

REMARKABLE RACES[®]

SUBMERGED

the Sisiutl



PATHFINDER[®]
ROLEPLAYING GAME COMPATIBLE



REMARKABLE RACES SUBMERGED

THE SISIUTL (AQUATIC TADDOL)

A New Player Character Race for use with the Pathfinder® Roleplaying Game and the Cerulean Seas Campaign Setting®

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Remarkable Races Submerged:



The Sisiutl

On the subject of ancient species, one would be remiss without at least mentioning the Sisiutl, though this race harbors none of the wisdom that comes from antiquity, nor have they been particularly influential or involved in worldly affairs in any deliberate, non-selfish way. When the zef first encountered this species, it was during the strange eons that we were known as the zas. In these primordial times, the sisiutl were an extremely curious and active species. As far as we know, they were the first to discover arcane magic.

However, their mastery of the art has been surpassed several times by much younger species such as the dragons and the elves. They were little more than very clever fish tinkering with the fabric of reality, and they have only come perhaps a few centuries beyond that, despite being one of the oldest surviving intelligent species of our world.

They are remembered mostly because the zah had to intervene on several occasions, as the sisiutl were quite prone to causing catastrophes involving dimensional rifts and time disturbances. In one such disruption, their original form was lost to our reality, replaced with a mish-mosh of futuristic racial features and two heads. The sisiutl seemed pleased with their transformation regardless. Perhaps it was for the best, however, as two heads did turn out to be better than one. Aside from the debacle with the humans in the arctic several thousand years later, the zah and our later incarnations heard very little from the sisiutls afterwards, good or bad.

We lost contact with the sisiutl after the cataclysm that began our incarnation as the zil. We assumed the sisiutl were wiped out until they reappeared shortly after the dawn of humankind. It turns out that the sisiutl, having adopted a particularly dormant way of life, had built for themselves a city buried deep in the arctic ice, and spent most of their existence hibernating. While an ingenious way to weather the ages, it does little to make them active members of the world. Sure, they stir from time to time to absorb the knowledge and trinkets of seemingly random points in time, but they miss much more than they observe.

In any case, when they last surfaced scores of thousands of years ago, it did not go particularly well for them. Of course, they were very curious as to what the new races had come up with. The

humans did have a developed magical system at the time, namely divine magic derived from various deities and other spiritual forces. The sisiutl, who never had gods of their own, and who could only emulate divine healing through a crude manipulation of necromantic auras were very curious of how this worked.

Unfortunately the primitive species they were dealing with took the casual dissection of their most cherished beliefs to be heresy. This escalated over the years until the humans amassed an army to march against the sisiutl. However, before anything could come of the conflict, the sisiutl again slithered under the ice and disappeared for thousands of years.

Not all bad came of it; however, we cannot entirely rule out that the fierce inquisitiveness of the sisiutl had not significantly influenced a small tribe of feykith that would eventually become the agloolik. Also, the sisiutl did manage to pick up a few tricks from their interactions with the humans, as we have observed monks, shamans, and kahunas among their modern ranks, which are shockingly new additions (in sisiutl terms anyway.)

When the zef arose in this incarnation after the Great Flood, we fully expected the sisiutl to be right there with us, roused from their hibernation and full of wonder about the curious happenings. But we did not see the first wandering sisiutl until centuries after this. About 30 years ago, when our associates in Isinblare informed us of a very strange and powerful "new aquatic race" that just appeared out of nowhere (they were quite concerned it was a transdimensional invasion!), we knew the sisiutl had returned.

Emissaries were sent, and were surprised to learn that the sisiutl elders, though oddly maimed and barely "alive" in the conventional sense were some of the same individuals that the zas had dealt with in eons passed. They acted as if only a few decades had gone by; their memories unblemished by the passage of countless ages. It almost makes me sad that our two species did not interact more. What a marvelous opportunity to preserve the past for posterity! Too bad it is wasted on a race that mostly sleeps.

—From the Chronicles of the Zef, Volume XCXP, Archive# 727549.

PHYSICAL DESCRIPTION: The sisiutl is best summed up as an abstract amalgamation of dragon, fish, and humanoid. It is best to start with the sisiutl's torso, which is actually a large, humanoid head that is 3 to 4 feet long. While the head does sport a rather large nose and human-looking mouth, its other features are taken up with parts that are atypical for a humanoid face. From where its ears would be is instead a pair of muscular humanoid arms. In the place of a neck, a fish-like body and tail can be found. Finally, two long, serpent-like necks sprout from the sisiutl's eye sockets, each terminating in crested, dragon-like heads.

