

# DRAVAKOR

## Campaign Primer

BURN THE  
WORLD  
FREE!



by Lee Garvin

REALITY  
CHEQUE



# The Litany of the Dravakor

He gives us strength,  
He gives us purpose.  
He rules with wisdom,  
He smites the unrighteous.

The Dravakor are the servants of the Emperor.  
The Emperor is the servant of Mankind.  
The Dravakor are the servants of Mankind.

Mine is the honor of serving the Emperor.  
Mine is the honor of serving Mankind.  
Mine is the mantle of Dravakor.

The gods are the enemy of Mankind.  
Servants of the enemy are the enemy.  
To be the enemy of Mankind is to be unrighteous.  
He smites the unrighteous.

He is our strength,  
He is our purpose.  
He is our father,  
We are his good right arm.

# DRAVAKOR

## Campaign Primer

A campaign setting for heavy metal fantasy roleplaying games  
By Lee Garvin

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## Introduction

### A world holds its breath.

The slow but inexorable advance of the Emperor Malveesh's legions seems to have halted for now. It has been nearly a generation since the last visible defenders of Melshoor and Kaarigat fell to the swords and spears of the Ranvakor, the Imperial Legion. With that conquest, The Righteous Empire of Mankind now occupies over half the continent.

All of the land and people east of the Taguhl are now under the rule of a wizard who some claim can remember the fall of Ancient Taredar, the wondrous kingdom of ages past that turned a desert into a garden. To the west of those titanic mountains lie the so-called "Free Nations." They all know it is only a matter of time before the immortal Malveesh turns his appetites towards them; and the Taguhl will offer no protection against armies that can blacken the sky with wings, or summon the fallen of the Free Nations themselves to aid the invaders.

Some of the people west of the Taguhl know that now is the time to shore up their defenses. Now is the time to build their armies. Now is the time to create alliances and coalitions against the coming storm.

Others in the west know that now is the time to extend the hand of friendship to the mightiest power the world has ever known. Now is the time to learn from a ruler who commands such fanatical devotion from his subjects. Now is *not* the time to draw attention to themselves.

The Emperor Malveesh holds many weapons in his arsenal, but none are quite so dreaded as the fearsome dravakor. Magically engineered soldiers, each suited to a specific role, the dravakor form the leadership of the Ranvakor (Imperial Legions), the backbone of the Tolvakor (Shadow Legions), key positions in the Dilvakor (Imperial Navy), and nearly the whole of the Shegvakor (Terror Legion). Each dravakor on its own is a frightening monster, a figure of menace. In large numbers, there is simply no stopping them. And to make matters worse, they are all fanatically loyal to their Emperor. Nothing can sway their devotion, their willingness to maim, kill, or die for Malveesh.

Until now.

Something has happened. No one is quite sure what caused it, or how it happened, but a few of the numberless dravakor have begun to question their faith. Not many – just two thousand or so. These dravakor find themselves cut off – "Severed" – from the overwhelming love they have felt for Malveesh, their father, for as long as any of them can remember. And their father does not take kindly to wayward children. Those renegade dravakor have found that the Emperor has no patience for monsters who can think for themselves.



The renegades must now fight the Empire that gave them life, just to survive. And they must do it alongside the very same people they were attempting to subjugate only weeks before.

All this is especially hard for some, who find themselves remembering other lives. Human lives. Is this simply distortion and madness, or do the dravakor share a common history with mankind?

The situation is dire, and could easily become hopeless. But in the deepest darkness, the tiniest spark of rebellion is visible. A spark can be fanned into a flame. Burn the world free.

This is Hausek, the world of *Dravakor*.

## What is Dravakor?

*Dravakor* is a roleplaying game of rebellion against horrible odds, identity in crisis, high adventure, and redemption.

Who are you when you are not who you were told? Can a hero be born from atrocity? How do you fight a villain who cannot die? How do you gain the trust of a people you yourself have ground under your heel? How do cope with the fear on the face of your dearest friend?

These are all questions that will become the core of the *Dravakor* roleplaying experience.

To get the most out of this setting, you should have access to the *Pathfinder Roleplaying Game*, the *Advanced Player's Guide*, *Bestiary*, and *Bestiary 2*.

## The Campaign Environment

The flavor of *Dravakor* depends on the premise that the only intelligent beings on this world are humans and the things humans made. This means that the only races are human, bruush, and the various breeds of dravakor. Most other changes to this setting stem from this single defining difference; the usual wide variety of intelligent races found in other campaign settings are not to be found on Hausek. Other changes include a greater emphasis on languages and cultures, as well as a different monetary system.

Because of the absence of non-human intelligence on Hausek, many of the creatures found in the *Pathfinder Bestiaries* are not present, while others are altered in some way. The details of these changes are outlined on pages xx-yy.

## Races of Hausek

With the exception of human, each of the races below are represented in their own *Race Book*, with complete rules on creating and playing a character of that race.

### Human

There were once dozens of nations and cultures on the world of Hausek, but the steady advance of Malveesh's empire has all but erased most of them. Now, only Malveesh's empire and a

handful of free nations remain.

More detailed information on human cultures will be presented in the Nations of Hausek books.

### Bruush

The bruush were one of Malveesh's earlier attempts at creating a warrior race. Unfortunately for his plans, they exhibited too high a degree of independence, and worse; occasionally (though rarely) showed aptitude for magic. A few of them escaped into the "wilds" and began to breed freely. They have since spread to nearly every corner of the world in small numbers, while gathering into communities in the northern mountains of Malveesh's empire. Despite their failings in Malveesh's eyes, bruush do make excellent warriors, and many of them serve in the Ranvaktor, although they are never allowed to advance very far.

### Abregar

Looking like nothing quite so much as a winged demon, abregar are built to command and to fight. They can be found spread throughout the Ranvaktor, often in leadership positions; peppered among the Tolvaktor and Dilvaktor, again, often as commanders; and making up the bulk of the light infantry troops of the Shegvaktor. Since the Severing, a few renegade abregar have begun using their experience to become leaders of rebel cells and militias, while most have been forced to become wandering adventurers merely to survive.

### Drega

Drega are huge, hulking brutes with a frightening capacity for mayhem. They are usually placed at the front lines of the Ranvaktor where they are most effective, or in the Shegvaktor where subtlety is never a concern. They lack the specialized abilities of most of the other dravakor, and are not suited for stealth or speed. What they lack in subtlety, however, they more than make up for in massive damage.

### Matchenck

The matchenck are the scouts and trackers of the Ranvaktor, and they make up the bulk of the Tolvaktor - the shadow legions. They are swift and deadly; their presence is often not felt until the bodies of their victims are discovered.

### Schaidil

Fewer in number than any other dravakor aside from the voorsul, the schaidil are a symbol of the might of the Dilvaktor - Malveesh's navy, although some will occasionally be loaned out to the other legions as needed for specific missions. One or two of these aquatic devils can be found on board almost any ship in the armada.

### Voorsul

The rarest of the dravakor, the voorsul are regarded as nothing more than rumor - which is exactly the way Malveesh wants it. The voorsul can be found among the Tolvaktor, performing the jobs deemed distasteful even for a matchenck, or elsewhere in the empire and beyond, infiltrating, investigating, and assassinating.



# Languages of Hausek

**Bruushaak** – A dialect of Malvaak spoken by bruush. Largest variety of swear words of any known language. Uses the Malvaak alphabet.

**Duvaan** – Language of the Duva nomads of the Melshoor desert, now a part of the central empire. Uses the Melshung alphabet on the rare occasions it is written. Its speech has been outlawed within the empire.

**High Jeronian** – Old tongue spoken in Jeron in centuries past. Now used as a scholar's language. Uses its own alphabet, which appears to be an evolution of Old Taredar's. Linguistically, it is the link between Old Taredar and modern Jeronian.

**Jeronian** – Language of the kingdom of Jeron. Uses the Parid alphabet.

**Kaarig** – Language of the former nation of Kaarigat, now a part of Malveesh's empire. Uses the Melshung alphabet. Its speech has been outlawed within the empire.

**Luran** – Language of the all-but-extinct Lura people, whose nation was once in what is now the north-western region of the empire. Uses the Melshung alphabet. Its speech has been outlawed within the empire.

**Malvaak** – An artificial language created by Malveesh to be the official tongue of his empire. Uses its own alphabet. Has come into wide use as a near-universal trade language.

**Mekwang** – Language of the Mekwang Empire. Uses a pictographic alphabet.

**Melshung** – Language of the former nation of Melshoor, now a part of Malveesh's empire. Uses its own alphabet. Its speech has been outlawed within the empire.

**Miraban** – Polyglot mish-mash spoken in several of the western city-states along the Gilded Coast. Never used in polite society, but often useful for business deals – especially among

those who refuse to speak Malvaak. Uses the Parid alphabet.

**Old Taredar** – Dead language of an ancient kingdom in the East. Uses a hieroglyphic alphabet.

**Parid** – Language of the Parikan Republic, also spoken in most of the southern city-states along the Gilded Coast. Uses its own alphabet.

**Pekwang** – A dialect of Mekwang usually spoken on the islands to the north of Mekwang. Uses the Mekang alphabet.

**Pekwang-Taa** – A fairly recent offshoot of both the Mekwang and Pekang tongues, used in institutions of scholarly pursuit and arcane study in Mekwang. Includes a large amount of completely artificial elements, making even it difficult to translate back into either of its root languages. Uses a variant of the Mekwang alphabet, with nearly double the number of pictographs as in the original.

**Schtaag** – A secret language used for Malveesh's military communications. Uses the Malvaak alphabet. Has no spoken version.

