

GateWalker

RACES OF THE WASTES III



RT WYNTER



GateWalker: GW006 – Races of the Wastes III

Designer: RT Wynter

Design Consultant: Paul Avistan

Editing & Playtesting: John “Buck” Buchanan, Jennifer Hansen, Natasha Mariska, Elora Probyn, Rebecca Ryan

Special thanks to anyone who has been a part of the PPRPGS, Team Duffle, and The Captain’s Crew

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Inc. See [/pathfinderRPG](#) for more information on the Pathfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Inc., and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Pathfinder Roleplaying Game Compatibility License. See [/pathfinder/rpg/compatibility](#) for more information on the compatibility license.

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 edition of the world's oldest fantasy roleplaying game.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this product are Open Game Content, as defined in the Open Gaming License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

GW006 – Races of the Wastes III © 2019, Aeon Forge. All Rights Reserved. Aeon Forge, the Aeon Forge logos, Vault of Heroes, the Vault of Heroes logos, GateWalker, the GateWalker logos, Boundless Magic, and the Boundless Magic logos are trademarks of RT Wynter.



Aeon Forge
aeonforge.wixsite.com/home
AeonForge@outlook.com

RACES

Cevir

The nomadic herbivores known as the cevir, pronounced sé-ver, are xenophobic and extremely homicidal. This is especially true toward the smaller human-like races such as dwarves, gnomes, and halflings. They refer to such individuals as “indani.” A word in their native language that translates to “children of the un-dying one,” or “children of the destroyer.”

Cevir appear as tall, deer-like humanoids. Standing on two legs both male and female members possessing antlers. They bear a striking resemblance to North American elk and are sometimes referred to as elk-folk or cevir s.

There is a massive amount of evidence showing that, like the mogril and the neko, the cevir are the result of pre-cataclysm genetic engineering. However, the cevir claim that they arrived on earth through a portal and were immediately subjugated by the humans. Only breaking this enslavement during the chaos of the ender-day. Further research into this topic is hampered by the tendency of the cevir to dismember any non-cevir asking such questions and then string their entrails through the forest.

The handful of cevir that become wanderers and adventurers are usually outcast from their tribe for possessing unbecoming traits such as compassion, tolerance, and curiosity. These individuals are always tight-lipped about their people and history.

Cevir are fast and agile on their own but are found of keeping and riding giant, semi-intelligent, mutant canines known as autumn wolves.

Cevir Racial Traits (8 RP)

+2 Dexterity, +2 Wisdom, and -2 Charisma (0 RP): Cevir are nimble and perceptive but highly xenophobic and standoffish.

Medium (0 RP): Cevir are Medium creatures and have no bonuses or penalties due to their size.

Cevir (0 RP): Cevir are humanoids with the cevir subtype.

Fast (3 RP): Cevir have a base speed of 50 feet.

Low-Light Vision (1 RP): Cevir can see twice as far as a race with normal vision in conditions of dim light.

Relentless (1 RP): Cevir gain a +2 bonus on combat maneuver checks made to bull rush or overrun an opponent. This bonus only applies while both the cevir and its opponent are standing on the ground.

Hatred (1 RP): Cevir gain a +1 racial bonus on attack rolls against creatures of the Gnome, Halfling, and Dwarf subtypes.

Natural Attack (1 RP): Cevir receive one natural gore attack. This is a primary natural attack that does 1d6 damage.

Terrain Stride (1 RP): Cevir can move through natural difficult terrain at their normal speed while within forest terrain. Magically altered terrain affects them normally.

Languages (? RP): Cevir begin play speaking cevir . Cevir with high Intelligence scores can choose from the following additional languages: draconic, english, gnomish and sylvan.

Cevir Vital Statistics

Random Starting Age

Adulthood: 15 years, Intuitive: +1d4, Self-Taught: +1d6, Trained: +2d6.

Aging Effects

Middle Age: 35 years, Old: 53 years, Venerable 70 years, Maximum Age: 70 + 2d20 years.

Random Height and Weight, female

Base Height: 5ft. 5in., Base Weight: 105 lbs., Modifier: 2d8, Weight Multiplier: x 5 lbs.

Random Height and Weight, male

Base Height: 5ft. 10in., Base Weight: 160 lbs., Modifier: 2d8, Weight Multiplier: x 5 lbs.