Over-all the sisiutl is on the larger side of Medium-sized, averaging around 7 feet long. They have blue-grey skin fading into rust-red hues closer to their fish tails. The red coloration fades as a sisiutl advances in age, becoming ice-blue or snow-white when they reach a venerable age. Males are slightly larger than females (on average) and can grow facial hair on their chins (both on their dragon heads and on their torso-face). The color of this hair matches the coloration of their tails. Sisiutl do not typically wear clothes, but do like jewelry, armor, and other wearables made of metal, especially auranite.

Each dragon-head seems to have its own voice and personality, thus making the sisiutl effectively two beings in one body. The central head, however, seems devoid of individual thought, and speaks with the voice of both heads in perfect unison. Consequently, the central mouth seldom speaks unless both heads are in total agreement and remain silent while the central mouth is speaking. All three heads can take in food, and the sisiutl prefers fresh meat to most other delicacies.

ECOLOGY & SOCIETY: To say that sisiutls live life slowly is a vast understatement. Although they enjoy a lifespan similar in longevity to sea elves, even this is expanded through a

cultural practice known as "icing." Sisiutls frequently enter a cryogenic state in which they spend decades, or even centuries, completely suspended in time, in which they do not age (or do much of anything). Because of this practice, it would not be uncommon to meet a rather young-appearing sisiutl that was born millennia ago.

When not hibernating in this manner, sisiutl enter a frenzy of activity, including study of magical arts, martial training and exercise, and even courtship. Courtship, in sisiutl society, is a brief yet intense affair, after which a single gold egg often results. Afterwards, the female usually goes into "icing" until the egg hatches about 3 decades later.

Most sisiutl are born and live their entire lives within a single subglacial city known to them as Adlivun. This mysterious metropolis, located in Feldorheim, is often embedded under several miles of glacial ice, and has the power to move through this ice, albeit slowly.

Adlivun is ruled by a council of 8-13 active elders known as Winalagilis, which is both a term that refers to them both collectively and individually. Winagalis are untold eons old and barely recognizable as living beings let alone sisiutl. These ice-encapsulated heads rule Adlivun with an iron-fist and harbor magic unlike anything else known in the sea. While seemingly benevolent, with the best interest of their species as their primary concern, their will is frequently unfathomable, and their plans often span too many centuries for even other sisiutls to grasp. While most sisiutls follow the Winalagilis unquestionably, there have been rebellions in which Winalagilis were slain. When this happens, the remaining Winalagilis "dig up" and revive a new slumbering elder to take the place of the deceased. It is uncertain how many hibernating Winalagilis exists, how old these elders actually are, or what happens when they run out of elders to exhume. The only thing for certain is that both the city of Adlivun and the culture of the Sisiutl have always depended on their existence.

Occasionally, the Winalagalis will encourage hundreds of Sisiutl to eschew their periodic icing to venture out of the city and explore the seas. These sisiutl visit each new age with the vigor of a crazed tourist. They hungrily acquire every new gadget, souvenir, and token that they find of interest to eventually bring back to show their friends and family back in Adlivun. These adventuring sisiutl are especially interested in new magic and technology, full of curiosity of how each new wonder works and how to create it for themselves.

RELATIONS TO OTHER RACES: While most races of Isinblare, especially the crystolix, initially viewed the sisiutl as naïve intruders that were easily exploited, this demeanor quickly evaporated when they realized the sisiutl were actually diabolically clever, unnervingly self-centered, and quite formable opponents. Now, most races vie for an alliance with the sisiutls. The sisiutls use this to their advantage, though have yet to form any concrete alliance with any particular side, and are unlikely to do so.

ALIGNMENT & RELIGION: Sisiutls can be any alignment, though have a strong loyalty to their own race, Adlivun, and to the Winalagalis. This will often come across as bigotry and selfishness to other races, though this is fairly standard for Isinblare. While each head does have its own mind and personality, they rarely have opposing alignments, as such would render the whole useless due to constant bickering and arguing.

While sisiutls recognize no known gods, many derive divine magic from the worship of elemental, spiritual, or natural forces.

ADVENTURERS: Sisiutls love magic, and as much of 50% of their population are spell casters of some sort. Multiclassing is common among the sisiutl, a practice which allows both heads to indulge in their favored interests. Martial training is also important to the sisiutls, as they regard the act of honing physical prowess in combat as good exercise for both the mind and the body.

