

REMARKABLE RACES[®]

SUBMERGED

the Chrysopsarc



PATHFINDER[®]
ROLEPLAYING GAME COMPATIBLE



REMARKABLE RACES SUBMERGED

THE CHRYSOPSARO (AQUATIC NUMISTIAN)

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

Author
Emily E. Kubisz

Editors
Steven O'Neal
Patricia Taylor-Kubisz

Interior Illustrators
Janina Wilhart
Justin Varu
Tonya Jennings
Tim Adams

Layout & Design
Tim Adams
Grace Jackson

Cover Artist
Janina Wilhart

Special Thanks to:
Ofelia J. Kubisz
Magnus A. Kubisz
Team Draconis

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Remarkable Races Submerged:



The Chrysopsaro

"You are charged with the violation of Alien Immigration law 342A, Section C: Bringing in over three dozen alien immigrants from an undocumented extraplanar realm or dimension. Have you not learned the lessons of the Vemnu or the Brillax and the calamities that ensued? How do you plead?" The stern nommo judge peered down from his pulpit expecting an answer.

"First, your honor," a rather eccentrically dressed sea elf responded, "may I describe a bit where they come from? It may help explain why they are here."

"We will allow it." The judge said, speaking for the court.

"Money has long been the desire of mortals." The Delatari explorer began. "Even before the first gold coins clanked around in protected purses, this blood of commerce was deeply coveted. In the mists of creation, the sea of mortals was mirrored in the astral worlds. A man's vices were reflected in the Hells; his virtues in the Heavens. Man's love of wealth and buying, however, manifested in a more clandestine form. Thus was the origin of Mnol, the Demiplane of Commerce."

"This Mnol, as you say, is it not a drylander's realm? How come you by these coinfishes?" The large judge interrupted.

Undaunted, the flippered elf continued. "Yes, your honor, I am getting to that." Collecting his confidence, he took a deep breath and continued. "Known more commonly to its visitors as the Mystic Marketplace, it was long a secluded realm accessible to the privileged few. Only the wealthiest astral beings knew of its existence. Anything and everything can be found for sale here. Cities are divided up by what is sold. In the city of Ring, for example, rings of all varieties are sold. With patience, travel, and enough money one could virtually buy their heart's desire in Mnol. And that is what brought me there."

The judge seemed to be growing impatient as he wriggled behind his podium, though he remained silent.

"That is what brought me there..." the adventurer repeated, "but what brought me to the Sea of Debts was what happened after. You see, I quickly ran out of funds buying my heart's desires and accrued quite a bit of debt. Many threats came upon me, and one that came up more often than not was that I were to 'go sleep with the fishes.' Now, of

course, I took this as a rather ironic euphemism for murder, considering that I am aquatic and not prone to demise by drowning, but they meant something far more literal as I soon found out."

The judge, growing tired of the elf's long-winded account, blurted out a stern warning "This better be going somewhere, Mr. Stau, we won't have you wasting the court's time with nonsense."

"I assure you, your honor, I am staying on point," The sea elf known as Stau confided. "Not long after losing my shirt, I was accosted by two rather burly creatures, who bound me with lead chains and tossed me into a rather impossibly deep hole. I fell for what seemed like an unnaturally long time at an equally unnaturally slow speed and landed with a splash in rather disgusting sewer water. It was there I met the first coinfish, or chrysopsaro as they prefer to be called. He led me underneath the sewers to an entirely new sea. Though upside down and a bit polluted, it was a wonder to behold. And there I stayed and worked off my debts. They were all rather curious of where I came from, and I told quite a few of the Cerulean Seas. They were beside themselves with inquisitiveness. I even made quite some coin just selling sagery of our world. It was one of the few commodities I had left."

"So you admit, Mr. Stau, that you sold passage to our world to hundreds of gold-eating aliens simply to save your own hide?" The judge gazed down accusingly.

A bit shaken, the plane-addled elf went on. "No... your honor... it is simply the nature of the Sea of Debts. As much as the surface of Mnol is about the brighter sides of money— trade, riches, fame, and laws to protect it all, the upside-down sea is the murky-side of it all— debt, poverty, thievery and manipulating the laws that keep the wealthy rich and the poor impoverished. I had unwittingly stumbled on a realm trapped in an aquatic prison. The world of money, to them, was the drylanders world. But I showed them hope. I told tales of a purely aquatic, and largely free world, one that, for them, represented unlimited potential. But I never told them how to get here, only that it existed. Their greed led them here, not me. I am innocent."

