*, or *true resurrection*, but when subject to a *reincarnate* spell or when reincarnated through some other way, such as her many lives ability (see below), she suffers no negative levels upon returning to life and may return as any race of her choice.

Many Lives (Ex): A timeless warden of 9th level has mastered her own death and attains a limited form of immortality, so that she might guard the world eternally. If she is ever killed, she may automatically *reincarnate* (as the spell) 1 day later. The timeless warden appears in a safe location within 1 mile of her 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 timeless warden is slain by a death effect.

Cyclical Mastery: At 13th level, a timeless warden can select another domain or subdomain from those available to her through her nature bond.

Beyond Time (Su): Beginning at 15th level, a timeless warden has gained mastery over her life force as she previously gained mastery over her death. She can change her apparent age and appearance at will, as if using the *threefold aspect* ^{APG} spell.

New Sorcerer Bloodline

Samsaran sorcerers may choose the following new bloodline.

Panacean

Most samsaran sorcerers draw their magic from contact with a source of power in a former incarnation, but your life-giving blood hums with primordial and restorative positive energy. You may or may not understand why you have been reincarnated this way, but you know for certain that such talents should not be wasted. This bloodline can only be taken by a samsaran.

Class Skill: Heal.

Bonus Spells: *cure light wounds* (3rd), *cure moderate wounds* (5th), *cure serious wounds* (7th), *cure critical wounds* (9th), *reincarnate* (11th), *stone to flesh* (13th), *heal* (15th), *regenerate* (17th), *resurrection* (19th).

Bonus Feats: Brew Potion, Empower Spell, Great Fortitude, Life's Blood ^{ARG}, Merciful Spell ^{APG}, Self-Sufficient, Skill Focus (Heal).

Bloodline Arcana: Whenever you cast a spell with a range of touch on an ally or other friendly creature, that creature is healed for a number of hit points equal to the spell's level.

Bloodline Powers: The whole of your incarnation exudes life-giving power, such that even your slightest touch is restorative, allowing you to offer balm and succor to the weak and wounded. *Nourishing Touch (Sp)*: You can invigorate with a mere touch. A targeted creature is infused with positive energy, receiving enough nourishment that they can go 24 hours without food or drink. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

Lay on Hands (Su): Beginning at 3rd level, you can lay on hands as a paladin of your level – 1.

Mercy (*Su*): At 9th level, and every three levels thereafter, you may select a mercy from those available to a paladin of your level - 6.

Lifemantle (Su): Beginning at 15th level, your body radiates restorative power, creating the impression of a shimmering mantle that trails behind you. Whenever a creature touches you, you may choose to expend a daily use of your lay on hands ability as an immediate action to heal that creature just as if you had touched it to lay on hands yourself. The creature also receives the benefits of any mercies you possess, as normal.

Font of Life (Su): At 20th level, positive energy surges through your body. You gain immunity to sneak attacks and critical hits. You gain a +4 bonus on saves against all death spells and magical death effects, and may make a save against such effects even when one is not normally allowed. Furthermore, you are immune to energy drain and any negative energy effects, including channeled negative energy.

Racial Feats

Many samsarans make use of the following feats.

Channel the Past

The knowledge gained in your past lives gives you a knack for skills in which you lack formal training.

Prerequisites: Int 13, samsaran.

Benefit: You may use any skill untrained. Once per day, you may gain a +2 racial bonus on any skill check.

Full Circle Reincarnation

You have greater control over reincarnation magic.

Prerequisites: Samsaran, ability to cast *reincarnate*.

Benefit: When casting *reincarnate*, you may choose to reincarnate the target as either a samsaran or its original race. In addition, if targeted by *reincarnate*, you can choose instead to treat the effect as a *resurrection* spell.

Greater Life's Blood

The lifegiving power of your blood is so strong that you can use it to save a creature from the brink of death.

Prerequisites: Cha 15, Life's Blood ARG, samsaran.

Benefit: As a full-round action, you may perform a greater bloodletting ritual, sacrificing your life's blood to revive another creature. When using this feat, you anoint the creature with much of your blood, healing them as the *breath of life* spell, using your character level as your caster level. Afterwards, you are reduced to -1 hit points. If you survive the ritual, you suffer the effects of 1 negative level that cannot be removed by any means, but it automatically goes away after 24 hours and never becomes permanent.