MALE NAMES: Adan & Ardan, Berro & Berrin, Carick & Darick, Eldin & Ertin, Gondal & Thal, Ian & Eltrin, Lucan & Lucas, Rolen & Theren

FEMALE NAMES: Adrie & Sadie, Birel & Biren, Chaedi & Chaeda, Dala & Dasa, Emmi & Enni, Fralas & Frelas, Keyla & Freyas, Mialen & Maylen, Shala & Shela



Sisiutl Racial Traits

+2 Strength, +2 Intelligence, -2 Charisma: Sisiutls are very strong and exceptionally bright. While very talkative and even good at mediating between quarrelling parties, they still have trouble relating to other races. Consequentially, they often seem rude, blunt, and unsympathetic.

Racial Buoyancy: -160, **Depth Tolerance:** 5,000 ft.

Medium Size: Sisiutls have no bonuses or penalties due to size.

Normal Swim Speed: Sisiutls have a base swim speed of 30 feet.

Bite Attack: A sisiutl has two natural bite attacks that inflict 1d4 points of damage each. These are primary attacks or secondary attacks if the sisiutl is wielding a weapon.

Gills: Sisiutls can breathe underwater indefinitely through gills in their necks.

Advanced Seawalker: Sisiutls move slowly on land. They do so at a movement rate of 10 feet.

Darkvision: Sisiutls can see perfectly in the dark up to 60 feet.

Aberration: Sisiutls are treated as aberrations for the purposes of all spells and effects.

Immortal Spark: Sisiutls gain a +2 bonus on knowledge (history) checks and saving throws against death effects and gain the following spell-like ability: **1/day**—*lesser age resistance*.

Magically Mutable: Sisiutls are affected by transmutation spells as if the caster were one level higher. This includes spells that they cast on themselves, as well as spells cast by enemies.

Two and a Half Heads: Sisiutls gain a +5 bonus to Perception skill checks. For magic items, the sisiutl has the same slots as a single merfolk character with twice the number of head and neck slots. A vorpal weapon can lop the head off of a sisiutl on a roll of 19 or 20, provided that the attack is also a critical hit. Losing one head is still fatal for a sisiutl. Sisiutls share effects regardless of which head is targeted.

Two-Weapon Fighting: At 1st level, the sisiutl gains Two-Weapon Fighting as a bonus feat, regardless of whether or not he meets the prerequisite. Additionally, a sisiutl qualifies to take Improved Two-Weapon Fighting and Greater Two-Weapon Fighting without meeting the Dexterity prerequisite, though he must qualify in all other ways to take these feats.

Languages: Sisiutl begin play speaking Ancient and Common. Sisiutls with high Intelligence scores can choose from any language available to the core races.

Sisiutl Vital Statistics

RANDOM STARTING AGE

	Barbarian, Rogue, Sorcerer	Siren, Fighter, Paladin, Mariner	Cleric, Kahuna, Monk, Wizard
Adulthood			
120 years	+4d6	+6d6	+10d6

RANDOM HEIGHT AND WEIGHT

Gender	Base Height	Modifier
Male	6 ft. 6 in.	+1d12 inches
Female	5 ft. 8 in.	+2d6 inches

AGING EFFECTS

Middle Age	Old	Venerable	Max Age
200 years	300 yrs	400 years	None*

*Sisiutl do not die from old age, instead remaining in a venerable state. Many of this age category seek (and often obtain) magical means to regain their youth.



Dantsikw

Granted to sisiutl on a case-by-case basis by the Winalagilis (sisiutl elders), the dantsikw appears as an ornately carved wooden paddle staff. It can be used as a paddle staff (CERULEAN SEAS CAMPAIGN SETTING) with no particular advantage, though a rare few dantsikw are also enchanted weapons. When examined with divination magic, the dantsikw will exude an aura of strong transmutation magic, thus revealing its true nature.

Dantsikw are only granted to sisiutl who the Winalagilis deem worthy. It is a crime punishable by banishment for a sisiutl to use a dantsikw without permission.

In the hands of a sisiutl, the dantsikw grants that sisiutl the following ability:

***Ice Stride (Su):** Once per day, for up to ten minutes per character level, a sisiutl holding a dantsikw may pass through any body of ice as if it was water. Its passage leaves no trace or track and the sisiutl can occupy a body of ice large enough to hold its form. One willing creature touched by the sisiutl when this ability is activated may be granted the ice stride ability for the same duration. When the duration expires, those using the ice stride ability that are still within the ice gain the Entombed condition.*

Racial Feats

The following feats are available to a sisiutl character who meets the prerequisites.

FOUR EYES, FOUR EARS

It is very difficult to blind or deafen you.

Prerequisite: Sisiutl.

Benefit: You can roll twice for a saving throw versus a blindness or deafness effect and take the best result.

ICE IN THE BLOOD

Extreme cold heals you faster.

Prerequisite: Sisiutl, Old Icer feat.