—From the trial of Stau the Planeswalker, regarding the sudden appearance of the Chrysopsaros.

PHYSICAL DESCRIPTION: Chrysopsaro (also known as coinfish, or simply “krysops”) superficially resemble goldfish, although few from the Cerulean Seas region would make that connection as goldfish are both freshwater creatures and originate from the Celadon Shores region. Regardless, the chrysopsaro’s round bodies and flowing fins are a dead-ringer for these decorative carp-offshoots. Some notable differences, however, easily distinguish this race from normal animal to extraplanar entity.

First of all, the chrysopsaro has rather significant arms extending from where the fish’s pectoral fins would normally be. These scaly appendages are remarkably humanoid, often quite muscular, and terminate in stubby, five-fingered hands. Next, this race is on the stocky-side of Medium-sized, averaging about 4-feet long. Another distinguishing feature of the chrysopsaro is their three, emerald green eyes—two in their normal position and one, slightly smaller than their other two in the center of its head. Lastly, their scales appear to be made up of gold coins. Though merely gold-plated porous bronze replicas, this is no less bizarre and noteworthy.

Females are a bit larger and rounder than males, though have few external features that mark any other differences. Chrysopsaro often dress in a traditional vest with a narrow midriff, known to them as a herkin, which are often made of expensive aquatic silks with gold trim. Krysops are also fond of jewelry, especially gold rings and bracelets.

ECOLOGY & SOCIETY: Biologically, the chrysopsaro is a complete alien. First, they have no organs; they are basically a coin-scaled husk filled with glittery sand, pearlesque spheres, and metallic tubes that work as a skeleton. An injured chrysopsaro actually bleeds sand and sheds coins. Chrysopsaros have no sense of taste, and do not eat food. Instead, they ingest chunks of metal (including gold coins), sea shells, pearls, and small rocks (including gemstones). In some unknowable way, these objects act as nourishment and are eventually absorbed by the chrysopsaro’s body. In a sitting, they eat as much material as the cost of a typical meal for a humanoid of the same size.

Of course, they can eat more if they desire.

Despite their lack of taste, chrysopsaros can still smell things and can sniff out precious metals. They can generally tell what sort of metal is nearby and in what quantity. Their two normal eyes are very close to a merfolk’s in acuity, though many suffer from nearsightedness. This is compensated by the third eye which is highly sensitive, has low-light vision, and provides the chrysopsaro with its detect coins racial trait.

Reproduction for the chrysopsaro follows no known biological precedent, and is somehow initiated when the male and female collect their assets and treasure together in the same room. The female then gorges herself on some of the treasure, and an egg that looks remarkably like a 1-foot diameter golden orb is laid about 6 months later. About 3 months afterwards, a tiny-sized chrysopsaro baby hatches.

Growth is dependent on how much gold the child eats. The child reaches adult size when it consumes at least one thousand gold pieces in gold. Emotionally and mentally, chrysopsaros mature similarly to seafolk. Krysops also have a lifespan similar to seafolk, though they remain vibrant and healthy most of their lives. Towards the end of their lifespan, they begin to shed coin scales. It is subtle at first, starting with only a few coins a day. Chrysopsaros have even been known to hide this disorder for months. Eventually, the condition worsens and the coinfish succumbs to death from old age.

To a chrysopsaro, money is life. They live for the clatter of coins, the thrill of the deal, and the pride of being wealthy. Each chrysopsaro goes about his own quest in his own way. Unlike their drylander cousins, the numistians, chrysopsaro tend towards “seedier” means to obtain money. Gambling and roguery are common livelihoods. Others seek riches through treasure hunting or pirating. Some chrysopsaros may even hone one particular skill to perfection and use it to make their livelihood, usually providing some form of entertainment.

Whatever the means, chrysopsaros are all about money. They have little time for romance, find entertainment to be more of a commodity than a pleasure, and generally shun any emotional endeavors that will not give them some sort of gain. Still, they know the intricacies of charm, the

flair of personality, and the power of good humor—as all are needed to be successful in the world of commerce. Cold-hearted as their true nature may be, a krysop's demeanor is full of friendliness and flattery. Unfortunately, loyalty, honor, and amity may easily go to the highest bidder.