Memory Talent

You have retained some of your former adventuring talents in your new incarnation.

Prerequisites: Samsaran, see below.

Benefit: Choose one of the following broad areas of training below, representing skills that have stayed with you even in your new life. You must meet the listed ability score prerequisite for your chosen talent.

Mage: Prerequisite: Int or Cha 13. You gain a +2 racial bonus on Spellcraft checks and a +1 racial bonus on saving throws against illusion spells and effects.

Priest: Prerequisite: Wis or Cha 13. You gain a +2 racial bonus on Knowledge (religion) checks and a +1 racial bonus on saving throws against enchantment spells and effects.

Scoundrel: Prerequisite: Dex or Int 13. You gain a +1 racial bonus on damage rolls made when your target is denied their Dexterity bonus to AC or when flanking your opponent.

Warrior: Prerequisite: Str or Dex 13. You gain a +1 racial bonus to your CMB and CMD. When using improvised weapons, you reduce the penalty on attack rolls to -2.

Special: You can take this feat more than once. Its effects do not stack. Each time you take this feat, you may select a new memory talent.

Restorative Channel

You can infuse divine energy with your natural restorative power to ameliorate ability damage.

Prerequisites: Cha 13, channel positive energy class feature, ability to cast *lesser restoration*, samsaran.

Benefit: Instead of its normal effect, you can choose to have your ability to channel energy heal ability damage instead of healing normal damage. You must make this choice each time you channel energy. Your channel heals 1 point of ability damage or ability drain to a score of your choice for every 3d6 points of damage your channel would normally heal.

Strength of Past Lives

You can draw on reservoirs of strength once held in your past lives to aid you in your current life. **Prerequisites**: Samsaran, at least two spell-like abilities usable a limited number of times per day.

Benefit: Once per day, you may use a spell-like ability without expending a use of that ability.

Religion

Deity

Samsarans are common worshippers of the following deity.

ETHRAS, THE DREAMER

N god of dreams, memories, and hidden things **Priests** clerics, cryptic, oracles, psions, warpriests, wizards **Domains** Knowledge, Psionics ^{UP}, Travel, Trickery **Subdomains** Exploration, Memory, Thought, Vision **Mysteries** Dreams, Lore, Time **Inquisitions** Fate, Illumination, Truth **Favored Weapon** quarterstaff

FAITH

Sacred Animal owl; Symbol crystalline opera mask Sacred Texts Methods of Recollection, The Pilgrimage of the Dreamer

In dreams, there is always meaning, though it is often buried beneath layers of fog and metaphor. Ethras presides over the haziest aspects of the mind, including dreams, memories, and subconscious desire. Through lucid dreaming, meditation, and self-reflection, followers of Ethras seek meaning and purpose in both their own dreams and those of others. Many, too, are scholars of history, seeking to uncover secrets long hidden. His priests tend to live cloistered lives of contemplation, and they are often sought for advice regarding the messages and omens to be found in dreams. Those priests that take to adventure most often do so for the sake of exploration, delving into ancient ruins or other oft-forgotten places in search of new knowledge.

Both the night and sleep are considered sacred to the faithful of Ethras, necessary as they are to the act of dreaming. His priests and scriptures teach that important decisions should always be made after a restful sleep, for one's dreams can offer new insight into the situation. His followers call on their patron in times of need, finding themselves hidden from danger by the obscuring shadows of the evening, as if they were ephemeral dreams themselves. Prayers to Ethras also frequently seek clarity in times of uncertainty. He is said also to watch over outcasts, travelers, and vagabonds in their journeys.

Samsarans troubled by their thousandfold memories often worship Ethras, believing that the god's blessings and teachings can help them to divine wisdom from their past lives. Some devote to him at least one lifetime as a priest, exploring both their inner selves and the world around them as one stage in their path to enlightenment.

Ethras is rarely depicted directly in religious iconography, instead being represented in sacred artworks symbolically, most often through the use of a crystalline opera mask.

Priest Options

Priests of Ethras can make use of the following new class options.

New Mystery: Dreams

Class Skills: An oracle with the dreams mystery adds Disguise, Knowledge (arcana), and Perception to her list of class skills.