Benefit: You gain fast healing 2 for 1 round anytime you take cold damage (whether or not this

cold damage gets through your cold resistance). You can heal up to 2 hit points per level per day with this ability, after which it ceases to function.

INNATE TWO-WEAPON FIGHTING

Each head can control a melee attack independently, eliminating penalties for attacking with a light weapon in each hand.

Prerequisite: Sisiutl, Two-Weapon Fighting, Dex 15.

Benefit: You do not take a penalty on attack rolls for fighting with two light weapons.

OLD ICER

Some sisiutl who have been “icing” for prolonged periods of time often begin to develop resistance to extremely cold temperatures.

Prerequisite: Sisiutl.

Benefit: You gain cold resistance 5.

Special: You can take the feat multiple times, gaining an additional cold resistance of 5 each time, to a maximum of cold resistance 20.

REFLEX OF TWO

Both heads may respond to impending danger.

Prerequisite: Sisiutl.

Benefit: Once per day, you can roll twice for a Reflex save and take the best result.

TWINCAST SPELL (METAMAGIC)

You can cast two spells at once.

Prerequisite: Sisiutl.

Benefit: You can cast two spells at the same time, and they go off at the same time. The cast time for both spells to go off is equal to the longest casting time of either spell.

Each twincast spell uses up a spell slot two levels higher than the spell's actual level. Twincast Spells can be prepared separately and then matched on the spot. You can only cast a twincast spell with another twincast spell, however.

WILL OF TWO

Both heads may attempt to resist mental attacks.

Prerequisite: Sisiutl.

Benefit: Once per day, you can roll twice for a Will save and take the best result.

Adlivun

Adlivun is perhaps the oldest city on the planet. It was built sometime after the first great cataclysm of the zas, and before the rise of dragons. Most agree that it was built by the Winalagilis, or the sisiutl who would eventually become the Winalagilis. As their concept of time is nonconventional, one may never be able to pinpoint the exact age of the city. While it has always been located in Feldorheim (the arctic ice shelf), its exact location continues to move at the will of the Winalagilis.

The city is built within a horizontal, lozenge-shaped subglacial saltwater lake, roughly 4,500 feet tall at its highest point and nearly 2 miles wide. Artificial channels, made to look like natural cracks in the ice refract light from the surface into the city during the summer, though these are closed in the winter. While too narrow and treacherous for even Small-sized creatures to traverse, these channels do occasionally let in wildlife including fish, crabs, and squids that the sisiutl will hunt for food. The light the channels let in is also minimal, so aside from magical light sources, the city is, at best, illuminated in a murky twilight.

The outskirts of the central metropolis is comprised mostly of gigantic icicles and ice spikes, some of which have been hollowed out for dwelling outside the immediate city. These ice-huts are often used for “old icers” who prefer to hibernate for much longer periods of time than the average (which is usually 3-5 decades).

Adlivun has huge, pueblo-style buildings that sprawl from both the bottom and the top of the lake with them meeting in a rough cylinder in the center that is approximately 1,000 feet in diameter. The city is built from glacial ice, ever-ice, and magically conjured materials. These square structures have many windows and doors. Interiors have little organization and comprise a labyrinth of rooms and halls that twist and turn in all directions (including up and down). The larger chambers are usually occupied by libraries, schools, and museums full of random (and mostly uncatalogued) items from random periods in history.

The largest hall, however, is a vertical chamber that runs through the center of Adlivun known as “the breathing chamber.” In the breathing chamber, air bubbles are magically created at the bottom of the chamber, and destroyed at the top. This aeration provides sufficient oxygenation for the entire city. Many sisiutl relax and converse here, as it is viewed as a sort of spa.

The breathing chamber is not the only permanent magical feature of Adlivun, however. The entire subglacial lake itself is surrounded in a magical force field that not only dissipates heat and tectonic disturbances from outside, but also has strong anti-magic and anti-psionic properties. This force field not only disrupts divination magic from entering or exiting the lake, but it also prevents outsiders from teleporting in. Likewise, extraplanar gates will not function within the lake either, and even astral and ethereal travel is magically prohibited.

Through means not entirely understood by its denizens, the city of Adlivun and the lake that contains it are in constant, albeit slow, motion. The location moves on average 1 foot per day, with a top speed of 100 feet per day. While slow, the city’s constant motion can relocate it several miles in the span of one year. It can also move up or down in the ice shelf, though it usually remains 200-500 feet from either the surface or open sea. The size and shape of the subglacial lake can change as well, though this usually happens at an even slower pace, measured in centuries. All of this movement is directed by will the Winalagilis located in the Chamber of Elders.