RELATIONS TO OTHER RACES: Chrysopsaros study the art of negotiation from birth and know how to work well with most races without conflict. When conflict arises, usually out of greed, they do not hesitate to defend their belongings. While it is well-known that a chrysopsaro seems to exist solely to collect treasure, nearly all aquatic races still deal with them, especially when a deal needs to be made, or a particularly rare item might need to be procured.

Only one aquatic race is known to avoid the chrysopsaros at all costs, and that is the crystolix of Isinblare. Perhaps the parsimonious nature of these two races precludes their cooperation with one another. Some speculate, however, that the feud goes back further and that the icy crystolix may have special ties to the Sea of Debts or the Demiplane of Commerce.

ALIGNMENT & RELIGION: Due to the pervasive influence of the Demiplane of Commerce, the overwhelming majority of chrysopsaros are lawful, though those of evil and neutral alignments are mixed evenly, with a smattering of good aligned individuals making up the minority. A chaotically aligned coinfish is typically a ruthless pirate that even his fellow kinsmen would scarcely deal with.

Though most chrysopsaros are non-religious, this will not stop some particularly charlatanical individuals from taking up the mantle of evangelist. To these sometimes nefarious preachers, the religion itself matters less than the money it can raise.

ADVENTURERS: Despite being a rather clumsy and lawful race, krysops seem to prefer the lot of the rogue. What they lack in dexterity, they make up for in cleverness and charm. While not the traditionally nimble thief, they are quite successful scoundrels and swindlers. Their lawfulness is mitigated with the many loopholes one can find in complex regulations, and the fact that law may not exist in certain realms. A coinfish always knows how to bend a rule without breaking it.

Of course, brute force does appeal to some krysops. Fighters often take up the role of goon, using intimidation or force to collect debts. Still other coinfish turn to the arcane arts, searching for a “get rich quick” spell, either directly, or by putting on a spectacular show. Clerics and paladins are rare, usually the result of an evangelist that eventually started believing in his cause, rather than just the money it raises.

MALE NAMES: Auran, Argent, Cash, Cupro, Curren, Darragh, Deynar, Golden, Merko, Odwulf, Orro, Otho, Prospero, Quarto, Rich, Theomund, Udolf, Wellington, Welth, Yen

FEMALE NAMES: Ada, Aurana, Argenta, Casha, Dolla, Darlelle, Edris, Goldie, Merka, Neda, Odella, Pay, Penny, Prospera, Salla, Silves, Tresha, Thriva, Udela, Victa



Chrysopsaro Racial Traits

+2 Wisdom, +2 Charisma, -2 Dexterity: While both clever and charming, the chrysopsaro also lacks dexterity due to its unusual bulky shape.

Racial Buoyancy: -25^B, **Depth Tolerance:** 5,000 ft.

Medium: Chrysopsaros are Medium-sized creatures with no bonuses or penalties due to size.

Slow Swim Speed: Chrysopsaros have a base swim speed of 30 feet.

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

Gills: Chrysopsaros can breathe underwater indefinitely through gills in their neck.

Seawalker: Chrysopsaros were never meant to move on land. They do so at a movement rate of 5 ft.

Coin Scales: Chrysopsaros have a +4 natural armor bonus to Armor Class.

Detect Coins: Metallic money shines like a candle to a chrysopsaro's eyesight. They gain a +4 racial bonus to Perception skill checks to notice coins. In addition, chrysopsaros can see coins in darkness and through any material that is less than one inch thick.

Money is Life: As a standard action, a chrysopsaro may consume up to 200 gold pieces (or equivalently priced chunks of gold) to cure 1d8+ the chrysopsaro's Wisdom modifier in hit points per 50 gp consumed. Gold pieces must be consumed in 50 gp increments, as lesser amounts are consumed with no effect. Alternatively, the chrysopsaro may consume up to 100 pearl pieces (or equivalently priced gems) in the same way, curing 10 hit points per character level of the chrysopsaro for every 25 pp consumed. Pearl pieces must be ingested in 25 pp increments. Excess coins or gems are digested normally.

Greed: Chrysopsaros gain a +2 racial bonus on Appraise checks made to determine the price of non-magical goods that contain precious metals or gemstones.

Poison Resistance: Chrysopsaros gain a racial bonus on saving throws against poison effects equal to their Hit Dice.

Languages: Chrysopsaros begin play speaking Common. Chrysopsaros with high Intelligence scores can choose any of the languages normally available to seafolk.