Bonus Spells: *sleep* (2nd), *augury* (4th), *major image* (6th), *hallucinatory terrain* (8th), *nightmare* (10th), *cloak of dreams* ^{APG} (12th), *sequester* (14th), *scintillating pattern* (16th), *shades* (18th).

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

Control Dreams (Sp): Once per night while you sleep, you can explore your dreams in such a way that you gain guidance upon waking. At 1st level, this guidance manifests as an *augury* spell with 90% effectiveness. At 5th level, it takes the form of a *divination* with 90% effectiveness. At 8th level, the guidance instead manifests as a *commune* with no material component required.

Disenchanted (Ex): Your sojourns in the world of dreams have made you less susceptible to magic that tries to influence your mind. You gain a +2 insight bonus on saves against charm and compulsion spells and effects. At 7th level, this bonus also applies against patterns and phantasms. At 11th level, the bonus increases to +4.

Dreamer's Sight (Ex): Through mastering the interpretation of your own dreams, you learn to find hidden details in the waking world as well. You gain a +1 inherent bonus to Wisdom upon taking this revelation and another at every third oracle level gained thereafter. You must be at least 7th level to select this revelation.

Table 4: Deities

Deity	AL	Area of Concern	Domains	Mysteries	Favored Weapon
Ethras	N	dreams, memo <mark>ries,</mark> hidden things	Knowledge, Psionics ^{UP} , Travel, Trickery	Dreams, Lore, Time	quarterstaff

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Dream Guide (Su): You gain a dream-like companion that guides you both in dreams and the waking world. After a full night's rest in which you befriend the companion in your dreams, you gain a familiar, as per a wizard's arcane bond, using your oracle level as your effective wizard level to determine the familiar's abilities. If your dream guide dies, you can gain a new one as a wizard can gain a new familiar, but you must sleep and dream for hours instead of performing the ritual normally used to replace a familiar.

Many Forms (Su): As a standard action, you can assume the form of a Small or Medium humanoid, as the *alter self* spell. At 7th level, you can assume the form of a Small or Medium animal, as beast shape I. At 11th level, you can assume the form of a Small or Medium magical beast, as *beast shape III*. At 15th level, you can assume a variety of forms, as *greater polymorph*. You can use this ability for 1 minute per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-minute increments. You must be at least 3rd level to select this revelation.

Meandering Dreams (Sp): While you sleep, you can travel through the dreams of others to cover great distances. While sleeping, you are aware of all sleeping humanoids within 1,000 feet. So long as you remain asleep yourself, you can travel to the dreams of any sleeping humanoid within that range. When you enter someone else's dreams in this way, you become newly aware of dreamers within 1,000 feet of that humanoid. Upon waking, you materialize somewhere within 100 feet of the humanoid whose dreams you last occupied. You may move between dreams a number of times per eight hour rest period equal to your oracle level, but you may not materialize until you have gotten a full night's rest. You must be at least 7th level to select this revelation.

Reverie (Ex): You can enter a dreamlike reverie, blocking out visual and auditory stimuli as you search for new perspectives in the realm of dreams. This reverie lasts 1d6 rounds, during which time you can only take move actions. During this period, you gain a bonus equal to your level on all saves against sonic effects and gaze attacks. When you come out of your reverie, you may make a single Wisdombased skill check with a +20 circumstance bonus. You may enter your reverie a number of times per day equal to your Charisma modifier.

Shroud of Dreams (Su): You can conjure an obscuring shroud of shifting, dreamlike colors that grants you a +4 armor bonus and a +2 circumstance bonus on Disguise checks. At 7th level, and every four levels thereafter, these bonuses increase by +2. You can use this cloak for 1 hour per day per oracle level. The duration does not need to be consecutive, but it must be spent in 1-hour increments.

Touch of Slumber (Su): As a standard action, you can perform a melee touch attack that deals 1d6 points of nonlethal damage + 1 point for every 2 oracle levels you



possess. You can use touch of slumber a number of times per day equal to 3 + your Charisma modifier. At 11th level, any weapon that you wield is treated as a *merciful* weapon.

Visionary (Ex): Your regular periods of meditation and dreaming fuel your knowledge of the world. You may use your Wisdom modifier instead of your Intelligence modifier on all Knowledge skill checks.