The Chamber of Elders is an isolated hall somewhere within the city with no windows or entrances. It is accessible only with the aid of a dantsikw or magic such as *passwall*. It is usually about 20 feet in diameter and contains at least 8 Winalagilis at all times. While the Winalagilis do accept visitors, they are extremely difficult to speak to. A full sentence can take hours, as they tend to draw out their speech which is interspersed with long, uncomfortable pauses. Their tendency to keep their responses vague can be both a blessing and a curse. While on one hand, it certainly cuts down on the time it takes to communicate with the Winalagilis, but it also makes glean any useful information from them seem futile. Despite this, sisiutls will visit them often, even if they are the ones doing most of the talking.

There is a lot of debate on whether the Winalagilis can still actually be considered sisiutls, let alone alive. Aside from being incased in a sphere of solid ever-ice, they are horribly maimed. They are missing their distinctive draconic heads and necks, their fish-like tails, and even their arms. Their wounds and torso-mouths are crudely sewn shut with sinew. They look more like large, disembodied heads sheathed in ice than anything resembling a sisiutl. This is something that has not gone unnoticed in sisiutl society, and the Winalagilis’s unwillingness or inability to explain their strange condition has led to several unsuccessful rebellions in sisiutl history.

Aside from the 8-13 Winalagilis, the population of Adlivun is roughly 40,000 sisiutl pairs, although it seems much less populated. At any given time, 75-90 percent of the entire population is hibernating. These "icings" (as they prefer to call it) can last decades, centuries, or even dozens of centuries at the will of both the individual and requests by the Winalagilis. The practice of "icing" is both magical and biological, as though the sisiutl can enter hibernation like many animals, it is often unnaturally prolonged with the aid of life-sustaining magic. This strange cultural practice can make such a large city seem almost like a ghost town at times. However, this also means that a city this large can exist on relatively little resources, including oxygen and food.

Life within the city is rather slow-paced and timeless. Day and night not only do not exist here, they are completely unmarked. Instead time is measured by the moon, whose tidal effects can still be felt within Adlivun. When not icing, sisiutls do sleep the typical eight hours (characteristic to many sentient species), though their wake cycle can vary from a few hours to several days. These habits tend to continue even after a sisiutl leaves their city.

Though each sisiutl pair has their own habits and practices, most have a routine that involves a healthy regimen of both intense exercise (usually in the form

of martial training) and immersive study (usually arcane arts). This wakeful period is passionate and action packed, though usually only lasts 5-10 years before the sisiutl pair elects to go back into icing.

Occasionally, a sisiutl, either by the direction of a Winalagilis or by individual choice, will elect to leave the city and learn about the world above. As a result of their lifestyle, even a particularly adventurous sisiutl can discover new worlds amid their own several times over. While they meet the outside world with voracious wonder, they never forget their home or their own particular mission.

Non-sisiutl visitors to Adlivun are admitted passage on a case-by-case basis, and only in small numbers. Requests for invitations take at least a year to process, and most are denied unless the reason involves some sort of great benefit to sisiutl society.

Within the last three decades sisiutls have been venturing forth from Adlivun in record numbers and staying for abnormally long times. This sort of activity has not been seen from the sisiutl in thousands of years. While the unfathomable will of the Winalagilis is likely behind this incursion, it does not stop other races from speculating more nefarious reasons. Rumors of invasion, omens of apocalypse, and even that either the city of Adlivun or the Winalagilis are dying circulate throughout the seas.

Prestige Class: The Soulcatcher

"Break the laws of magic? Son, who do you think made those laws?"

The soulcatcher uses a variety of primordial magic that both capitalizes on their unique physiology and the ancient roots of necromancy magic. Before there were divine healers, the soulcatchers filled that role, borrowing spiritual energy from one creature to give to another. Despite eons of obsolescence outside of sisiutl culture, the soulcatchers remain viable in the heart of Adlivun, and provide a race with predominately arcane magic the ability to use healing magic.

Role: Soulcatchers are both healers and powerful spell casters, and can fill the role of both at higher levels.

Alignment: Soulcatchers can be of any alignment, though most avoid evil, as they are expected to be trusted healers.

Hit Die: d6.

REQUIREMENTS

To qualify to become a soulcatcher, a character must fulfill all of the following criteria.

Race: Sisiutl.

Skills: Knowledge (planes) 5 ranks, Spellcraft 5 ranks.

Feats: Twincast Spell

CLASS SKILLS

The soulcatcher's class skills (and the key ability for each skill) are Bluff (Cha), Diplomacy (Cha), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (planes) (Int), Sense Motive (Wis), and Spellcraft (Int).

Skill Ranks at Each Level: 2 + Int modifier.

CLASS FEATURES

All of the following are class features of the soulcatcher prestige class.