Chrysopsaro Vital Statistics

RANDOM STARTING AGE

	Barbarian, Rogue, Sorcerer	Siren, Fighter, Paladin, Mariner	Cleric, Kahuna, Monk, Wizard
Adulthood			
15 years	+1d4	+1d6	+2d6

RANDOM HEIGHT AND WEIGHT

Gender	Base Height	Modifier
Male	3 ft. 7 in.	+1d12 inches
Female	3 ft. 8 in.	+2d6 inches

AGING EFFECTS

Middle Age	Old	Venerable	Max Age
65 years	70 yrs	75 years	+ 1d% days



Chrysopsaro Scales

While the scales of a chrysopsaro are normally a porous bronze metal that is merely gold-plated, this does not mean that they do not have value or use. For one, they can easily pass as a real gold coin if not too closely examined (DC 12 Perception skill check). Many chrysopsaros have swindled unwary merchants from distant realms with the coins off their backs.

Second, the scale-coins generate resembling coins of the realm that they grew in. In addition, chrysopsaro scales can last up to 25 years before they are shed and replaced. Since this process is greatly staggered and affected by both combat and health, someone can closely examine the chrysopsaro's scales and tell where the subject has been, likely where he suffered the most hardship, and even when he visited certain areas (as many coins are also minted with dates or other date-specific data). Chrysopsaros will often stare at each other for long periods when they meet, doing this very thing. Some chrysopsaros will even un-scale themselves to hide their history. In such cases, the chrysopsaro loses his natural AC, and it can take 4-6 months for them to grow it back.

Racial Feats

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

BARGAIN

You have an instinctual knack for dealing with money.

Prerequisites: Chrysopsaro, Wis 15.

Benefit: You may add your Wisdom modifier as a competency bonus to Appraise and Diplomacy skill checks. This stacks with your Greed racial trait.

BRIBE FATE

You may pay money to avoid failing a saving throw.

Prerequisites: Chrysopsaro.

Benefit: Once per day, when you fail a saving throw, you may lose half your level in hit points (minimum 1 point) to reroll that saving throw. This feat

is used as an immediate action after the first save is attempted, but before the results are revealed by the GM. You must take the second result, even if it is worse. The hit point loss bypasses damage reduction.

GAMBLE FATE

You can avoid losing hit points when using Bribe Fate feat, at a possible price.

Prerequisite: Chrysopsaro, Bribe Fate feat.

Benefit: You may use your bribe fate racial trait without losing hit points. If you succeed at your second saving throw, you immediately lose your level in hit points.

GOLDEN EYE

Your eye is finely tuned to perceive objects made of gold.

Prerequisite: Chrysopsaro.

Benefit: Your sense coins racial trait also applies to all things made of gold metal.

Normal: Sense coins only helps to detect coins.

MONEY IS POWER

By consuming gold, you can become stronger, quicker, or healthier.

Prerequisite: Chrysopsaro.

Benefit: As a standard action once per day, you may consume 100 gold pieces to add a +4 enhancement bonus to either Strength, Constitution, or Dexterity for 1 minute per character level. The ability score that this feat affects is chosen at the time of consumption.

PENNY SAVED

Your coin scales shed when injured, and become solid gold.

Prerequisites: Chrysopsaro.

Benefit: After activating your money is life racial trait, the next time that you are damaged from an attack, three gold pieces per hit point of damage from this attack will drop into your square from your hide (maximum 48 gold pieces). Subsequent attacks will not release gold pieces. Scales lost in this way grow back instantly.

The Sea of Debts

Mnol has many names. To the wealthy outsiders, it is known as the Mystic Marketplace. To the sages and bookkeepers it is the Demiplane of Commerce. Whatever the name, it is known for its fantastic underground markets, and few have heard of its sea.

From the Astral Plane, Mnol appears as a small, spiky, and inhospitable sphere. The entire surface is rock, ice, and uninhabited. The drylander natives who dwell immediately below the surface, known as the numistians, charge a handsome fee for entry into their subterranean markets.

The cavern markets, lit both magically and with firelight, are busy at all hours. Night and day are nonexistent in this realm. Colossal rows of caverns make up a merchant city. Each city has its own specialty, for which it is named. The city of Wand, for example, sells primarily wands and wand accessories.

Mapping Mnol is nearly impossible, as a council of elder numistians, who were recently nicknamed the “economancers,” are constantly redesigning it for “maximum economic potential.” A guide is required to navigate the markets, and one is always conveniently nearby to offer his services, at a reasonable price, of course.