Final Revelation: Upon reaching 20th level, the dream world and the waking world seem as one to you, and you can easily discern the real and the unreal. You become immune to charm and compulsion effects and see the world as though you are under the effects of a permanent *true seeing* spell.

New Subdomain: Vision

Associated Domain: Knowledge

Replacement Power: The following granted power replaces the lore keeper power of the Knowledge domain. *Momentary Vision (Sp)*: You can touch a creature, imparting a brief but compelling vision that influences the target's actions momentarily. Upon a successful touch attack, you impart a *command* to the creature (as the spell). A creature affected by a *momentary vision* cannot be targeted again by this ability for 24 hours. You may use this ability a number of times per day equal to 3 + your Wisdom modifier.

Replacement Domain Spells: 1st—*identify*; 2nd—*suggestion*.

Racial Magic

Many samsarans use these spells, as well as others that learn them.

Another Year Older

School divination; **Level** alchemist/investigator 3, arcanist/sorcerer/wizard 3, bard/skald 3, druid/hunter 3,

shaman 3, summoner 3, witch 3

Casting Time 1 round

Components V, S

Range personal

Target you

Duration 1 minute/level

You channel the lifetimes you or your ancestors have lived and harness the wisdom that comes with old age. You gain a +4 enhancement bonus to Intelligence and Wisdom. Spellcasters that rely on Intelligence or Wisdom to cast spells affected by this spell do not gain any additional bonus spells for the increases abilities. This spell does not grant extra skill ranks.

BENEATH THE **F**LESH

School transmutation (polymorph); Level alchemist/ investigator 1, arcanist/sorcerer/wizard 1, bard/skald 1, cleric/oracle/warpriest 1, inquisitor 1, paladin 1, shaman 1, witch 1

Casting Time 1 round Components V, S Range touch Target humanoid touched Duration 1 hour/level Saving Throw Will negates (harmless); Spell

Resistance no

The touched humanoid's features alter, revealing what is in the creature's soul. A humanoid that brings wanton death and destruction might appear more gaunt, almost skeletal, while an honest person that fights for peace and justice would become brighter, almost shining, taking on an angelic appearance. The target may switch genders or take on the physical characteristics of a different race, without changing size, racial abilities or the target's racial subtype. The eyes, being the windows to the soul, do not alter. This spell also gives the target a +4 enhancement bonus to Diplomacy or Intimidate checks for the duration of the spell, chosen by the target at the time of casting.

Opportunity of the Soul

School transmutation; Level druid/hunter 3, shaman 3 Casting Time 10 minutes

Components V, S, M (an alum crystal worth 2,000 gp) **Target** dead creature touched

Duration instantaneous

Saving Throw none; **Spell Resistance** yes (harmless) The targeted dead creature is instantly *reincarnated* (as the spell) as a samsaran and gains 4 permanent negative levels. If that many negative levels would kill the reincarnated creature, then the creature takes 4 points of Constitution drain instead. If this would reduce the creature's Con to o or less, the creature cannot be reincarnated. The spell instantly fails if the caster is not a samsaran, or if the spirit of the dead creature is not willing to return as a samsaran.

PAST-LIFE RESURGENCE

School divination; **Level** alchemist/investigator 2, bard/ skald 2, cleric/oracle/warpriest 2, druid/hunter 2, shaman 2, witch 2

Casting Time 1 standard action

Components V, S,

Range touch

Target creature touched

Duration 10 minutes/level

Saving Throw Will (harmless); **Spell Resistance** yes (harmless)

You allow the target to call upon the knowledge of a past life for a brief period of time. They gain a +4 insight bonus to all Knowledge and Profession checks for the duration of the spell.

SPEAK WITH PAST LIVES

School divination; **Level** arcanist/sorcerer/wizard 3, cleric/oracle/warpriest 3

Casting Time 10 minutes

Components V,S,F (a relic from a previous life)

Target self

Duration 24 hours

The caster communes with his past lives, gaining a general sense of how his activities will go (as an *augury* spell) in the next 24 hours.

In addition, for the duration of the spell, the caster gains a +2 competence bonus on all Knowledge skill checks and can make such checks untrained. He may also apply a +10 competence bonus to any single skill check during the spell's duration, but doing so automatically ends the spell.