Gograuth

The stoic and aloof gograuth are one of the universes many mysteries. Wandering from world to world seemingly in search of something that they never speak of. Little is known of their origins and culture. Tall with dull grey to sickly white skin stretched over gaunt frames the gograuth almost look like undead, but are in fact living beings.

Little is known of their social structure. It is thought to be a rigid caste system with at least three separate divisions for warriors, mages, and psychics.

Almost all gograuth encountered can be considered adventurers. They are almost always belong to the wizard, psychic, or magus classes.

Gograuth Racial Traits (9 RP)

+2 Dexterity, +2 Intelligence, -2 Charisma (0 RP): Gograuths are smart and agile but are also aloof and arrogant.

Medium (0 RP): Gograuths are medium size creatures with no bonuses or penalties do to their size.

Gograuth (0 RP): Gograuths are humanoids with the gograuth subtype.

Normal Speed (0 RP): Gograuths have a base land speed of 30.

Low-Light Vision (1 RP): Gograuths can see twice as far as humans in conditions of dim light.

Innate Psychic (4 RP): All gograuths wield inborne telekinetic abilities. A gograuth can cast Glide, Mage Hand, and Shield, once each per day, using her total character level as her caster level.

Silent Hunter (2 RP): Gograuths reduce the penalty for using Stealth while moving by 5 and can make Stealth checks while running at a -20 penalty (this number includes the penalty reduction from this trait).

Fearless (1 RP): Gograuth gain a +2 racial bonus on all saving throws against fear effects.

Languages (1 RP): A gograuth character begins play speaking Solarian and Draconic. Gograuths with high Intelligence scores can choose any language they want (except secret languages like Druidic).

Gograuth Alternate Racial Traits

The following racial traits may be selected instead of existing racial traits. Consult your GM before selecting any of these new options.

Darkvision: Some gograuth have enhanced sight and darkvision out to 60 feet.

This ability replaces silent hunter.

Reader: Some gograuth develop telepathic rather than telekinetic abilities. These gograuth can cast Comprehend Languages, Detect Magic, and Detect Thoughts once each per day, using her total character level as her caster level.

This ability replaces innate psychic.

Warborn: A handful of gograuth encountered are ones raised in an enclave of their people known only as The Tower. These gograuth choose any two martial or exotic weapons. They are proficient in the use of the chosen weapons and gain the Weapon Focus feat as a bonus feat for one of those weapons. This ability replaces silent hunter and fearless.

Gograuth Vital Statistics

Random Starting Age

Adulthood: 15 years, Intuitive: +1d4, Self-Taught: +1d6, Trained: +2d6.

Aging Effects

Middle Age: 35 years, Old: 55 years, Venerable 80 years, Maximum Age: 80 + 2d20 years.

Random Height and Weight, female

Base Height: 5ft. 3in., Base Weight: 85 lbs., Modifier: 2d10, Weight Multiplier: x 5 lbs.

Random Height and Weight, male

Base Height: 5ft. 2in., Base Weight: 120 lbs., Modifier: 2d10, Weight Multiplier: x 5 lbs.

Last-Born

Most who encounter the Last-Born mistake them for an average human being, all be it tall and near-physically perfect specimens of the human race, and thus never even know who they have met. Those who call themselves Last-Born are in fact the direct descendants of the original humans that escaped to the greater multi-verse after the mysterious disaster that ended the first age.

Last-Born Racial Traits (13 RP)

+2 to Any Two Ability Scores (2 RP): Last-Born characters get a +2 bonus to two separate ability score of their choice.

Medium (0 RP): Last-Born are Medium creatures and have no bonuses or penalties due to their size.

True Human (3 RP): Last-Born are native outsiders that also count as human.

Normal Speed (0 RP): Last-Born have a base speed of 30 feet.

Darkvision (0 RP): Last-Born can see in the dark up to 60 feet.

Fearless (1 RP): Last-Born gain a +2 racial bonus on all saving throws against fear effects.

Spell Resistance, Lesser (2 RP): Last-Born gain spell resistance equal to 6 + their character level.

Eldritch Heritage (4 RP): A Last-Born can cast detect magic, flame blade, and protection from evil, once each per day, using her total character level as her caster level.

Languages (1 RP): Last-Born begin play speaking English and Solarian (the common tongue of the first age). Last-Born with high Intelligence scores can choose any languages they want (except secret languages, such as Druidic).

Last-Born Feats

Last-Born have access to the following feats.