Underneath the markets, however, roughly two miles from the surface, is an aquatic system of tunnels known as the sewers. This is a very strange place where gravity is very weak. Several wells poke straight into this area from the markets above, and all manner of trash is thrown into them on a regular basis. The weak gravity causes orbs of trash and globs of water to collide in an unending dance in the caverns above the water line.

While this region is technically a sewer, the material here is decidedly a bit different than those of the sewers of other worlds. Since numistians don’t eat food, their bodily excretions are mostly just dry sand. As a result, the sewer region is filled less with biological waste and more with industrial and urban waste. The smell is still terrible from decaying perishables, foul chemicals, and the occasional corpse. Making one’s way below the floating garbage heap through multiple winding tunnels another mile down or so, will bring one straight into the Sea of Debts.

Unlike Mnol, the Sea of Debts is not given many illustrious names. Newcomers often refer to it as the “Upside-down Sea,” though that novelty wears off quickly. In the Sea of Debts, gravity pulls towards the sewers. Since buoyancy pulls in the opposite direction of gravity, things “float” towards the center of

the world. It takes very little acclimation before down becomes the rocky entrance to the sea, and up is the hazy center. After a while it seems perfectly natural, although water pressure is near sea level at the sea’s entrance, and increases as one moves towards the world’s center.

The Sea of Debts is saltwater, somewhat polluted, and tinted yellow, though much of the coloration is actually from auric chloride and other aqueous gold compounds. There is so much gold dissolved in these waters that many base metals will take on a thin plating of pure gold after only a few hours. This is superficial however, and wears off quickly when removed from this alien sea. Contrary to what sages may speculate, prolonged exposure to this region has minimal impact on the health of water breathers, and acclimation is more likely than illness. Still some visitors suffer mild nausea and other sickness while acclimating which can take several days. Air breathers, however, will suffocate quickly here without magical aid, as the Sea of Debts has almost no pockets of breathable air. The water is curiously always oxygenated however, though the means that this comes to be is somewhat of a mystery.

The “ground level” of the Sea of Debts is mostly uninhabitable and littered with refuse. Newcomers will often be tempted to sift through the trash because they will notice what looks like gold coins and gemstones. The majority of the “coins” however are just shed coin-scales of the chrysopsaros. Worse than that, many of these coin-scales have been claimed by ornery coin crabs, which graft the coins onto their backs for protection and pack a nasty pinch. The gems are often unfavorable creatures known as “gem jellies” which are a species of immobile and multifaceted jellyfish that elicit severe burns when touched.

Aside from the gem jellies, coin crabs, and the occasional aquatic otyugh there is very little fauna, and even less flora on the floor of Mnolian Sea. This ocean is perpetually in twilight, lit only by the artificial light of the krysop cities rising above the rocky base, and the cloudy, yellow-orange “light pollution” reflecting off the buoyant garbage and ice floating above. There is simply not enough light for plants to grow. In the waters between, one only sees chrysopsaros and large, streaming schools of ghostly fish that are said to be the souls of debtors who died owing money in the markets far above. Besides adding to the depressing atmosphere of the Sea of Debts, the ghost fish are little more than a visual curiosity.

Mnol's interior wall (the "bottom" of the Sea of Debts) is packed with krysop structures that somewhat resemble modern skyscrapers. These tall rectangular buildings are constructed from conjoined, permanent *wall of stone* spells, as there are few building materials here. What looks like multiple lit windows are actually entrances to all manner of businesses, including spas, casinos, inns, and many varieties of shops and tradesmen. Unlike the markets above, there is very little organization here and it can be quite difficult to find what one is looking for if they are a non-native.

Buildings are often dozens of stories tall, with no internal means of traversing from one story to another. One merely swims out of the door they came in and up or down to doors on different levels. Bridges between buildings are common, to provide rest while swimming between two areas without having to enter a building or chance the garbage piles beneath the skyscrapers.

Far above the krysopian towers floats Mnol's core, which is mostly methane ice (deep-ice) covered in a thick layer of buoyant garbage. The pressure here is

immense, and it is mostly uninhabited. A few brave coinfish mine the deep-ice here to sell as interesting torch fuel to numistian merchants. The core itself is too deep to see from the city, though the garbage and ice orbiting around it is plainly visible and, due to reflection of the city lights, a secondary source of illumination in this remarkably dismal aquatic realm.

Mnol Traits

Mnol has the following traits.