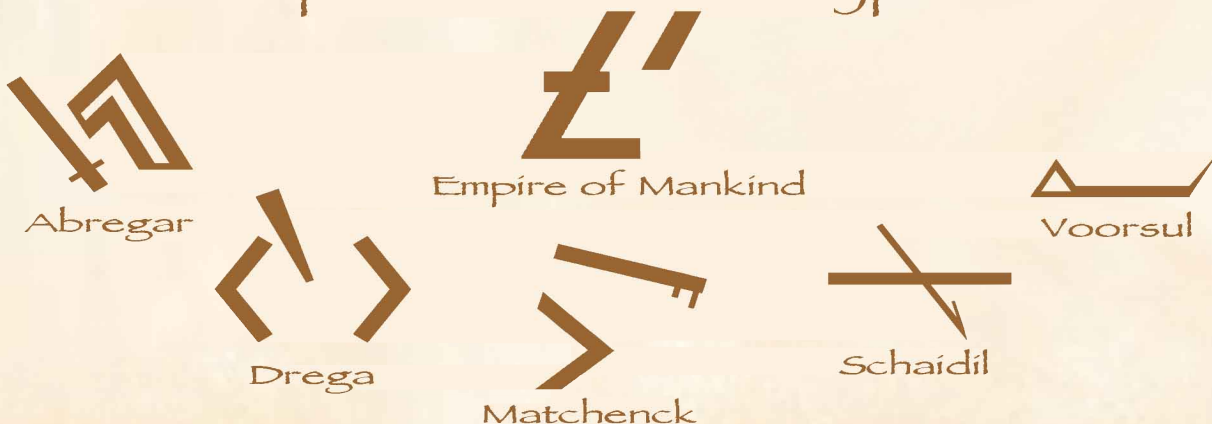
**Tembo** – A dialect of Tranzas, usually spoken by only the most antisocial of the Tranzacas tribes.

**Tranzas** – Language spoken by the islanders of the Tranzacas. Has no written version.

**Turizaat** – The Language of the Gilded Coast City-State of Turiz. A strange patois of Kaarigat and Parid. Uses a variant of the Parid alphabet.

**Yolari** – The Language of the Yolari people, a collection of tribes and clans in the south-eastern portion of the empire. Uses a variant of the Melshung alphabet, but there is no standardization of use from tribe to tribe, or even family to family. Its speech has been outlawed within the empire.

## Important Malvaak Glyphs





# Character Classes in Dravakor

Unless noted below, character classes in *Dravakor* remain unchanged from those in the **Pathfinder Roleplaying Game** or the **Advanced Player's Guide**.

## Alchemist

The knowledge and skill to harness magical power into potions and elixirs is highly prized nearly everywhere on Hausek. One notable exception to this is the Tranzacas, where the islanders have a deep-seated mistrust of magic that rests in anything that is not alive.

**Races:** Only bruush and humans can begin play as alchemists.

## Barbarian

The only cultures that naturally produce barbarians on Hausek are the bruush settlements and the Yolari peninsula within Malveesh's empire, some human tribes in the Tranzacas, and on a few uncharted islands to the north and the south of the continent. Some barbarians, however, become what they are out of choice rather than cultural inclination; the terror troops of the Shegvakor find the fear and destruction caused by a barbarian's rage to be a very valuable tool.

## Bard

Bards are greeted with mixed reactions in the empire. The people love to see and hear a traveling entertainer, but the governors and military fear rabble-rousers. To alleviate this worry, Malveesh's propaganda engine churns out many popular songs and stories designed to boost the imperial image, and they sponsor several bards of their own who only perform government-approved material.

**Races:** Only bruush and humans can begin play as bards.

## Cavalier

Warriors who fight for causes, kings, or glory, cavaliers are found everywhere. Nearly every great power on Hausek sponsors its own order of cavaliers, in addition to those orders that transcend national borders.

## Cleric

Religion of any kind is forbidden within the empire (although a blind eye is often turned towards those communities of Bruush who have taken to Malveesh worship), and any priest is taking his life in his hands if he speaks. A few underground churches exist – mostly of the religions practiced within the occupied nations of Melshoor and Kaarigat, as well as the occasional missionary from across the border, operating in secret. In the free nations, nearly all religions are practiced openly. In Jeron, the priesthood occupies a social level just below the nobility.

On the table presented below, some of the deities are listed with a second name in parentheses. These are the gods' original names as they were worshiped in the past. Most gods are known by many different names in different cultures. The ones presented here are a representative sampling. More information on the gods can be found in the various *Dravakor Nation Books*.

## Druid

While druids are scattered, to a small extent, all over, they are most common in Jeron, Mekwang, and the Parikan Republic. In the empire, they are usually among the higher echelons of various resistance cells, particularly in the wilds of the south-eastern reaches, among the dispossessed Yolari people.

While most druids are independent by nature and follow no particular church, some Jeronian and Parid druids pay at least lip service to either Naila or Gradal, depending on whether their focus is on plants or animals.

## Fighter

There is nothing changed about the fighter class, and they can be found everywhere.

## Selected Gods of Hausek

Deity	AL	Portfolios and Titles	Domains	Favored Weapon
Morel ( <i>Morlidityorkul</i> )	LG	God of the earth, Guardian God	Earth, Good, Protection, Strength	longsword
Aidar ( <i>Aidarunekiltar</i> )	NG	Sun god, Day Warden	Good, Healing, Sun	mace
Gradal	NG	God of beasts, The Loyal One	Animal, Earth, Protection	hunting spear
Herub ( <i>Herubulstandlelay</i> )	NG	Sky god, Windseeker	Air, Knowledge, Strength	hammer
Naila	NG	Goddess of the harvest	Earth, Good, Healing, Plant	flail
Parik	CG	God of freedom	Chaos, Good, Luck, Travel	shortsword
Razot ( <i>Raxaatinakulin</i> )	LN	God of the underworld, Black Shepherd	Death, Earth, Law	longsword
Skraal	N	God of storms, god of winds	Air, Destruction, Water	hammer
Sorun	LN	Goddess of commerce	Earth, Judgment, Law, Travel	mace
Mishak	N	God of magic, Lord of Change	Knowledge, Luck, Magic	quarterstaff
Lotor	CN	God of war, Nation Breaker	Chaos, Destruction, Strength, War	battleaxe
Retick	CN	God of trickery	Secrets, Shadow, Trickery	dagger
Vez ( <i>Weshilburongolar</i> )	CN	God of the sea, Kraken Father	Strength, Travel, Water	harpoon
Malveesh	LE	The Emperor	Unknown	scimitar
Kagrak ( <i>Khagrgylchnr</i> )	CE	God of Darkness, The Outsider	Chaos, Death, Destruction, Evil, Fire	morningstar



## Inquisitor

While extreme views from nearly any faith can lead a devotee down the path of the inquisitor, it is among the more orthodox orders of the Jeronian Church and the mysterious Turizian Temple of Sorun that they really come into their own. Occasionally inquisitors will appear in the Empire despite Malveesh's decrees against religion. Their faith is focused towards the Empire and its laws, which neatly avoids any legal difficulties.

## Monk

Originally, the only monasteries that produce monks were found in Mekwang and on some of the islands to the north of that country. The number of bruush who have become monks can be counted on the fingers of no hands, but it could be possible for an especially dedicated one to make it. The Emperor Malveesh has recently ordered the founding of a series of monasteries in the northern part of the empire, in order to determine the potential usefulness of monk-trained warriors in his service.

## Oracle

The fact that oracles did not choose their lot in life, they are treated very much the same as clerics or paladins if they are discovered within the Empire. Among the Parikan, an oracle will often be revered even greater than a high-priest. In Mekwang, oracles occupy an entire social strata all their own; some gathering followers, some serving specific nobles, and still others becoming hermits.

## Paladin

Given Malveesh's stand on religion, it is no shock that there are no paladins in his service. Of all the evils in the world, nearly every paladin can agree that Malveesh is the one that needs to be dealt with above all others. The land where paladins are most welcome is Jeron, where knightly orders of the saints have been established for centuries.

A drega paladin cannot use a horse as their special mount, and must seek a larger beast, such as an elephant or some other great beast. Schaidil can choose a land-based or sea-based mount, but cannot choose both. Voorsul can take a mount just like any other paladin, and it will recognize its master no matter what body he is in.

## Ranger

Rangers can be found in every wilderness on Hausek, either as independent protectors of the wild or as agents of a government. Malveesh uses rangers extensively in his Tolvakor.

**Favored Enemy:** The following table replaces table in the ranger rules in the **Pathfinder Roleplaying Game**:

### Ranger Favored Enemies

Type (subtype)	Type (subtype)
Aberration	Dravakor (voorsul)
Animal	Magical Beast
Bruush	Mercenary
Construct	Ooze
Criminal (common)	Outsider (air)
Criminal (organized)	Outsider (chaotic)
Culture (Gilded Coast)	Outsider (earth)
Culture (Imperial)	Outsider (evil)
Culture (Jeronian)	Outsider (fire)
Culture (Mekwang)	Outsider (good)
Culture (Parikan)	Outsider (lawful)
Culture (Tranzacas)	Outsider (native)
Dravakor (abregar)	Outsider (water)
Dravakor (drega)	Plant
Dravakor (matchenck)	Undead
Dravakor (schaidil)	Vermin

## Rogue

There is nothing changed about the rogue class, and they can be found everywhere.

## Sorcerer

Sorcerers have a hard time of it on Hausek; feared and mistrusted in the west, hunted down and pressed into service in the east. Malveesh only gives captured sorcerers one chance to join him and serve him. After that, they are simply made to vanish.

The Aquatic, Boreal, Deep Earth, Draconic, Fey, and Serpentine bloodlines are not available in the **Dravakor** setting, since creatures of those types do not exist on Hausek.

**Races:** Only bruush and humans can begin play as sorcerers.

## Summoner

The summoner is treated very much the same as any other spellcaster, but the islanders of the Tranzacas actually hold them in higher esteem than most. This is, of course, the inverse of their opinions of alchemists.