Racial Magic Items

BLADE OF FINAL RELEASE

Aura moderate transmutation; **CL** 7th **Slot** —; **Price** 8,302 gp; **Weight** 1 lb.

DESCRIPTION

This simple +*1 dagger* is unadorned, leaving it unremarkable to the eye, but the magic within it harbors a dark secret. Once per day, when a *blade of final release* is used to kill a creature, you can attempt to sever the creature's connection to eternity. The target is granted a Will save (DC 14) just before dying to resist the effect. If the save fails, the creature cannot be reincarnated by any means, including the *reincarnate* spell or some method for self-reincarnation (such as that possessed by samsarans or reincarnated druids ^{APG}). The creature can still be affected by *raise dead* and similar magic that restore life. These blades are rarely made and employed, but they are favored by timeless wardens as a way to police members of their informal circle who have lost sight of the natural world.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *reincarnate*; Cost 4,302 gp

MANUAL OF THE PERFECT LIFE

Aura strong transmutation; CL 17th Slot —; Price 24,000 gp; Weight 5 lbs.

DESCRIPTION

This thick tome contains instructions for living a perfect and pure life. Tied to these words is a powerful magical effect. If anyone reads this book, which takes a total of 24 hours over a minimum of 3 days, he gains a permanent +2 bonus to all saves vs. enchantments. In addition, the reader is targeted by an *atonement* spell, and then his alignment



shifts one step closer to lawful good (along the good-evil axis unless the character is already good). Once the book is read, the magic disappears from the pages and it becomes a normal book.

CONSTRUCTION

Requirements Craft Wondrous Item, *atonement*; **Cost** 12,000 gp

MEMORY CAPSULE

Aura faint divination; CL 3rd Slot -; Price 300 gp; Weight -

DESCRIPTION

Mixtures of ensorcelled herbs packed into edible capsules made from hallucinogenic plants, *memory capsules* allow samsarans and other reincarnated beings to gain insight drawn from their past lives. After ingesting a *memory capsule*, you fall into a trance for one minute, after which you have a hunch regarding a particular action, as though you had cast an *augury*.

CONSTRUCTION

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Requirements Craft Wondrous Item, *augury*; **Cost** 150 gp

In Your Campaign

Samsarans make a fitting addition to ancient campaign worlds that have seen many epochs, for their own lives can stretch back to a setting's very inception. Samsarans can harbor snippets of knowledge lost to even long-lived races such as the elves or remember the birth of a terrifying great wyrm. In your campaign, consider introducing samsarans when the adventurers are dealing with an ancient artifact or ruins ravaged by time. A samsaran elder or scholar could impart information to the adventurers by recounting memories of a past life in which he interacted with the artifact or explored those same ruins. Of course, since the samsaran's memories will be incomplete, the adventurers may find surprises waiting for them if they rely too heavily on his council.

Samsaran communities, isolated as they are, can make excellent endpoints for a pilgrimage for adventurers seeking *atonement* or enlightenment, perhaps culminating in a spiritual conversation with a samsaran monk or priest. If you favor a long trek up one of your campaign world's highest peaks, you could introduce a newly-reincarnated but displaced samsaran who begs the adventurers to aid her in returning to her village. Along the way, the adventurers can learn about samsaran lives and culture and of course be valiant heroes as they protect the young NPC from the dangers of the wild. Naturally, any campaign that focuses heavily on the circle of life can benefit greatly from the inclusion of samsaran adventurers. If you wish to bring these themes into the fore of the campaign, you could have a lost brotherhood of timeless wardens approach the adventurers and enlist their aid in stopping one of their own that has gone mad, abandoning his role as nature's guardian and becoming a lich. More generally, samsarans can provide reflection and wisdom for the adventurers as they seek to triumph over death and regain a lost friend through *resurrection* or similar magic. On the other hand, a samsaran druid could *reincarnate* a less-than-righteous player character, in the hope that the PC will live a more harmonious life in a new form.

As a player, you can explore many themes with a samsaran character. A samsaran's effective age might leave you feeling out of place in the present age, with strangely vivid memories of a past life causing everything around you to seem new and wondrous. Samsarans, of course, make excellent sages and historians, so they can make for interesting clerics with the Knowledge domain or oracles with the Lore mystery. A samsaran bard might recall songs or poems of lost ages or attribute her bardic knowledge to her past lives.