- Normal Gravity (except near the sewers).
- Normal Time.
- Finite Size & Shape: Extremely mountainous planet, roughly 5000 miles in diameter, riddled with unending caverns and an ocean at its core.
- Divinely Morphic: Economancers can collectively change the environs of the entire dominion, though rarely interact with the Sea of Debts.
- No Elemental or Energy Traits.
- Non-Aligned, though inhabitants are mostly lawful.
- Normal Magic.



Prestige Class: The Freebooter

"Finders keepers."

A freebooter looks for the easy path to riches. All three of his eyes are always wide open for even the slightest opportunity to gather more gold. He is a rogue, first and foremost. However, instead of quickness of body, he relies solely on instinct to survive. Some would call it amazing luck, though the freebooter credits his fine-tuned wits.

The freebooter has learned how best to pilfer dungeons and dangerous lairs without losing a scale. While some thieves are tumbling and dodging, the freebooter simply knows the right time to nonchalantly swim aside. Freebooters also have the gift of the gab, and can even talk their way out of harm.

Role: Freebooters are excellent scouts and often take this class to augment a career in roguery. Their ability to bargain and talk themselves out of dangerous situations also makes them wonderful candidates for the party spokesperson or even leader. Their business sense might also qualify them as party treasurer...a position they will vie for regardless of the party's confidence in them.

Alignment: Freebooters can be of any alignment, though most avoid chaotic, as great focus is required to be successful.

Hit Die: d6.

REQUIREMENTS

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

Race: Chrysopsaro.

Skills: Appraise 5 ranks, Diplomacy 5 ranks, Perception 10 ranks.

Feats: Alertness, Golden Eye.

CLASS SKILLS

The freebooter's class skills (and the key ability for each skill) are Appraise (Int), Diplomacy (Cha), Disable Device (Dex), Knowledge (any) (Int), Perception (Wis), Linguistics (Int), and Sense Motive (Wis).

Skill Ranks at Each Level: 8 + Int modifier.

CLASS FEATURES

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

Weapon and Armor Proficiency: Freebooters are proficient with all simple and martial weapons. They are proficient with light armor.

Automatic Appraisal (Ex): Freebooters are automatically considered to have rolled a natural 20 for all Appraise skill checks. Furthermore, they can appraise an item as a swift action and can determine the most valuable item in a hoard as standard action.

Uncanny Intuition (Ex): Freebooters give up trying to hone their talent with their inferior dexterity and learn to trust their instincts when using a particular Dexterity-based skill. Effectively, the freebooter chooses one Dexterity-based skill and can use his Wisdom modifier instead of his Dexterity modifier when making skill checks with that skill. While in appearance this looks far less graceful than those that mastered the skill with nimbleness, the seemingly random and awkward flailing of the freebooter are no less successful. In fact, their success almost looks like magic or amazing luck. They can choose another skill to use this ability with at 4th, 7th, and 10th level.

Blindsight (Ex): At 2nd level, the freebooter's third eye has become so acute that he gains the blindsight ability out to 20 feet. At 8th level, this ability extends to 40 feet. This ability relies on electromagnetic radiation (radio waves) to perceive objects, and is therefore is not affected by sound or scent-based effects. Lightning and electricity effects that occur within the range of this vision, however, temporarily negate this blindsight for 3d6 rounds.

Luckstumble (Su): Also at 2nd level, the freebooter can use his Wisdom modifier instead of his Dexterity modifier when making Reflex saves. Instead of dodging deftly away from danger, the freebooter simply slips up at the perfect moment. His fins and his instincts are in tune with each other, causing involuntary spasms that keep him out of danger.

Silver Tongue (Ex): At 3rd level, the freebooter gains a +2 competency bonus to Diplomacy and Bluff skill checks. At 6th level, increase the bonus to +4 and at 9th level, increase to +6.

Trustworthy Aura (Su): At 3rd level, the freebooter exudes an aura of trustworthiness. Creatures in squares immediately adjacent to the freebooter, at his discretion, may incur a penalty to Sense Motive and Perception checks equal to his Charisma modifier or Wisdom modifier (whichever is higher). At 6th level, increase the range to 10 feet and at 9th level, increase to 20 feet. The freebooter actively chooses what creatures are affected and when. He cannot affect a creature retroactively.