**Races:** Only bruush and humans can begin play as summoners.

## Witch

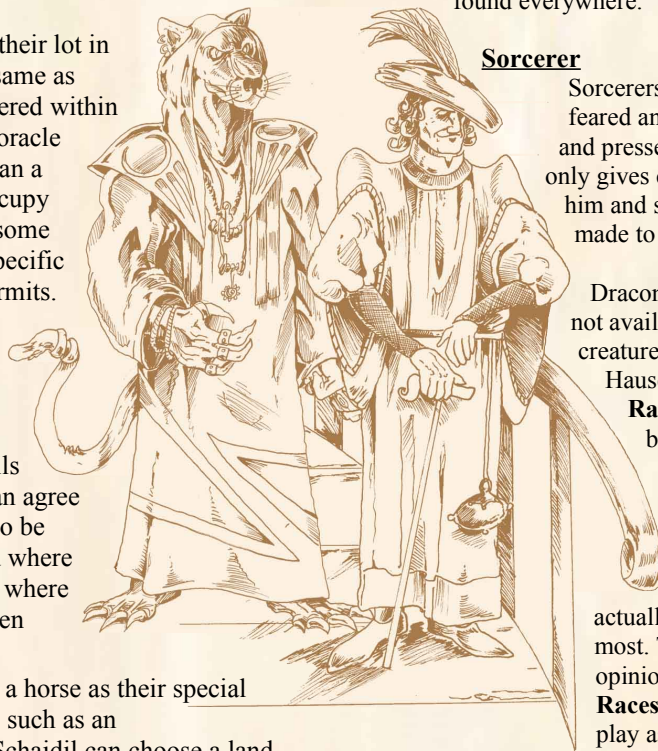
Witches are feared and mistrusted by many cultures of Hausek, getting precious little respect or prestige. Among the bruush and the Tranzacas, however, they are often found in positions of great influence. Given the relatively undisciplined nature of a witch's training, very few of them ever enter service to the Empire; preferring instead to remain hidden or leave altogether.

**Races:** Only bruush and humans can begin play as witches.

## Wizard

Wizards are fairly well regarded in the west, and many serve in noble and royal courts. In the east, however, they are given the same treatment as sorcerers.

**Races:** Only bruush and humans can begin play as wizards.



# Character Traits

In addition to the traits listed in the **Advanced Player's Guide**, the **Dravakor** setting introduces a new type of trait; the military trait. New race and cultural traits are also provided here.

## Military Traits

These traits are gained through military experience. A character with one of these traits has spent at least a few years serving as a professional soldier. Currently, the only places on Hausek where a full-time professional army might be found are the Empire and the mercenary companies of the Gilded Coast.

### Dilvakor

**Imperial Charts:** The navigators of the Dilvakor have access to some of the most impressive charts and roods in the world. You have gained a deep familiarity with these charts, and your memories grant you a +1 trait bonus to either Survival or Profession (Sailor) checks made to navigate at sea; additionally, one of these skills (your choice) is always a class skill.

### Mercenary

**Sell-Sword:** Many Mercenary troops on Hausek are better trained, better armed, and far more experienced than soldiers in most nations' regular armies. In addition to generally being better fighters, they are quite adept at making their skills pay. You gain a +1 trait bonus to all Profession (Soldier) checks, and Profession (Soldier) is always a class skill.

### Ranvakor

**Military Discipline:** The Ranvakor are the most disciplined and organized fighting force in the world. The need for a cool head in the chaos of the battlefield is imperative. You gain a +1 trait bonus to Will saves when in combat situations.

### Shegvakor

**Terrifying Reputation:** Serving in the Shegvakor leaves an indelible mark on its warriors. You gain a +1 trait bonus to Intimidate checks, and Intimidate is always a class skill.

### Tolvakor

**Tolrox:** The tolrox, or "shadow blade" discipline was drilled into you as a Tolvakor scout. It involves the recognition and exploitation of opportunities, with special emphasis on remaining unseen. You may choose either a +1 trait bonus to all Stealth checks with Stealth always a class skill, or a +1 trait bonus to damage done with a light weapon whenever your opponent would be denied their Dexterity bonus to AC.

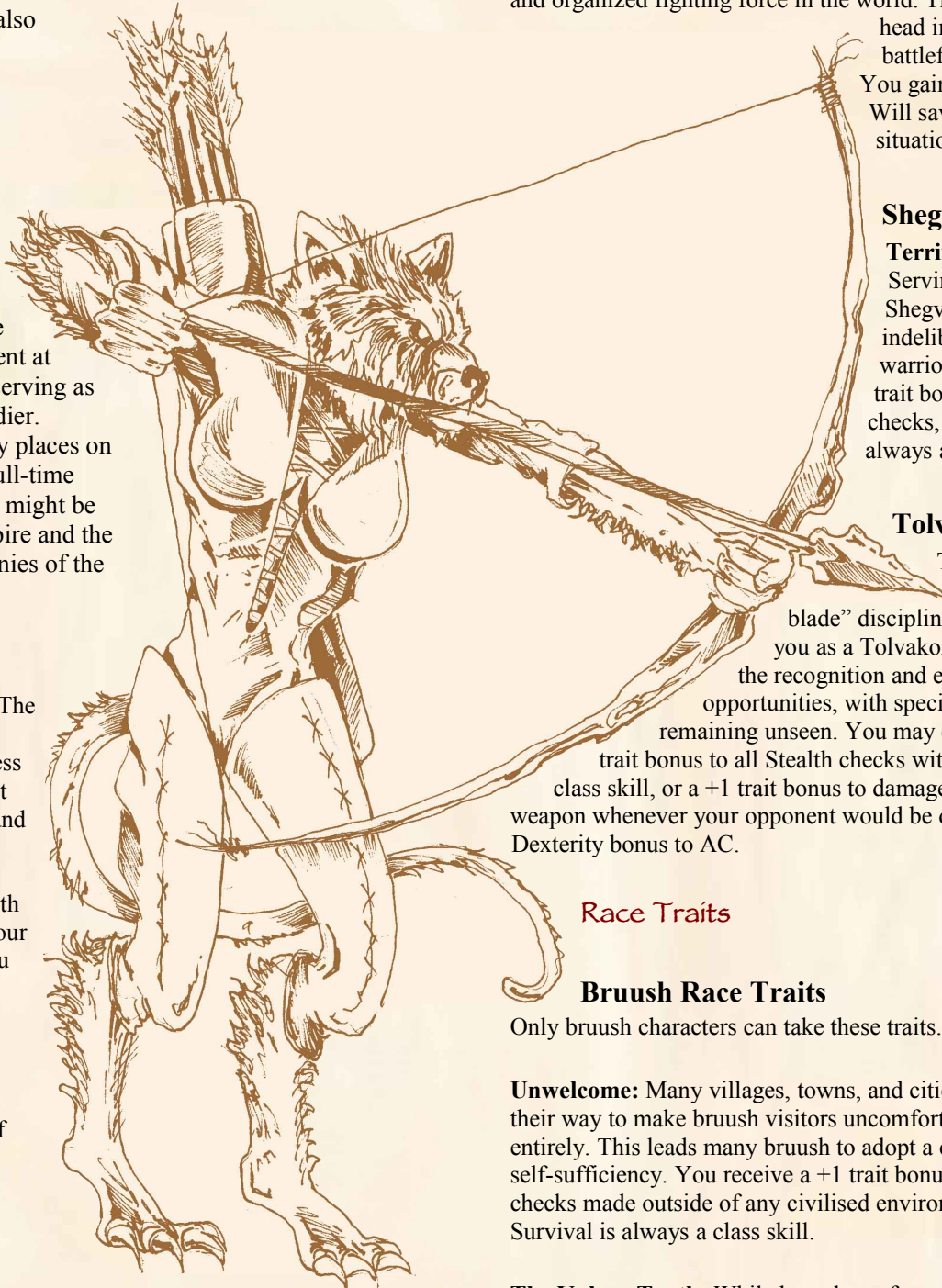
## Race Traits

### Bruush Race Traits

Only bruush characters can take these traits.

**Unwelcome:** Many villages, towns, and cities will go out of their way to make bruush visitors uncomfortable, if not barred entirely. This leads many bruush to adopt a certain degree of self-sufficiency. You receive a +1 trait bonus to all Survival checks made outside of any civilised environment, and Survival is always a class skill.

**The Vulgar Truth:** While bruush are famously crude, few ever accuse them of being dishonest (at least not twice). Their natural inclination towards honesty does not come from naiveté, but from a distaste of the sounds and smells that people make when lying. This, in turn, makes it relatively easy for some bruush to spot falsehoods. You receive a +1 trait bonus to Sense Motive checks, and Sense Motive is always a class skill.





## Cultural Traits

The following traits are representative of several of the human cultures of Hausek. Only human characters or dravakor characters with the Vestige of Humanity feat can take these traits.

### Duva

**Saddleborn:** Your life among the nomadic Duva people has taught you many things about horses, and possibly a few things about axebeaks. You gain a +1 trait bonus to any Ride, Handle Animal, or Appraise checks when dealing with either axebeaks or horses (choose one), and Ride is always a class skill for you..

### Gilded Coast

**Cosmopolitan:** Growing up along the Gilded Coast, you were exposed to people and cultures from all over Hausek. You begin play with any one additional language except for High Jeronian, Old Taredar, Pekwang-Taa, or Schtaag. In addition, the Linguistics skill is always a class skill for you.

### Gilded Coast – Mirabo

**Hands of The Coast:** Miraban craftsman are among the most sought-after in the world. The constant exposure to artisans of so many different cultures keeps Miraban workmanship at the cutting edge of technique and style. You gain a +1 trait bonus to any one Craft skill, which is always a class skill.