Weapon and Armor Proficiency: Soulcatchers are proficient with all simple weapons and light armor.

Simulcast (Su): By essentially casting the same spell twice at the same time using the same power source, the soulcatcher can force his opponents to make two saves versus spells cast by himself, taking the lowest roll as the result.

Energy Drain (Sp): At 2nd level, a soulcatcher gains the energy drain ability. By making a melee touch attack as a standard action, he bestows one negative level on the target (two levels on a critical hit). The soulcatcher gains 5 temporary hit points for each negative level he bestows on an opponent. These temporary hit points last for a maximum of 1 hour. The DC to remove this negative level is 10 + the soulcatcher's class level + his spellcaster ability modifier. At 6th level, this touch attack bestows two negative levels (four on a critical hit).

Soul Pool (Su): Also at 2nd level, a soulcatcher gains a pool of soul points, stolen life energy he can use to recover his spells or heal others. The number of soul points in the pool begins at 0 and only increases when the soulcatcher uses her energy drain ability on a suitable target. A soulcatcher gains 1 soul point for each negative level bestowed by her energy drain, but only if the target's Hit Dice is equal to or greater than the soulcatcher's total character level. The maximum number of soul points a soulcatcher can have in his pool is equal to 1/2 his class level plus his spellcasting ability modifier; any points above this are wasted. Note that soul points are fragments of souls and do not prevent a slain creature from being raised.

In addition to fueling healing magic granted in later levels, the soulcatcher can, as a full-round action, expend soul points equal to twice the spell level of a cast spell or used spell slot in order to regain that spell or slot as if it had not been cast (similar to using a pearl of power, except it also works for spontaneous casters).

TABLE: THE SOULCATCHER

Level	BAB	Fort Save	Ref Save	Will Save	Special	Spells Per Day
1 st	+0	+0	+0	+1	Simulcast	–
2 nd	+1	+1	+1	+1	Soul drain, soul pool	+1 level of existing class
3 rd	+1	+1	+1	+2	Souls of Ice	+1 level of existing class
4 th	+2	+1	+1	+2	Soul Healer	+1 level of existing class
5 th	+2	+2	+2	+3	–	+1 level of existing class
6 th	+3	+2	+2	+3	Soul drain (2 levels)	–
7 th	+3	+2	+2	+4	Spirit Healer	+1 level of existing class
8 th	+4	+3	+3	+4	Souls of the Iceberg	+1 level of existing class
9 th	+4	+3	+3	+5	–	+1 level of existing class
10 th	+5	+3	+3	+5	Immortal Soul	+1 level of existing class

A soulcatcher may also channel soul points into another living creature (or themselves) by touch as standard action, thus healing 1d3 points per soul point expended. This is a crude use of raw soul energy, and is generally only used as a last resort.

Souls of Ice (Sp): At 3rd level, once per day, a soulcatcher can summon 1d3 Medium-sized Ice elementals, which serve him for 1 minute per soulcatcher class level. This ability otherwise counts as *summon sea monster V*.

Soul Healer (Sp): At 4th level, the soulcatcher gains the ability to cast *remove disease*, *neutralize poison*, *remove blindness/deafness*, or *cure serious wounds* as a spell-like ability, once per round, at a cost of 1 soul point each.

Spirit Healer (Sp): At 7th level, the soulcatcher gains the ability to cast *heal* as a spell-like ability, once per round, at a cost of 2 soul points.

Souls of the Iceberg (Sp): At 8th level, once per day, a soulcatcher can summon 1d3 huge ice elementals, which serve him for 1 minute per soulcatcher class level. This ability otherwise counts as *summon sea monster VII*.

Immortal Soul (Su): At 10th level, the soulcatcher can spend 3 soul points to gain fast

healing 10 for 10 rounds. This counts as a 6th-level spell.



Sisiutl

A medium-sized two-headed dragon with a face on its torso and a fish-like tail swims up to you brandishing a light crossbow in each of her hands. All three of her faces smirk at your reaction.

SISIUTL

CR ½



XP 200

Female sisiutl rogue 1

CN Medium aberration (aquatic)

Init +2; **Senses** Darkvision 60 ft., Perception +12

Racial Buoyancy: -160, **Depth Tolerance:** 5,000 ft.

DEFENSE

AC 14, **touch** 12, **flat-footed** 12 (+2 armor, +2 Dex)

hp 8 (1d8)

Fort +0, **Ref** +4, **Will** +1

OFFENSE

Speed 10 ft., swim 30 ft.