Dimensional Nomad

You tread where few dare.

Prerequisites: Character level 7th, Last-Born.

Benefit: You can cast dimension door once per day as a spell-like ability, using your character level as the caster level. Furthermore, you gain a +4 bonus or your opponent takes a -4 penalty, whichever is applicable, on abilities that attempt to move you via teleportation or similar magic or try to stop or hamper your movement with such magics.

Last-Born Nobility

Your blood courses with power, granting you greater spell-like abilities.

Prerequisites: Able to use Last-Born spell-like abilities, Last-Born.

Benefit: You add air bubble, feather fall, and prestidigitation to the spell-like abilities that you may use once each per day. Your caster level is equal to your character level.

Improved Last-Born Nobility

Your magical heritage is more potent than that of your peers.

Prerequisites: Cha 13, Last-Born Nobility, able to use Last-Born spell-like abilities, Last-Born.

Benefit: You may use your air bubble, feather fall, flame blade, prestidigitation, and protection from evil spell-like abilities twice per day. You may use detect magic as a spell-like ability at will.

Last-Born Vital Statistics

Random Starting Age

Adulthood: 20 years, Intuitive: +4d6, Self-Taught: +6d6, Trained: +8d6.

Aging Effects

Middle Age: 100 years, Old: 150 years, Venerable 200 years, Maximum Age: 200 + 3d% years.

Random Height and Weight, female

Base Height: 5ft. 0in., Base Weight: 90 lbs., Modifier: 2d10, Weight Multiplier: x 5 lbs.

Random Height and Weight, male

Base Height: 5ft. 0in., Base Weight: 120 lbs., Modifier: 2d10, Weight Multiplier: x 5 lbs.

Mantid

Nomadic and tribal, these insectoid humanoids are normally peaceful and content to keep to themselves. Most tribes can be found in jungles or deserts, but there are rumors of tribes in temperate forests, mountains, and the underdark.

They stand almost a foot taller than a normal human. They have a pair of antennae and a small but powerful mouth bracketed by a pair of mandibles which vary in size and shape. Four arms sprout from an armored chitinous body which ends in a pair of tail-like appendages that seem to be used to aid in balance. Coloration varies based on the individual, the tribe, and their native habitat.

Mantid Racial Traits (11 RP)

+2 Dexterity, +4 Strength, -2 Charisma (4 RP): Mantids are nimble and very strong but often come off as aloof and alien.

Medium (0 RP): Mantids are medium humanoids with no bonuses or penalties due to their size.

Mantid (0 RP): Mantids are humanoids with the Mantid subtype.

Fast (1 RP): Mantids have a base land speed of 40.

Low-Light Vision (1 RP): Mantids can see twice as far as humans in conditions of dim light.

Multi-Armed (1 RP): Mantids possess an extra set of slightly smaller arms that can be used to carry items and help with fine manipulations. While they cannot wield weapons with these arms, they can use them to retrieve small, stowed objects carried on their persons as a swift action.

Paralytic Bite (2 RP): Mantids have a natural bite attack that deals 1d3 damage. The bite is a primary attack, or a secondary attack if the mantid is wielding manufactured weapons. A number of times per day equal to its Constitution modifier (minimum 1/day), as a free action, a mantid can inject a paralytic venom into the victim of a successful bite attack. The venom has the following properties: Injury; save Fort DC 10 + the 1/2 user's Hit Dice + the user's Constitution modifier; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save.

Armored Shell (2 BP): mantids gain a +1 natural armor bonus to their armor class.

Languages (0 RP): A mantid character begins play speaking English and Mantid. Mantids with high Intelligence scores can choose from the following: Aquan, Auran, Draconic, Giant, Ignan, Sylvan, and Terran.

Mantid Alternate Racial Traits

The following racial traits may be selected instead of existing racial traits. Consult your GM before selecting any of these new options.

Sensitive Antenna: Some mantids have antenna that are somewhat longer than normal and more sensitive. This character acquires the scent ability. This ability replaces paralytic bite and armored shell.

Born Below: Those mantids born below ground often have keener eyesight than most species. These mantids can see perfectly in darkness of any kind, including that created by spells such as deeper darkness.

This ability replaces paralytic bite and armored shell.

Mantid Vital Statistics

Random Starting Age

Adulthood: 6 years, Intuitive: +1d4, Self-Taught: +1d4, Trained: +1d4.