### Gilded Coast – Turiz

**The Singing City:** Turiz is the birthplace and the capital of the art form known as opera. Turizians know their music like no one else, and are fiercely loyal to their favorite composers and performers. You gain a +1 trait bonus to either Perform (Sing), Perform (Dance), or Perform (*musical instrument*). Whichever skill you choose is always a class skill.

### Jeron

**Orthodox Upbringing:** Many families still follow the more hard-line teachings of the Orthodox Jeronian Church, despite a growing reform movement. Your family refused to let go of its traditions. You receive a +1 trait bonus to all Knowledge (Religion) checks as well as a +1 to damage done by any divine spell, provided the character worships a god or saint of the Jeronian Church.

### Kaarigat

**A Friend to the Foul:** Life among the Kaarigat can be precarious, especially when the undead who brazenly walk among the people decide to take an interest in you. You have spent a sizable portion of your life socializing with these creatures, and have somehow managed to avoid becoming a

meal or a slave. You gain a +1 trait bonus to any skill check or saving throw made during any non-violent interaction with an undead creature.

### Lura

**Custodian to the Stolen Past:** What few Lura still survive have been forced to hide their culture in order to preserve it. Children are drilled from their first words in the tales, legends, and traditions of their people, as well as in how to keep them secret. You gain a +1 trait bonus to either Knowledge (History), Knowledge (Local), or Knowledge (Religion). Whichever skill you choose is always a class skill.

### Melshoor

**Rebel's Resolve:** For over twenty years, the only place Melshoor has existed in any official capacity has been on a few old maps and in a desultory government-in-exile subsisting off of foreign kindness. And yet, the Melshung culture has survived, fueling a persistent and irritating insurgency within the Empire. You receive a +1 trait bonus to all damage rolls made when fighting Imperial forces.

### Mekwang

**Knowledge of Station:** The highly stratified society of Mekwang can be a treacherous minefield of misunderstanding and offense to the uninitiated. Fortunately, everyone from the Great Ratiana to the lowliest pajay are drilled in the proper rules and etiquette necessary to survive day to day life; foreigners are on their own. You receive a +1 trait bonus to either Diplomacy, Knowledge (Local), or Knowledge (Nobility). Whichever skill you choose is always a class skill.

### Parikan Free Republic

**Political Savvy:** Though the Parikan democratic system is still in its infancy, the Parikan people have embraced it almost universally. The average Parikan citizen takes great pride in being fully involved in the decision-making process. This greater familiarity with politics in general gives you a +1 trait bonus to all Diplomacy checks, and Diplomacy is always a class skill.

### Tranzacas

**Community-Minded:** The people of the Tranzacas value community and cooperation above all else. From an early age, they are taught to put the goals of the group above their own ambitions. When you use the Aid Another action, your ally gains a +3 bonus to their roll instead of the usual +2.

### Yolari

**Wild Kindred:** The savage Yolari people often find more in common with the beasts with whom they share their jungles than with so-called civilized cultures. You receive a +1 trait bonus to either Handle Animal or Survival checks. Whichever skill you choose is always a class skill.

# Money and Equipment

All the various nations, churches, guilds, and societies on Hausek do not share a standardized monetary system. Just as on Earth, every nation has their own currencies and trade practices, and the value of goods can vary greatly from location to location, or from time to time.

On the table below are comparisons between Imperial coins, some of the other major forms of currency on Hausek, and the gold piece as related in Chapter 6 of the **Pathfinder Roleplaying Game**.

Each nation book will include alternate equipment tables to replace the ones found in Chapter 6 of the **Pathfinder Roleplaying Game**, allowing each country to have its own unique economic identity. The tables presented in this book are for the Empire.

Taking a look at the tables here, you may notice that the world of Hausek is not on a gold standard, but a silver one.

The coins themselves are:

The Imperial *tokat*: This small copper coin has the imperial glyph stamped on the obverse, and a frieze of the city in which it was minted on the reverse.

The Imperial *Tir*: These small silver coins are decorated with the likenesses of the local imperial governors from where the coins were minted (with the exception of Governor Julkor, who instead has portraits of his three favorite dogs on the coins).

The Imperial *Mal*: The Mal is a large silver coin that bears the likeness of Malveesh himself. This is the largest denomination coin that most people will ever see in their lives.

The Imperial *Ran*: The Ran is a very large gold coin that bears a map of the Empire on its face. There are rumors that some exist that have a map of the entire continent instead, betraying the Emperor's ambitions. The Ran is the benchmark from which the values of all other Imperial coins are determined. The Ran represents the amount of money needed to arm and provision one cohort of the Ranvaktor for one month.

The Republican *publius*: The publius is the standard coin of the Parikan Free Republic. This silver coin has an image of the god Parik on its face.

The Jeronian *silver bishop*: the silver bishop or, more commonly, simply "bishop" is a nickname for the kingdom of Jeron's standard currency, a very large silver coin. Bishops are often cut or broken for smaller transactions.

The Gilded Coast's *guilder*: Even larger than the bishop, the guildler is rarely found intact.

The Mekwang *bar*: The bar is a solid bar of silver approximately 2 inches long by one-half and wide by one quarter of an inch thick. Its surface is covered in the official titles of the Ratiana, written in Mekwang, of course.

Coins of Hausek

	Et	ET	EM	ER	Pp	Jb	Gg	Mb	gp
tokat (Et) (Empire)	1	1/100	1/1000	1/250,000	1/750	1/2000	1/2500	1/1000	1/1000
Tir (ET) (Empire)	100	1	1/10	1/2,500	2/15	1/20	1/25	1/10	1/10
Mal (EM) (Empire)	1000	10	1	1/250	1 1/3	1/2	2/5	1	1
Ran (ER) (Empire)	250,000	2500	250	1	333 1/3	125	100	250	250
publius (Pp) (Parikan Republic)	750	7 1/2	3/4	3/1000	1	3/8	3/10	3/4	3/4
silver bishop (Jb) (Jeron)	2000	20	2	1/125	2 2/3	1	4/5	2	2
guilder (Gg) Gilded Coast	2500	25	2 1/2	1/100	3 1/3	1 1/4	1	2 1/2	2 1/2
bar (Mb) (Makwang)	1000	10	1	1/250	1 1/3	1/2	2/5	1	1
					Wizard	2d8 × 10 Mal		90 Mal	

Starting Character Wealth

Class	Starting Wealth	Average
Alchemist	3d6 × 10 Mal	105 Mal
Barbarian	3d6 × 10 Mal	105 Mal
Bard	4d6 × 10 Mal	140 Mal
Cavalier	5d6 × 10 Mal	175 Mal
Cleric	3d6 × 10 Mal	105 Mal
Druid	2d6 × 10 Mal	70 Mal
Fighter	5d6 × 10 Mal	175 Mal
Inquisitor	4d6 × 10 Mal	140 Mal
Monk	1d6 × 10 Mal	35 Mal
Oracle	3d6 × 10 Mal	105 Mal
Paladin	5d6 × 10 Mal	175 Mal
Ranger	5d6 × 10 Mal	175 Mal
Rogue	4d6 × 10 Mal	140 Mal
Sorcerer	2d8 × 10 Mal	90 Mal
Summoner	2d6 × 10 Mal	70 Mal
Witch	3d6 × 10 Mal	105 Mal

Trade Goods

Cost	Item
10 tokat	One pound of wheat
20 tokat	One pound of flour, or one chicken
2 Tir	One pound of iron
10 Tir	One pound of tobacco or copper
1 Mal	One pound of cinnamon, or one goat
2 Mal	One pound of ginger or pepper, or one sheep
3 Mal	One pig
4 Mal	One square yard of linen
10 Mal	One pound of salt
10 Mal	One cow
15 Mal	One pound of saffron or cloves, or one ox
20 Mal	One square yard of silk
50 Mal	One pound of silver