Melee 2 daggers +2 (1d4+2/19-20) or 2 bites +2 (1d4+2)

Ranged 2 light crossbows +2 (1d8/19-20)

Special Attacks Sneak Attack +1d6

STATISTICS

Str 14, **Dex** 15, **Con** 10, **Int** 16, **Wis** 8, **Cha** 10

Base Atk +0; **CMB** +2, **CMD** 15

Feats Two-Weapon Fighting, Innate Two-Weapon Fighting

Skills Acrobatics +6, Bluff +4, Climb +6, Disable Device +6,

Escape Artist +6, Intimidate +4, Perception +8, Sense Motive

+3, Sleight of Hand +6, Stealth +6; **Racial Modifiers** +5

Perception

Languages Ancient, Common

ECOLOGY

Environment any aquatic, but usually Isinblare (Feldorheim)

Organization solitary, or twin-pack (4-6)

Treasure NPC gear (sharkhide armor, 2 daggers, 2 light crossbow, quiver of 24 bolts, other treasure)

SPECIAL ABILITIES

Magically Mutable (Su): Sisiutls are affected by transmutation spells as if the caster were one level higher.

Winalagalis

Encapsulated in a sphere of ever-ice one can see a hairless sisiutl with its arms, necks, and tail all amputated and crudely sewn shut along with its torso-mouth. It floats here, expressionless, causing one to wonder if it is really alive.

WINALAGALIS

CR 12



XP 19,200

N Medium construct (aquatic)

Init +1; **Senses** tremorsense 60 ft., blind; **Perception** +15

Racial Buoyancy: 0, **Depth Tolerance:** immune to pressure

DEFENSE

AC 26, **touch** 11, **flat-footed** 25 (+4 armor, +1 Dex, +11 natural)

hp 132 (15d10+50)

Fort +5, **Ref** +6, **Will** +7

DR 10/adamantine and magic; **Immune** cold, construct traits;

SR 23

Weaknesses susceptible to mind-affecting effects

OFFENSE

Speed swim 5 ft.

Melee none

Spell-Like Abilities (CL 20th) At will—*levitate*, *telekinesis* (CL 12th; concentration +17) 3/day—*deep slumber* (DC 17), *seek thoughts* (DC 17), 1/day—*lesser geas* (DC 18)

Wizard Spells Prepared (CL 12th; concentration +17)

6th—*disintegrate* (DC 21), *globe of invulnerability*

5th—*cone of ice* (2, DC 22), *dominate person* (DC 21), *passwall*

4th—*arcane eye*, *black tentacles* (2), *boiling shield*

3rd—*electrical surge* (2, DC 18), *fly*, *slow* (2, DC 18)

2nd—*false life* (already cast), *glitterdust* (DC 19), *hideous laughter* (DC 18), *make whole*, *mirror image*

1st—*charm person* (2, DC 17), *expedition retreat*,

mage armor (already cast), *slippery ice* (DC 18), *unseen servant*

0—*detect magic*, *electrify*, *mage hand*, *read magic*

STATISTICS

Str 13, **Dex** 13, **Con** —, **Int** 20, **Wis** 10, **Cha** 13

Base Atk +15; **CMB** +16; **CMD** 27

Feats Combat Casting, Alertness (for a Winalagalis this feat counteracts perception detriment for being blind), Greater Spell Focus (conjuration),

Improved Iron Will, Iron Will, Skill

Focus (Spellcraft), Spell Focus

(conjuration), Spell Focus (enchantment), Toughness

Skills Diplomacy +16,

Knowledge (arcana) +20,

Knowledge (history) +20,

Knowledge (planes) +20,

Perception +15, Spellcraft

+26, Use Magic Device +16

Languages Aquan, Ancient,

Common, Draconic, telepathy

100 ft. (cannot audibly speak)

SQ: Componentless Spellcasting

ECOLOGY

Environment the city of Adlivun

Organization solitary or council (8-13)

Treasure incidental



Sisiutls in Your Game

Unlike other races, sisiutls present an unusual option: play two personalities attached to one character. This can be done in a variety of ways. First, for the player who wants to play two personalities at once, this is the best option with the sisiutl. This works well because there is only one set of statistics to work with and one character sheet to maintain while providing the thrill of controlling two active personas. Or perhaps two players really enjoy working together; the sisiutl would work well for them as well. Yet another option is to have a player play one half of the sisiutl, and the Game Master treats the other as an NPC. If two people play a sisiutl, they could alternate turns or even encounters as desired.

Sisiutls in this text are presented as a fairly fresh race to the world. While they do have ancient origins, it does not need to be entangled with your existing campaign history. This allows them to be placed in virtually any aquatic campaign setting with little work. As is, they require almost no adjustment to your world to begin play immediately.