TABLE: THE FREEBOOTER

Level	BAB	Fort Save	Ref Save	Will Save	Special
1 st	+0	+1	+1	+0	Automatic Appraisal, Uncanny Intuition (1 st Skill)
2 nd	+1	+1	+1	+1	Blindsight 20 feet, Luckstumble
3 rd	+2	+2	+2	+1	Silver Tongue +2, Trustworthy Aura
4 th	+3	+2	+2	+1	Darkvision 60 ft., Uncanny Intuition (2 nd Skill)
5 th	+3	+3	+3	+2	X-ray Vision
6 th	+4	+3	+3	+2	Silver Tongue +4, Trustworthy Aura (10-foot radius)
7 th	+5	+4	+4	+2	Treasure Sense, Uncanny Intuition (3 rd Skill)
8 th	+6	+4	+4	+3	Blindsight 40 feet
9 th	+6	+5	+5	+3	Silver Tongue +6, Trustworthy Aura (20-foot radius)
10 th	+7	+5	+5	+3	True Seeing, Uncanny Intuition (4 th Skill)

Darkvision (Su): At 4th level, the freebooter gains darkvision out to 60 feet. If the freebooter already has darkvision, this range does not stack.

X-ray Vision (Su): At 5th level, the freebooter's third eye has taken on supernatural properties. Once per day, as a full-round action, he can see what is immediately beyond any barrier up to 3 feet thick. Extraordinary and supernatural vision such as darkvision and blindsight does not extend through this ability; if the area that is being viewed is too dark, then nothing can be seen except darkness. If the barrier is too thick (greater than 3 feet thick), the freebooter sees only darkness. This ability does not have any fine tuning, so using it to see through clothes or into containers is generally useless unless at least one foot of empty space exists between the opposite edge of the barrier and the next object. Similarly, barriers made of more than one material are treated as one barrier. For

with three sharks pressed up against the other side, using X-ray vision shows the room beyond, completely bypassing the metal/stone/shark barrier.

Treasure Sense (Su): At 7th level, the freebooter can sense treasure hoards worth at least 1,000 gp within a range of 200 feet per freebooter level. While the freebooter does not know the nature or composition of the treasure that he is detecting, he does know the general direction and distance that the treasure is located from him. All treasure within 50 feet of itself can be collectively counted as one treasure hoard. This ability always detects the treasure hoard with the greatest market value. This sense is much like a compass needle; it points directly at the treasure in a straight line, without regard to how to get to the treasure or the safest path. Approximate distance can be estimated with a margin of error of plus or minus 50 feet.

True Seeing (Sp): At 10th level, the freebooter can cast *true seeing* as a spell-like ability up to three times per day. The CL for this ability is equal to the freebooter's character level. The effect can only be granted to the freebooter.

example, if the freebooter is standing in front of a metal slab bolted to stone wall



Chrysopsaro

A well-dressed, portly, gold-scaled fish with arms smiles at you and greets you warmly. Aside from his kindly demeanor, there seems to be a maniacal glint in the third eye in the middle of his head.

CHRYSOPSARO

CR 5



XP 1,600

Male chrysopsaro rogue 6

N Medium outsider (aquatic, native)

Init +3; **Senses** Low-light vision, Perception +11 (+15 to notice coins)

Racial Buoyancy: -25^B, **Depth Tolerance:** 5,000 ft.

DEFENSE

AC 19, **touch** 11, **flat-footed** 18 (+4 armor, +4 natural, +1 Dex)

hp 54 (6d8+24)

Fort +5, **Ref** +6, **Will** +4; +2 vs. spells and spell-like abilities, +8 vs. poison

Defensive Abilities evasion, trap sense +2, uncanny dodge.

OFFENSE

Speed 5 ft., swim 30 ft.

Melee mwk short sword +6 (1d6+1/19–20)

Ranged +1 light crossbow +9 (1d8+1/19–20)

Special Attacks +1 on attack rolls against merfolk and feykith, sneak attack +3d6

STATISTICS

Str 13, **Dex** 12, **Con** 16, **Int** 10, **Wis** 14, **Cha** 14

Base Atk +4; **CMB** +5; **CMD** 18

Feats Bribe Fate, Point-Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (light crossbow)

Skills Acrobatics +12, Appraise +10, Bluff +11, Climb +12, Diplomacy +11, Escape Artist +12, Perception +11, Stealth +12 (Racial: +2 Appraise)

Languages Common, Aquan

SQ rogue talents (combat trick, resiliency, weapon training), money is life, trapfinding +3

ECOLOGY

Environment any urban sea

Organization solitary or bank (4–8)

Treasure NPC gear (2 potions of cure moderate wounds; +1 sharkhide, +1 light crossbow with 20 bolts, masterwork short sword, 508 gp)