## Weapons

Simple Weapons	Cost	Dmg (M)	Dmg (L)	Critical	Range	Weight <sup>1</sup>	Type <sup>2</sup>	Special
<i>Unarmed Attacks</i>								
Gauntlet	2 Mal	1d3	1d4	×2	—	1 lb.	B	—
Unarmed strike	—	1d3	1d4	×2	—	—	B	nonlethal
<i>Light Melee Weapons</i>								
Dagger	2 Mal	1d4	1d6	19–20/×2	10 ft.	1 lb.	P or S	—
Dagger, punching	2 Mal	1d4	1d6	×3	—	1 lb.	P	—
Gauntlet, spiked	4 Mal	1d4	1d6	×2	—	1 lb.	P	—
Mace, light	5 Mal	1d6	1d8	×2	—	4 lbs.	B	—
Sickle	6 Mal	1d6	1d8	×2	—	2 lbs.	S	trip
<i>One-Handed Melee Weapons</i>								
Club	—	1d6	1d8	×2	10 ft.	3 lbs.	B	—
Mace, heavy	12 Mal	1d8	2d6	×2	—	8 lbs.	B	—
Morningstar	8 Mal	1d8	2d6	×2	—	6 lbs.	B and P	—
Shortspear	1 Mal	1d6	1d8	×2	20 ft.	3 lbs.	P	—
<i>Two-Handed Melee Weapons</i>								
Longspear	5 Mal	1d8	2d6	×3	—	9 lbs.	P	brace, reach
Quarterstaff	—	1d6/1d6	1d8/1d8	×2	—	4 lbs.	B	double, monk
Spear	2 Mal	1d8	2d6	×3	20 ft.	6 lbs.	P	brace
<i>Ranged Weapons</i>								
Blowgun	2 Mal	1d2	1d3	×2	20 ft.	1 lb.	P	—
Darts, blowgun (10)	5 Tir	—	—	—	—	—	—	—
Crossbow, heavy	50 Mal	1d10	2d8	19–20/×2	120 ft.	8 lbs.	P	—
Bolts, crossbow (10)	1 Mal	—	—	—	—	1 lb.	—	—
Crossbow, light	35 Mal	1d8	2d6	19–20/×2	80 ft.	4 lbs.	P	—
Bolts, crossbow (10)	1 Mal	—	—	—	—	1 lb.	—	—
Dart	5 Tir	1d4	1d6	×2	20 ft.	1/2 lb.	P	—
Javelin	1 Mal	1d6	1d8	×2	30 ft.	2 lbs.	P	—
Sling	—	1d4	1d6	×2	50 ft.	—	B	—
Bullets, sling (10)	1 Tir	—	—	—	—	5 lbs.	—	—
Martial Weapons	Cost	Dmg (M)	Dmg (L)	Critical	Range	Weight <sup>1</sup>	Type <sup>2</sup>	Special
<i>Light Melee Weapons</i>								
Axe, throwing	8 Mal	1d6	1d8	×2	10 ft.	2 lbs.	S	—
Hammer, light	1 Mal	1d4	1d6	×2	20 ft.	2 lbs.	B	—
Handaxe	6 Mal	1d6	1d8	×3	—	3 lbs.	S	—
Kukri	8 Mal	1d4	1d6	18–20/×2	—	2 lbs.	S	—
Pick, light	4 Mal	1d4	1d6	×4	—	3 lbs.	P	—
Sap	1 Mal	1d6	1d8	×2	—	2 lbs.	B	nonlethal
Shield, light	special	1d3	1d4	×2	—	special	B	—
Spiked armor	special	1d6	1d8	×2	—	special	P	—
Spiked shield, light	special	1d4	1d6	×2	—	special	P	—
Starknife	24 Mal	1d4	1d6	×3	20 ft.	3 lbs.	P	—
Sword, short	10 Mal	1d6	1d8	19–20/×2	—	2 lbs.	P	—
<i>One-Handed Melee Weapons</i>								
Battleaxe	10 Mal	1d8	2d6	×3	—	6 lbs.	S —	—
Flail	8 Mal	1d8	2d6	×2	—	5 lbs.	B	disarm, trip
Longsword	20 Mal	1d8	2d6	19–20/×2	—	4 lbs.	S —	—
Pick, heavy	8 Mal	1d6	1d8	×4	—	6 lbs.	P —	—
Rapier	40 Mal	1d6	1d8	18–20/×2	—	2 lbs.	P —	—
Scimitar	15 Mal	1d6	1d8	18–20/×2	—	4 lbs.	S —	—
Shield, heavy	special	1d4	1d6	×2	—	special	B —	—
Spiked shield, heavy	special	1d6	1d8	×2	—	special	P	—
Trident	15 Mal	1d8	2d6	×2	10 ft.	4 lbs.	P	brace
Warhammer	12 Mal	1d8	2d6	×3	—	5 lbs.	B	—

<b>Martial Weapons (cont.)</b>	<b>Cost</b>	<b>Dmg (M)</b>	<b>Dmg (L)</b>	<b>Critical</b>	<b>Range</b>	<b>Weight<sup>1</sup></b>	<b>Type<sup>2</sup></b>	<b>Special</b>
<i>Two-Handed Melee Weapons</i>								
Falchion	75 Mal	2d4	2d6	18–20/×2	—	8 lbs.	S	—
Glaive	8 Mal	1d10	2d8	×3	—	10 lbs.	S	reach
Greataxe	20 Mal	1d12	3d6	×3	—	12 lbs.	S	—
Greatclub	5 Mal	1d10	2d8	×2	—	8 lbs.	B	—
Flail, heavy	15 Mal	1d10	2d8	19–20/×2	—	10 lbs.	B	disarm, trip
Greatsword	50 Mal	2d6	3d6	19–20/×2	—	8 lbs.	S	—
Guisarme	9 Mal	2d4	2d6	×3	—	12 lbs.	S	reach, trip
Halberd	10 Mal	1d10	2d8	×3	—	12 lbs.	P or S	brace, trip
Lance	10 Mal	1d8	2d6	×3	—	10 lbs.	P	reach
Ranseur	10 Mal	2d4	2d6	×3	—	12 lbs.	P	disarm, reach
Scythe	18 Mal	2d4	2d6	×4	—	10 lbs.	P or S	trip
<i>Ranged Weapons</i>								
Longbow	75 Mal	1d8	2d6	×3	100 ft.	3 lbs.	P	—
Arrows (20)	1 Mal	—	—	—	—	3 lbs.	—	—
Longbow, composite	100 Mal	1d8	2d6	×3	110 ft.	3 lbs.	P	—
Arrows (20)	1 Mal	—	—	—	—	3 lbs.	—	—
Shortbow	30 Mal	1d6	1d8	×3	60 ft.	2 lbs.	P	—
Arrows (20)	1 Mal	—	—	—	—	3 lbs.	—	—
Shortbow, composite	75 Mal	1d6	1d8	×3	70 ft.	2 lbs.	P	—
Arrows (20)	1 Mal	—	—	—	—	3 lbs.	—	—
<i>Exotic Weapons</i>								
<i>Light Melee Weapons</i>								
Kama	4 Mal	1d6	1d8	×2	—	2 lbs.	S	monk, trip
Nunchaku	4 Mal	1d6	1d8	×2	—	2 lbs.	B	disarm, monk
Sai	2 Mal	1d4	1d6	×2	—	1 lb.	B	disarm, monk
Siangham	6 Mal	1d6	1d8	×2	—	1 lb.	P	monk
<i>One-Handed Melee Weapons</i>								
Sword, bastard	35 Mal	1d10	2d8	19–20/×2	—	6 lbs.	S	—
Whip	1 Mal	1d3	1d4	×2	—	2 lbs.	S	disarm, nonlethal, reach, trip
<i>Two-Handed Melee Weapons</i>								
Chain, spiked	25 Mal	2d4	2d6	×2	—	10 lbs.	P	disarm, trip
Flail, dire	90 Mal	1d8/1d8	2d6/2d6	×2	—	10 lbs.	B	disarm, double, trip
Sword, two-bladed	100 Mal	1d8/1d8	2d6/2d6	19–20/×2	—	10 lbs.	S	double
<i>Ranged Weapons</i>								
Bolas	5 Mal	1d4	1d6	×2	10 ft.	2 lbs.	B	nonlethal, trip
Crossbow, hand	100 Mal	1d4	1d6	19–20/×2	30 ft.	2 lbs.	P	—
Bolts (10)	1 Mal	—	—	—	—	1 lb.	—	—
Crossbow, repeating heavy	500 Mal	1d10	2d8	19–20/×2	120 ft.	12 lbs.	P	—
Bolts (5)	1 Mal	—	—	—	—	1 lb.	—	—
Crossbow, repeating light	300 Mal	1d8	2d6	19–20/×2	80 ft.	6 lbs.	P	—
Bolts (5)	1 Mal	—	—	—	—	1 lb.	—	—
Net	20 Mal	—	—	—	10 ft.	6 lbs.	—	—
Shuriken (5)	2 Mal	1d2	1d3	×2	10 ft.	1/2 lb.	P	monk

1 Weight figures are for Medium weapons. A Large weapon weighs twice as much.

2 A weapon with two types is both types if the entry specifies “and,” or either type (wielder’s choice) if the entry specifies “or.”

## Special Materials

Some of the Special Materials listed in the **Pathfinder Core Rule Book** are unavailable on Hausek. Mithral and Dragonhide simply do not exist in this world.

Adamantine is rare, but known, and deposits of it have been found in the central portion of the Empire, as well as in the mountains surrounding Mekwang.

Darkwood trees grow strong and tall on a few of the islands of the Tranzacas, where they are guarded, protected, sometimes even worshiped by the natives.

Cold Iron, while still useful against demons, is not in very high demand.

The process to create Alchemical Silver was perfected by the Wizard’s College of Mirabo, but the secret has managed to find its way across the continent.



## Armor and Shields

Armor	Cost	Armor/Shield Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	Speed		Weight <sup>1</sup>
						30 ft.	20 ft.	
<i>Light armor</i>								
Padded	5 Mal	+1	+8	0	5%	30 ft.	20 ft.	10 lbs.
Leather	10 Mal	+2	+6	0	10%	30 ft.	20 ft.	15 lbs.
Studded leather	25 Mal	+3	+5	-1	15%	30 ft.	20 ft.	20 lbs.
Chain shirt	100 Mal	+4	+4	-2	20%	30 ft.	20 ft.	25 lbs.
<i>Medium armor</i>								
Hide	15 Mal	+4	+4	-3	20%	20 ft.	15 ft.	25 lbs.
Scale mail	50 Mal	+5	+3	-4	25%	20 ft.	15 ft.	30 lbs.
Chainmail	150 Mal	+6	+2	-5	30%	20 ft.	15 ft.	40 lbs.
Breastplate	200 Mal	+6	+3	-4	25%	20 ft.	15 ft.	30 lbs.
<i>Heavy armor</i>								
Splint mail	200 Mal	+7	+0	-7	40%	20 ft. <sup>2</sup>	15 ft. <sup>2</sup>	45 lbs.
Banded mail	250 Mal	+7	+1	-6	35%	20 ft. <sup>2</sup>	15 ft. <sup>2</sup>	35 lbs.
Half-plate	600 Mal	+8	+0	-7	40%	20 ft. <sup>2</sup>	15 ft. <sup>2</sup>	50 lbs.
Full plate	1,500 Mal	+9	+1	-6	35%	20 ft. <sup>2</sup>	15 ft. <sup>2</sup>	50 lbs.
<i>Shields</i>								
Buckler	15 Mal	+1	—	-1	5%	—	—	5 lbs.
Shield, light wooden	3 Mal	+1	—	-1	5%	—	—	5 lbs.
Shield, light steel	9 Mal	+1	—	-1	5%	—	—	6 lbs.
Shield, heavy wooden	7 Mal	+2	—	-2	15%	—	—	10 lbs.
Shield, heavy steel	20 Mal	+2	—	-2	15%	—	—	15 lbs.
Shield, tower	30 Mal	+4 <sup>3</sup>	+2	-10	50%	—	—	45 lbs.
<i>Extras</i>								
Armor spikes	+30 Mal	—	—	—	—	—	—	+10 lbs.
Gauntlet, locked	8 Mal	—	—	special	n/a <sup>4</sup>	—	—	+5 lbs.
Shield spikes	+7 Mal	—	—	—	—	—	—	+5 lbs.