In games that lack an arctic setting, the sisiutl could make an interesting deep sea or even freshwater creature. They could originate from a city in a remote lake, or deep underground. Sand or silt could replace ice for the mechanics of this conversion.

Optionally, the Game Master can create an alternative back story for the sisiutls. Perhaps they are simply a relatively rare or dying race that is seldom encountered or extremely secretive. Then again, maybe they are from another plane of existence and are fleeing to your campaign world from a terrible menace. Sisiutl could also be a brand new race that arose from an arcane experiment; a reality altering spell that has gone horribly wrong.

Whatever the case, the sisiutl will make a welcome addition to any undersea game as a the only two-headed PC, an unusual option for a player (or even a couple of players) who are seeking something different, a challenge for the player who likes to play everything, or even a fun alternative for those that really enjoy working together on everything.

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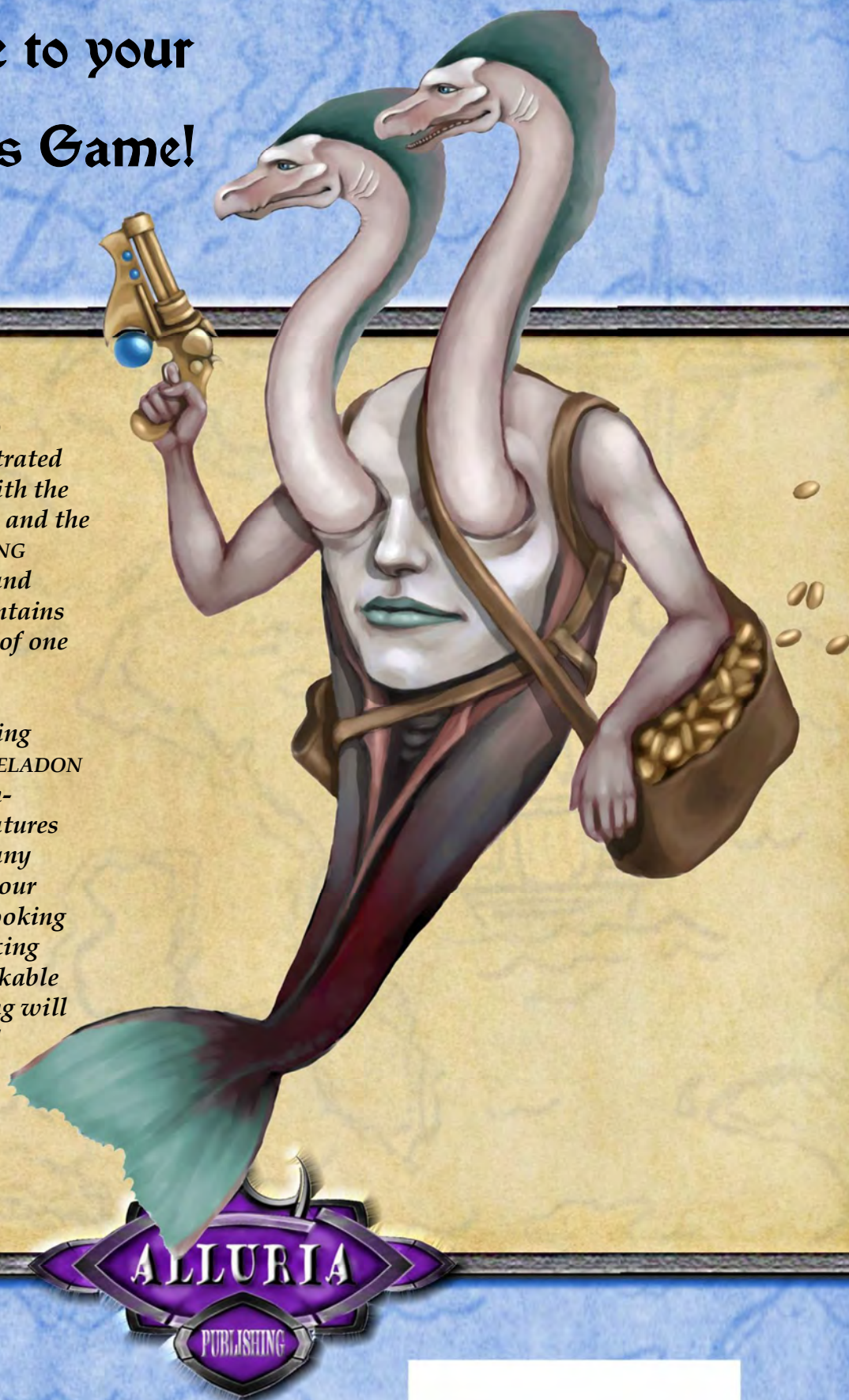
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