The samsaran race makes an excellent choice for a character with whom you intend to seek enlightenment. Samsaran monks naturally seek physical and mental harmony on the path to enlightenment, and their natural inclination toward piety means that samsaran clerics are common, especially those with the cloistered cleric ^{UM} archetype. Of course, just as you can embrace the samsaran quest for enlightenment, so too can you abandon it. A character torn by a succession of particularly memorable lost loves and friendships might become tired of their endless lifetimes and seek either to live the most harmonious life, hoping to be released from the cycle, or give in to more traditional adventuring motives, such as greed or fame, out of a longing for new comforts or experiences.

To really focus on the theme of self-reflection, consider playing a samsaran whose present incarnation is their very first life as a true samsaran. Having lived only one past life, the samsaran way might be entirely alien to you, leading you to seek guidance from other samsarans or instead lead a life of adventure, emboldened by your newfound brand of immortality. Perhaps you remember your human life quite well, since it was so recent, and you struggle to reconcile fundamental differences between the person you once were and the person you are now. You could find yourself in a body of the opposite gender while still strongly embodying the soul of your previous life or find that your past life has many misdeeds for which you now feel compelled to atone.

NPCs

CR 1/2

Sendra

XP 200

Female samsaran sorcerer 1 LG Medium humanoid (samsaran) Init +1; Senses low-light vision; Perception +7

Defenses

AC 11, touch 11, flat-footed 10 (+1 Dex) hp 8 (1d6+2); +2 on Con checks to stabilize Fort +1, Ref +1, Will +3; +2 vs. death, negative energy effects, or to remove negative levels Defensive Abilities lifebound

 OFFENSE

 Speed 30 ft.

 Melee dagger -1 (1d4-1/19-20)

 Ranged light crossbow +1 (1d8/19-20)

 Samsaran Spell-Like Abilities (CL 1st; concentration +3)

 1/day-comprehend languages, deathwatch, stabilize

 Bloodline Spell-Like Abilities (CL 1st; concentration +3)

 5/day-nourishing touch

 Sorcerer Spells Known (CL 1st; concentration +3)

 1st (4/day)-identify, mage armor (DC 13)

 0 (at will)-detect magic, light, prestidigitation, resistance

 Bloodline panacean

STATISTICS

Str 8, Dex 13, Con 12, Int 14, Wis 12, Cha 15
Base Atk +0; CMB -1; CMD 10
Feats Eschew Materials, Life's Blood ^{ARG}
Skills Heal +5, Knowledge (arcana) +6, Perception +7, Stealth +7; Racial Modifiers +2 Perception, +2 Stealth
Languages Common, Draconic, Giant, Samsaran
SQ bloodline arcana (touch spells can heal for 1 hp/spell level), samsaran magic, shards of the past (Perception,

Stealth)

Combat Gear *potions of cure light wounds* (2), *scroll of grease, scroll of mage armor, scroll of protection from evil,* tanglefoot bag; **Other Gear** daggers (2), light crossbow with 10 bolts, healer's kit, 100 gp

CR 4

VAKESH

XP 1,200

Male samsaran monk 5

LN Medium humanoid (samsaran)

Init +5; Senses low-light vision; Perception +9

Defenses

AC 15, touch 15, flat-footed 13 (+1 Dex, +1 dodge, +1 monk, +2 Wis)

hp 36 (5d8+10); +2 on Con checks to stabilize

Fort +6 (+2 to remove negative levels), **Ref** +6, **Will** +7; +2 vs. death, negative energy effects

Defensive Abilities evasion, lifebound; Immune disease

OFFENSE

Speed 40 ft.