<sup>1</sup> Weight figures are for armor sized to fit Medium characters. Armor fitted for Large characters weighs twice as much.

<sup>2</sup> When running in heavy armor, you move only triple your speed, not quadruple.

<sup>3</sup> A tower shield can instead grant you cover. See the description.

<sup>4</sup> Hand not free to cast spells.



## Spellcasting and Services

Service	Cost
Coach cab	30 tokat per mile
Hireling, trained	3 Tir per day
Hireling, untrained	1 Tir per day
Messenger	20 tokat per mile
Road or gate toll	10 tokat
Ship's passage	1 Tir per mile
Spellcasting	Caster level × spell level × 10 Mal*

\* See spell description for additional costs. If the additional costs put the spell's total cost above 3,000 Mal, that spell is not generally available. Use a spell level of 1/2 for 0-level spells to calculate the cost.

## Goods

### Adventuring Gear

Item	Cost	Weight
Backpack (empty)	2 Mal	2 lbs.
Barrel (empty)	2 Mal	30 lbs.
Basket (empty)	4 Tir	1 lb.
Bedroll	1 Tir	5 lbs.
Bell	1 Mal	—
Blanket, winter	5 Tir	3 lbs.
Block and tackle	5 Mal	5 lbs.
Bottle, glass	3 Mal	1 lb.
Bucket (empty)	5 Tir	2 lbs.
Caltrops	1 Mal	2 lbs.
Candle	7 tokat	—
Canvas (sq. yd.)	1 Tir	1 lb.
Case, map or scroll	1 Mal	1/2 lb.
Chain (10 ft.)	30 Mal	2 lbs.
Chalk, 1 piece	6 tokat	—
Chest (empty)	2 Mal	25 lbs.
Crowbar	2 Mal	5 lbs.
Firewood (per day)	8 tokat	20 lbs.
Fishhook	1 Tir	—
Fishing net, 25 sq. ft.	4 Mal	5 lbs.
Flask (empty)	35 tokat	1-1/2 lbs.
Flint and steel	1 Mal	—
Grappling hook	1 Mal	4 lbs.
Hammer	5 Tir	2 lbs.
Hourglass	40 Mal	1 lb.
Ink (1 oz. vial)	12 Mal	—
Inkpen	2 Tir	—
Jug, clay	25 tokat	9 lbs.
Ladder, 10-foot	2 Tir	20 lbs.
Lamp, common	1 Tir	1 lb.
Lantern, bullseye	18 Mal	3 lbs.
Lantern, hooded	10 Mal	2 lbs.
Lock		
Simple	25 Mal	1 lb.
Average	50 Mal	1 lb.
Good	100 Mal	1 lb.
Superior	180 Mal	1 lb.
Manacles	15 Mal	2 lbs.
Manacles, masterwork	50 Mal	2 lbs.
Mirror, small steel	10 Mal	1/2 lb.
Mug/Tankard, clay	20 tokat	1 lbs.
Oil (1-pint flask)	3 Tir	1 lbs.
Paper (sheet)	7 Tir	—
Parchment (sheet)	2 Tir	—
Pick, miner's	3 Mal	10 lbs.
Pitcher, clay	15 tokat	5 lbs.
Piton	1 Tir	1/2 lb.
Pole, 10-foot	50 tokat	8 lbs.
Pot, iron	8 Tir	4 lbs.
Pouch, belt (empty)	1 Mal	1/2 lb.
Ram, portable	10 Mal	20 lbs.
Rations, trail (per day)	5 Tir	1 lb.
Rope, hemp (50 ft.)	1 Mal	10 lbs.
Rope, silk (50 ft.)	30 Mal	5 lbs.
Sack (empty)	1 Tir	1/2 lb.
Sealing wax	1 Mal	1 lbs.
Sewing needle	5 Tir	—
Shovel or spade	2 Mal	8 lbs.
Signal whistle	8 Tir	—

Signet ring	5 Mal	—
Sledge	1 Mal	10 lbs.
Soap (per lb.)	5 Tir	1 lb.
Spyglass	1,500 Mal	1 lb.
Tent	10 Mal	20 lbs.
Torch	8 tokat	1 lb.
Vial, ink or potion	1 Mal	—
Waterskin	1 Mal	4 lbs.
Whetstone	20 tokat	1 lbs.

### Special Substances and Items

Item	Cost	Weight
Acid (flask)	10 Mal	1 lb.
Alchemist's fire (flask)	20 Mal	1 lb.
Antitoxin (vial)	50 Mal	—
Everburning torch	110 Mal	1 lb.
Holy water (flask)	25 Mal	1 lb.
Smokestick	20 Mal	1/2 lb.
Sunrod	2 Mal	1 lb.
Tanglefoot bag	50 Mal	4 lbs.
Thunderstone	30 Mal	1 lb.
Tindertwig	1 Mal	—

### Tools and Skill Kits

Item	Cost	Weight
Alchemist's lab	200 Mal	40 lbs.
Artisan's tools	5 Mal	5 lbs.
Artisan's tools, masterwork	55 Mal	5 lbs.
Climber's kit	80 Mal	5 lbs.
Disguise kit	50 Mal	8 lbs.
Healer's kit	50 Mal	1 lb.
Holy symbol, wooden	1 Mal	—
Holy symbol, silver	25 Mal	1 lb.
Magnifying glass	200 Mal	—
Musical instrument, common	5 Mal	3 lbs.
Musical instrument, masterwork	100 Mal	3 lbs.
Scale, merchant's	3 Mal	1 lb.
Spell component pouch	5 Mal	2 lbs.
Spellbook, wizard's (blank)	15 Mal	3 lbs.
Thieves' tools	30 Mal	1 lb.
Thieves' tools, masterwork	100 Mal	2 lbs.
Tool, masterwork	50 Mal	1 lb.

### Clothing

Item	Cost	Weight
Artisan's outfit	1 Mal	4 lbs.
Cleric's vestments	5 Mal	6 lbs.
Cold-weather outfit	8 Mal	7 lbs.
Courtier's outfit	30 Mal	6 lbs.
Entertainer's outfit	3 Mal	4 lbs.
Explorer's outfit	10 Mal	8 lbs.
Monk's outfit	5 Mal	2 lbs.
Noble's outfit	75 Mal	10 lbs.
Peasant's outfit	1 Tir	2 lbs.
Royal outfit	200 Mal	15 lbs.
Scholar's outfit	5 Mal	6 lbs.
Traveler's outfit	1 Mal	5 lbs.



### Food, Drink, and Lodging

Item	Cost	Weight
Ale		
Gallon	2 Tir	8 lbs.
Mug	40 tokat	1 lb.
Banquet (per person)	10 Mal	—
Bread, loaf of	20 tokat	½ lb.
Cheese, hunk of	1 Tir	½ lb.
Inn stay (per day)		
Good	2 Mal	—
Common	5 Tir	—
Poor	2 Tir	—
Meals (per day)		
Good	5 Tir	—
Common	3 Tir	—
Poor	1 Tir	—
Meat, chunk of	3 Tir	½ lb.
Wine		
Common (pitcher)	2 Tir	6 lbs.
Fine (bottle)	10 Mal	1-½ lb.

### Mounts and Related Gear

Item	Cost	Weight
Barding		
Medium creature	x2*	x1*
Large creature	x4*	x2*
Huge creature	x8*	x4*
Bit and bridle	2 Mal.	1 lb.
Dog, guard	25 Mal	—
Donkey or mule	8 Mal	—
Feed (per day)	50 tokat	10 lbs.
Horse		
Horse, heavy	200 Mal	—
Horse, heavy (combat trained)	300 Mal	—
Horse, light	75 Mal	—

Horse, light (combat trained)	110 Mal	—
Pony	30 Mal	—
Pony (combat trained)	45 Mal	—
Elephant	1000 Mal	—
Elephant (combat trained)	2000 Mal	—
Saddle		
Military	20 Mal	30 lbs.
Pack	5 Mal	15 lbs.
Riding	10 Mal	25 lbs.
Saddle, Huge		
Military	50 Mal	60 lbs.
Pack	10 Mal	30 lbs.
Riding	25 Mal	50 lbs.
Saddle, Exotic		
Military	60 Mal	40 lbs.
Pack	15 Mal	20 lbs.
Riding	30 Mal	30 lbs.
Howdah	100 Mal	80 lbs.
Saddlebags	4 Mal	8 lbs.
Stabling (per day)	5 Tir	—

### Transport

Item	Cost	Weight
Carriage	100 Mal	600 lbs.
Cart	15 Mal	200 lbs.
Galley	30,000 Mal	—
Keelboat	3,000 Mal	—
Longship	10,000 Mal	—
Rowboat	50 Mal	100 lbs.
Oar	2 Mal	10 lbs.
Sailing ship	10,000 Mal	—
Sled	20 Mal	300 lbs.
Wagon	35 Mal	400 lbs.
Warship	25,000 Mal	—

— No weight, or no weight worth noting.

\* Relative to similar armor made for a human.

||AR= YOU //Y BRO+T=2||  
||AR= V= N=//1=C||



||FOV //AN//OR= //U+ 1 X1.. +O R=//AIN HOD=V||











## The World of Hausek

Over three thousand years ago, the most powerful nation in the world was known as Taredar. Taredarian farms made the eastern desert a garden; Taredarian artisans made wondrous masterpieces and devices, some of which still survive today; Taredarian rulers could trace their lineage, unbroken, to the god Aidarunekiltar himself. And that was where the trouble began.