SPECIAL ABILITIES

Money is Life (Su) As a standard action, a chrysopsaro may consume up to 200 gold pieces (or equivalently priced chunks of gold) to cure 1d8+ the chrysopsaro's Wisdom modifier in hit points per 50 gp consumed. Gold pieces must be consumed in 50 gp increments, as lesser amounts are consumed with no effect. Alternatively, the chrysopsaro may consume up to 100 pearl pieces (or equivalently priced gems) in the same way, curing 10 hit points per character level of the chrysopsaro for every 25 pp consumed. Pearl pieces must be ingested in 25 pp increments. Excess coins or gems are digested normally.

Loan Shark

A large, golden, three-eyed shark wearing auranite armor seems bad enough. The fact that it appeared out of nowhere, and has two muscular arms wielding a spear marks this as nightmarish. He says you owe money?

LOAN SHARK

CR 5



XP 1,600

LN Large outsider (aquatic, extraplanar)

Init +2; **Senses** darkvision 60 ft.; **Perception** +12 (+16 to notice coins)

Racial Buoyancy: -250^B, **Depth Tolerance:** immune to pressure

DEFENSE

AC 21, **touch** 12, **flat-footed** 18 (+2 Dex, +1 dodge, +5 armor, +4 natural, -1 size)

hp 51 (6d10+18)

Fort +8, **Ref** +4, **Will** +8

SR 20

OFFENSE

Speed swim 120 ft.

Melee mwk Large spear +8/+3 (2d6/×3)

Space 10 ft.; **Reach** 10 ft.

Spell-Like Abilities (CL 20th) At will—*discern location* (CL 9th; concentration +11) 3/day—*dimension door*, *invisibility* (self only), 1/day—*plane shift* (DC 17)

STATISTICS

Str 15, **Dex** 14, **Con** 16, **Int** 20, **Wis** 17, **Cha** 15

Base Atk +6; **CMB** +9; **CMD** 22

Feats Combat Casting, Combat Expertise, Dodge

Skills Appraise +14, Bluff +8, Diplomacy +8, Intimidate +11, Knowledge (arcana) +14, Knowledge (planes) +14, Perception +12, Profession (money lender) +9, Sense Motive +12, Sleight of Hand +11, Spellcraft +14

Languages Aquan, Abyssal, Celestial, Common, Infernal; telepathy 100 ft.

ECOLOGY

Environment the Sea of Debts

Organization solitary or goon squad (5–20)

Treasure auranite armor, mwk large spear



Chrysopsaros in Your Game

Chrysopsaros, despite their alien heritage, have the distinct advantage of appearing somewhat familiar to most other aquatic races. While their appearance is somewhat unique, they look much like talking fishes, and share much in common with merfolk. While distrust will be apparent when dealing with any new race, the chrysopsaro should find miniscule prejudice among merfolk, sea elves, pisceans and other races with similar features.

Chrysopsaros also adopt the style of the area that they do business in. Their traditional herkins are easily modified to suit the style of the realm by adding sleeves, ruffles, and other clothing accoutrements. This alone will help them fit in well with the majority, as they are not fixated on racial traditions or cultural preferences prevalent in most other races.

In underwater campaigns with different money systems, the chrysopsaro should be slightly adjusted to reflect the type of currency available. Simply convert the coin values presented in this text to whatever common currency that your campaign uses.

Chrysopsaros in this text are presented as a fairly fresh race to the Cerulean Seas. The relative anonymity of their home world rendered it nearly nonexistent to the realm of the adventurers. The Gamemaster can introduce this new astral realm and its inhabitants as he sees fit. Chrysopsaros do not need to be intertwined with your existing campaign history. This allows them to be placed in virtually any campaign setting with little work. As is, they require almost no adjustment to your world to begin play immediately.

However, if the back story will not work with your campaign, there are alternatives. In games with a different cosmology, the chrysopsaro can come from an alternate dimension, or even a free-floating demiplane. If other planes of existence are absent entirely, the chrysopsaro could be a natural creature, descended from a fanatic race of merfolk or piscine merchants. They could also be the living representatives of a money god; a sacred race of financiers and money tenders.

Whatever the case, the chrysopsaro will make a welcome addition to any aquatic game as bookkeeper of the group, an unusual option for a player seeking to play a greedy character, a challenge for the player who wants their character to be rich, or even a fun alternative for those who want to be well-equipped with an eye for the finer things in life.

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