Melee unarmed strike +6 (1d8+3) or unarmed strike flurry of blows +6/+6 (1d8+3)

Ranged mwk handaxe +5 (1d6+3/x3)

Special Attacks flurry of blows, stunning fist (5/day, DC 14)

Samsaran Spell-Like Abilities (CL 5th; concentration +4)

1/day-comprehend languages, deathwatch, stabilize

STATISTICS

Str 16, Dex 13, Con 12, Int 12, Wis 14, Cha 8

Base Atk +3; CMB +8; CMD 22

Feats Channel the Past, Combat Reflexes, Dodge, Improved Initiative, Improved Unarmed Strike, Memory Talent (Mage), Stunning Fist

Skills Acrobatics +9, Knowledge (arcana, planes) +11, Perception +10, Stealth +9; **Racial Modifiers** +2 Knowledge (arcana, planes)

Languages Common, Ignan, Samsaran

- **SQ** fast movement, high jump, *ki* pool (4 points, magic), maneuver training, purity of body, samsaran magic, slow fall 20 ft., shards of the past (Knowledge [arcana, planes])
- **Combat Gear** potions of mage armor (3), potion of cure moderate wounds; **Other Gear** mwk handaxes (4), cloak

of resistance +1, 776 gp

DALRIK THE MAD

CR 14

XP 38,400

Male samsaran lich druid (timeless warden) 13 NE Medium undead (augmented humanoid, samsaran) **Init** +1; **Senses** darkvision 60 ft., low-light vision;

Perception +29

Aura fear (60-ft. radius, DC 19)

DEFENSES

AC 25, touch 12, flat-footed 24 (+1 deflection, +1 Dex, +5 armor, +2 shield, +6 natural)

hp 114 (13d8+52)

Fort +11, **Ref** +5, **Will** +14

Defensive Abilities channel resistance +4, rejuvenation; **DR** 15/bludgeoning and magic; **Immune** cold, electricity, undead traits

Offense

Speed 30 ft.

Melee *blade of final release* +10 (1d4+1/19–20) or touch (1d8+6 plus paralyzing touch)

Special Attacks channel negative energy 5/day (DC 19, 7d6), paralyzing touch (DC 19), *speak with dead* 13/day

Samsaran Spell-Like Abilities (CL 13th; concentration +19)

1/day—comprehend languages, deathwatch, stabilize Domain Spell-Like Abilities (CL 13th; concentration +17)

6/day-bleeding touch, gentle rest

Druid Spells Prepared (CL 13th; concentration +17)

7th—destruction ^D (DC 23), summon nature's ally VII 6th—antilife shell, call lightning storm (DC 22), create

undead ^D, summon nature's ally VI

5th—baleful polymorph (DC 21), insect plague, slay living ^D (DC 20), summon nature's ally V, unhallow

4th—blight (DC 20), death ward ^D, dispel magic, ice storm, giant vermin, summon nature's ally IV

3rd—animate dead ^D, call lightning (DC 19), contagion (DC 19), poison (DC 19), sleet storm, summon nature's ally III

2nd—death knell ^D (DC 18), fog cloud, gust of wind, spider climb, summon nature's ally II, summon swarm, warp wood

1st—cause fear ^D (DC 17), entangle (DC 17), faerie fire, hide from animals, obscuring mist, pass without trace, summon nature's ally I

o (at will)—detect magic, detect poison, know direction, resistance

D Domain spell; **Domains** Death, Repose (Ancestors subdomain)

STATISTICS

18

Str 10, **Dex** 12, **Con** –, **Int** 18, **Wis** 22, **Cha** 17 **Base Atk** +9; **CMB** +9; **CMD** 20

Feats Augment Summoning, Combat Casting, Command Undead, Craft Wondrous Item, Natural Spell, Spell Focus (conjuration), Toughness

Skills Bluff +21, Intimidate +21, Knowledge (nature) +26, Knowledge (religion) +26, Perception +30, Sense Motive +30, Spellcraft +20, Stealth +25; **Racial Modifiers** +2 Bluff, +2 Intimidate; +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Common, Druidic, Infernal, Samsaran, Tengu

SQ ancient knowledge +6, death's embrace, malleable soul, many lives, mysterious stranger +6, nature bond (Death [Repose]), rejuvenation, samsaran magic, shards of the past (Bluff, Intimidate), trackless step, woodland stride

Combat Gear potion of inflict serious wounds, scroll of control weather, wand of entangle (50 charges); Other Gear +1 darkwood buckler, +2 studded leather armor, amulet of natural armor +1, blade of final release, boots of elvenkind, headband of alluring charisma +2, ring of protection +1

book of heroic Races compendium



JON BRAZER

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