When the last Hootar, or God-King, of Taredar gave the lie to his immortality and passed from Hausek, he did so without an heir.

Soon, claimants to the throne were sprouting up all over the land. The priests of the sun god, Aidarunekiltar, claimed their right through the blood of their god. The priests of Morliditorkul, lord of the earth, disputed this right, as the crown had more or less split with the Aidarists generations earlier. The followers of Khagrgylchnr, the unspeakable one, long relegated to the shadows, decided that enough was enough, and intended to seize power for *their* god. Add to this mix a minor host of secular pretenders and manipulative merchant houses, and war was inevitable.

The Godwar was waged at first between all three major factions, each lent supernatural aid by their bemused dieties; later, the gods themselves became embroiled in the conflict and took an active role. It soon became clear that the forces of Khagrgylchnr had some advantages over those of the

other gods: Raxaatinakulin, the god of death, and Lotor, the god of war (and Khagrgylchnr's son), both joined the unspeakable one's host. The battlefields were homes to horrors as yet unimagined.

Faced with this threat, Aidarunekiltar and Morliditorkul made peace with each other and joined their forces together against that dark army.

The Godwar raged for over two hundred years, and by the time it ended, Taredar was in ruins; a broken shadow of itself. Neither side had managed a definitive victory; the once great empire of Taredar had fallen into dozens of smaller pieces; the largest of which were Melshoor, where the Aidarists and Morelites settled, and Kaarigat, where the Kagrakites followed suit.

Many other nations were formed at the periphery of the fallen lands, and many more eventually grew.

Twenty-five hundred years ago, a new force began moving among those tiny nations at the edges of the world. Lead by a brilliant and charismatic visionary, they spoke of how the gods had brought ruin to the world, and that only by taking control of their own destinies could mankind be spared further disaster. This leader called himself Malveesh, and he gathered followers from all walks of life to join his movement.



They probably didn't even notice when they had become an army.

The legions of Malveesh have grown and changed, as have his strategies, but the man himself remains the same, having achieved a sort of immortality undreamed of by even the most vainglorious Hootars.

## The Righteous Empire of Mankind

The Empire, as it is informally known nearly everywhere, now occupies the entire eastern half of the known world, with only the Taguhl as border. It is a land of strength and of law.

Violate those laws, and you may *wish* for prison. Every day, people in the Empire go missing. Usually the missing are criminals, dissidents, or other undesirables. But sometimes, they are just the unlucky.

## The Peoples of the Empire

As the Empire has expanded over the last two millennia, it has ruthlessly stamped out many entire cultures; the denizens of the conquered regions being scattered into the rest of the empire where their cultural identities were either erased by time and assimilation, or brutally suppressed.

The result of these assimilations and pogroms is that the Empire today is ethnically quite diverse, but there are actually relatively few distinct cultures found still active. In the last two hundred years or so, the assimilation of new cultures has become a slightly more gentle process; people are allowed to retain whatever traditions they may have, provided they have nothing to do with religion or laws. This sudden liberal stance has nothing to do with a change in heart on the part of the emperor, but merely an acknowledgement of the vast size of the Empire now, and the difficulty of administration.

Religion of any kind is outlawed within the Empire, and the official position is that the gods are the enemies of mankind. Anyone found in possession of religious paraphernalia is subject to immediate arrest. The disposition of those arrested is not for discussion.

## Imperial Culture

Created from a carefully selected and designed amalgam of influences from the various nations Malveesh has captured, the “normal” culture of the Empire is a highly regimented and stable one. Citizens know that, because of the presence of the Ranmesch, they are far less likely to fall prey to bandits or thieves than they might have been in previous generations. And the Imperial propaganda machine sees to it that they do not forget.

Malveesh has used his great genius to craft a society whose internal frictions and pressures actually hold it together. paranoia and ambition walk hand-in-hand with nationalism and xenophobia.

Even the Imperial language, “Malvaak,” is artificial. Malveesh himself designed it, whole cloth, wanting to create a “perfect tongue.” While he created Malvaak over a thousand years ago, it came into widespread usage only five hundred

years ago. For the last seventy-five years, it has been illegal to conduct any business within the Empire in any language other than Malvaak.

Despite the fact that the language has been forced on people who are given no choice in whether or not to learn it, it is a well- designed language, and has been adopted by many merchants from outside the Empire as a near-universal trade tongue.

Slavery is practiced in the Empire as a for of punishment. Certain low crimes or non-payment of debts can cause one to end up wearing a slave's torc, forced into servitude and sold. The unlucky may find themselves shipped off to work the mines. The *very* unlucky might find themselves sold to the Ranvakor where they are used to fill out the ranks of thrall companies. The downright cursed may be sold for experiments to an artificery.

### Duva

In the central portion of the Empire, on the plains bordering the eastern desert, live the last remaining Duva herdsmen. Moving with their herds as the seasons will it, The Duva have proven to be simply too intractable to stamp out. Famous as horsemen, some Duva willingly join the Ranvakor as cavalryman, returning home after a ten-year term.

### Kaarigat

The nation of Kaarigat was a nightmare to most. Undead prowled the streets with impunity, the nobility were almost all necromancers, diabolists, vampires, or worse, and human sacrifices to Kagrak were a weekly event.

As the Empire scattered the Duva, the Kaarigat watched. When they toppled the towers of Lura, the Kaarigat watched. When they subjugated the Yolari, the Kaarigat watched. But then, a little over twenty years ago, when Imperial eyes fell upon Melshoor, the Kaarigat acted.

A coalition of Kaarigat nobles, led by the vampire Lord Tareem, deposed the king of Kaarigat, burned down the temples, executed the priests, and offered their nation to Malveesh.

The Emperor rewarded their forward thinking, and made Lord Tareem the governor of the newly conquered province of Melshoor. Since many people's objection to the undead stem from religious grounds, the Empire had no reasonable cause to persecute them, so long as they obeyed their laws. Many of the roving bands of vampires have been recruited into the Red Watch, a secret police organization.

The Kaarigat are possibly the only people who are genuinely better off under Imperial rule, and they know it.

### Lura

The kingdom of Lura fell over six hundred years ago, but the Lura people still exist, albeit in hiding. Subject to one of the most thorough pogroms of the Empire's campaigns, even records of the Lura have been destroyed. The survivors knew that there must be a reason for this; that there was some secret the Lura possessed that frightened even Malveesh. Since that time, the Lura culture is practiced in secrecy, with the stories and traditions handed down, parent to child, hoping that someone will someday figure out what it is that the Lura know that frightens the Emperor.

Most Lura take great pains not to stick out, going

about their business as any other Imperial citizen. A common trait among the Lura these days seems to be paranoia, which is understandable. They are very slow to trust, and when the slightest doubt remains about a potential ally's intentions, they find that it is easier to dispose of someone else's body than their own.

### Melshung

The people of Melshoor fought the Ranvakor with all their might, buying time at the closing of the war for the royal family to escape. Now, more than twenty years later, the Crownless King rules from exile somewhere on the Gilded Coast, while bands of Melshung rebels harry the Ranmesch and governor Tareem's forces.

Of all the conquered peoples of the Empire, the Melshung are proving to be the most problematic.

### Yolari

The Yolari people were never exactly unified; they made war on each other so frequently that the paths worn by marching Yolari warriors became roads. The Empire capitalized on this fact when they began their campaign; allying with those tribes who could be made to see reason, and crushing the rest. When the dust cleared, those Yolari who sided with the Ranvakor joined its ranks. Those who resisted were forced to work the Imperial monster farms, where magical experimentation produces beasts of nightmare.

### Magic in the Empire

People with the talents or skills necessary to manipulate arcane energies can be found anywhere. But in the Empire, they must submit to service or find themselves vanished. The type of service can vary; from service in the Ranvakor or the Dilvakor, to laboring in one of the Imperial Artificeries, to a governmental post, or even joining Malveesh's personal army of magical researchers.

Every Imperial wizard is branded with a tattoo showing themselves to be in compliance with the regulations on magic use. These tattoos are always on the underside of the left forearm, and they identify the mage by where he serves (cohort, facility, household, etc.).

There is only the merest trace of arcane energy in these tattoos. So little, in fact, that they cannot even be detected by *detect magic* spells unless the caster is actually touching it. The purpose of this magic is, of course, to guard against counterfeiting. Naturally, there is a brisk and extremely dangerous black-market trade in counterfeit tattoos, and some renegade mages become quite expert at crafting them.

### The Immortal Malveesh

Despite what some bruush and a few dravakor might think, Malveesh is not a god. Nor is he a supernatural being of any sort. What he is is a brilliant wizard and scientist who has created a type of immortality for himself.

Hidden throughout the Empire are secret facilities where the Emperor Malveesh has perfected a method of cloning himself. The science involved is far beyond anything

anyone can currently reproduce, and it is aided by magics both foul and obscure. There are thousands of these clones – all mindless, held in a sort of stasis, the secret of which is known only to Malveesh.

These clones are scattered throughout the Empire and its holdings, standing in silent vigil in the corners of Imperial Governors' palaces, in the great halls of the nobles who have been allowed to retain their titles, in the staff tents of the Ranvakor's generals, even in embassies in foreign lands.

Malveesh can, with but a moment's thought, transfer his consciousness from one of these bodies into another, enabling him to cross his lands – indeed, the world – in a matter of seconds.

Because the Emperor is physically present, and his mind could arrive without warning, Imperial governors tend to keep their corruptions small (or at least out of the governor's palace). There are even rumors that he will occasionally enter one of his bodies and remain motionless, listening to what is said in his "absence". A wise man knows never to use the Emperor as a cloak-rack.