Aging Effects

Middle Age: 16 years, Old: 20 years, Venerable 25 years, Maximum Age: 25 + 1d4 years.

Random Height and Weight, female

Base Height: 4ft. 6in., Base Weight: 100 lbs., Modifier: 2d10, Weight Multiplier: x 7 lbs.

Random Height and Weight, male

Base Height: 5ft. 2in., Base Weight: 135 lbs., Modifier: 2d10, Weight Multiplier: x 7 lbs.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder Roleplaying Game Reference Document. © 2011, Paizo Publishing, LLC; Author: Paizo Publishing, LLC.

Pathfinder Roleplaying Game Core Rulebook. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Advanced Class Guide © 2014, Paizo Inc.; Authors: Dennis Baker, Ross Byers, Jesse Benner, Savannah Broadway, Jason Bulmahn, Jim Groves, Tim Hitchcock, Tracy Hurley, Jonathan H. Keith, Will McCardell, Dale C. McCoy, Jr., Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Sean K Reynolds, Tork Shaw, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Advanced Player's Guide. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn

Pathfinder Roleplaying Game Advanced Race Guide. © 2012, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Adam Daigle, Jim Groves, Tim Hitchcock, Hal MacLean, Jason

Nelson, Stephen Radney-MacFarland, Owen K.C. Stephens, Todd Stewart, and Russ Taylor.

Pathfinder Roleplaying Game Occult Adventures. © 2015, Paizo Inc.; Authors: John Bennett, Logan Bonner, Robert Brookes, Jason Bulmahn, Ross Byers, John Compton, Adam Daigle, Jim Groves, Thurston Hillman, Eric Hindley, Brandon Hodge, Ben MacFarland, Erik Mona, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Alex Riggs, Robert Schwalb, Mark Seifter, Russ Taylor, and Steve Townshend.

Pathfinder Roleplaying Game Pathfinder Unchained. © 2015, Paizo Inc.; Authors: Dennis Baker, Jesse Benner, Ross Byers, Logan Bonner, Jason Bulmahn, Robert Emerson, Tim Hitchcock, Jason Nelson, Tom Phillips, Stephen Radney-MacFarland, Thomas M. Reid, Robert Schwalb, Mark Seifter, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Campaign. © 2013, Paizo Publishing, LLC; Authors: Jesse Benner, Benjamin Bruck, Jason Bulmahn, Ryan Costello, Adam Daigle, Matt Goetz, Tim Hitchcock, James Jacobs, Ryan Macklin, Colin McComb, Jason Nelson, Richard Pett, Stephen Radney-MacFarland, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, James L. Sutter, Russ Taylor, and Stephen Townshend.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Jason Bulmahn, Brian J. Cortijo, Jim Groves, Tim Hitchcock, Richard A. Hunt, Colin McComb, Jason Nelson, Tom Phillips, Patrick Renie, Sean K Reynolds, and Russ Taylor.

Pathfinder Roleplaying Game Ultimate Equipment. © 2012 Paizo Publishing, LLC; Authors: Dennis Baker, Jesse Benner, Benjamin Bruck, Ross Byers, Brian J. Cortijo, Ryan Costello, Mike Ferguson, Matt Goetz, Jim Groves, Tracy Hurley, Matt James, Jonathan H. Keith, Michael Kenway, Hal MacLean, Jason Nelson, Tork Shaw, Owen KC Stephens, and Russ Taylor.

Pathfinder Campaign Setting: Technology Guide. © 2014, Paizo Inc.; Authors: James Jacobs and Russ Taylor.

The Book of Experimental Might. © 2008, Monte J. Cook. All rights reserved.

Tome of Horrors. © 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balseley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.



aeonforge.wixsite.com/home



GateWalker – In a blink the fabric of existence was cast asunder and a thousand different worlds collided. A mystically-charged cataclysm engulfed the world. Most of the population died or worse, whole continents vanished only to be replaced by alien landscapes, and horrors beyond imagination spewed forth from other worlds.

- Boundless Magic -
An ever-growing compendium of magic items, spells, and options.



- Vault of Heroes -
Pre-generated characters ready to pick up and play. Just add your own name and backstory.



Pathfinder and associated marks and logos are trademarks of Paizo Inc., and are used under license. See paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game.

Aeon Forge, GateWalker, Boundless Magic, Vault of Heroes, and their logos are trademarks of RT Wynter