### The Imperial Secret

The Righteous Empire of Mankind keeps many secrets, even from its own people. Nearly all of these secrets rest in the vault of Malveesh's brain. None of these have the potential to be quite so damaging as that of the origin of the dravakor.

When Malveesh created the bruush nearly two thousand years ago, he did so out of whole cloth. The entire race was built into a species that could live and grow and thrive on its own. Naturally, when he first unveiled the dravakor a thousand years later, people just assumed that he had done the same thing again.

While the bruush were certainly a success in terms of a warrior race, their independence of will was a bitter disappointment to Malveesh. In addition, some of them had a talent for magic, just like humans. His jealous guardianship of any and all magical power could not be comfortable with the fact that he had just created a race full of potential rivals.

In the process of trying to figure out what went wrong with the bruush, Malveesh determined that all natural living beings have a will, and a capacity for magic. And the moment the bruush began breeding on their own, they became subject to the same tendencies as any other beings.

An earlier experiment in *unnatural* creatures had proven unreliable.

The emperor then hit upon the path to success. He could ensure that his creatures didn't have their own will or magical potential by stripping them away from creatures that already had them. By doing this, he removed the possibility that his servants would develop those traits again, and as a bonus, he was able to siphon the energies into himself, increasing his already incredible power.

So now, he simply needed raw materials. These were found in abundance from among the prisoners of war or criminals of the Empire itself.

In addition to the scores of fresh prisoners and convicts that get transformed into dravakor, Malveesh sometimes supplements these numbers by taking victims from among the thousands of prisoners he has held in stasis for centuries. On occasion, during some of his past campaigns, his



armies have taken more prisoners than he and his assistants could feasibly convert. Rather than waste a potential resource by having them rot in prison, Malveesh had them placed into stasis chambers hidden all throughout the Empire. The prisoners “stored” in this way had already had their memories erased in preparation for their brainwashing into the dravakor mind-set.

With this system in place, Malveesh’s wizards can simply remove the desired “husks,” as they are called, from storage and then perform the spells, rituals, and surgeries that transform a normal human into the fearsome dravakor.

The methods used to create dravakor have been refined, improved, and streamlined so much over the last several centuries that the process has become almost assembly-line like. Malveesh does not even bother attending to every step of the process, anymore – preferring to leave those details to his lieutenants. He does, however, insist on being present at the awakening of each dravakor.

## The Ranvakor

While certainly powerful on his own, the Emperor Malveesh’s real strength comes from his armies: the Ranvakor, or “Imperial Legion.” It is through the power of the Ranvakor that Malveesh gains new territories, protects his existing possessions, and puts down rebellions.

Two things that makes the Ranvakor stand out from the armies of the other nations of the world are its uniformity and its professionalism. While to most this seems a purely cosmetic difference, to Malveesh, this insures that orders given to any unit in the Empire will be followed with the same degree of competence and ferocity. He knows that when he instructs one of his generals to send two cohorts and the second cavalry platoon from a third to a particular location, that the same number of soldiers, horses, and support will be sent if he gave the order to another general.

This also allows for a standardization of procedures so that when a legion moves, its needs can be seen to with a minimum of fuss, which in turn means that the army can move uncommonly quickly.

## Ranlaadt

The Ranlaadt, or “Imperial North” is deployed along the Empire’s northern coast and in nearby regions. Since the Empire’s northern border is the mostly impassable Gray Reach, the Ranlaadt spends most of its time putting down Bruush insurrections and patrolling the mountain passes to Jeron. This makes for a very bored, eager, and belligerent (if somewhat untested) army.

## Rantoors

The “Imperial South” is much closer to the public image of the Ranvakor. Hard, disciplined, and ruthless; they are deployed along the southern coast and along the border with the Parikan Republic. There are occasional skirmishes with the Parids, and raiders and bandits have been known to make landfall from the as yet unconquered Tranzacas.

## Ranmesch

In the Empire’s interior, the Ranmesch, or “Imperial Home Guard,” keeps the peace. The Ranmesch make up town garrisons and special task forces for the suppression of rebellion. They are not as famous as the Rantoors for action, but are possibly feared greatest of all by the Imperial citizenry itself, for the draconian lengths to which they are willing to go to keep that citizenry loyal.

## Tolvakor

The “Shadow Legion” is the Empire’s premier intelligence service. From the scouts who serve in vanguard with the Ranvakor, to the rangers who patrol the western forests, to the spies that infiltrate even the throne rooms of the Empire’s enemies, the Tolvakor is ruthless, efficient, and

monstrously paranoid.

There are other agencies within the Empire that perform similar functions (The Red Watch and the Inquisition, among them), but they must always give way to agents of the Tolvakor.

## Dilvakor

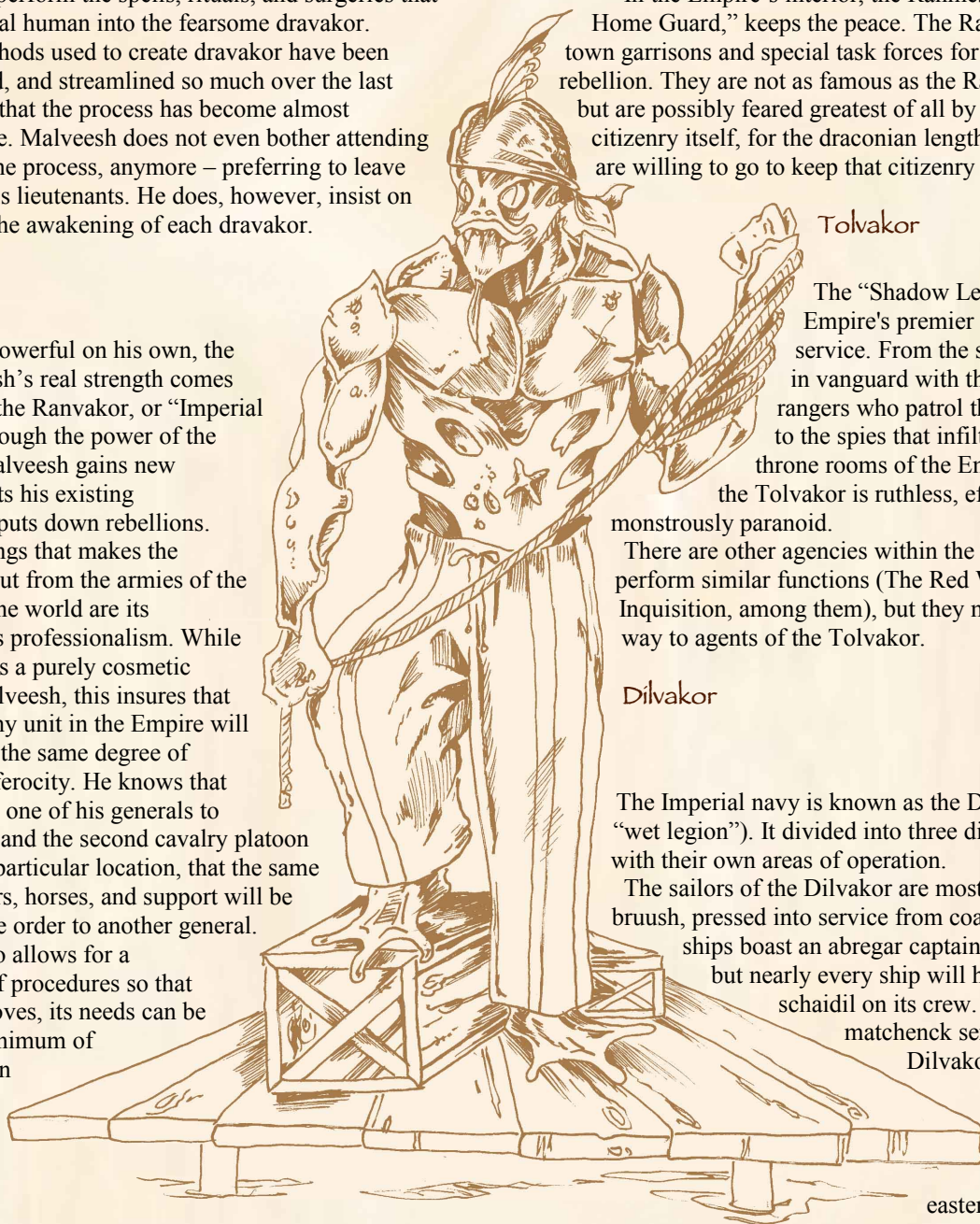
The Imperial navy is known as the Dilvakor (literally “wet legion”). It divided into three distinct fleets, each with their own areas of operation.

The sailors of the Dilvakor are mostly human or bruush, pressed into service from coastal towns. Many ships boast an abregar captain or a drega marine, but nearly every ship will have a pair of schaidil on its crew. Very few matchenck serve in the Dilvakor.

## Dilnass

The Dilnass is the eastern fleet, whose purpose is primarily to defend the eastern coast of the Empire. A few unlucky captains will sometimes be tasked with taking their ships into the frigid waters off the northern coast to put an end to the sporadic raids that come down from the unexplored islands past the horizon.

The Dilnass is relatively small; most of the more experience crews and ships go to the Diltoors.



## Diltoors

Like their counterparts in the Rantoors, the southern fleet is well acquainted with action. Staioned along the southern coast and among some of the islands of the Tranzacas, the Diltoors is an effective screen for the Empire. The common wisdom holds that any fleet that endeavored to threaten the Empire would never make it past the Tranzacas.

## Dilfesht

The Dilfesht (ominously translated as “wet future”) is a new and incomplete fleet, designed as an expeditionary force. While most people (certainly those of the Gilded Coast) assume that this fleet will one day bring the Empire to the western side of the continent, there are those who believe that it is being built for an entirely different purpose,

## Shegvakor

When Malveesh wants to quell an insurgency or expand his borders, he calls for the Ranvakor. When he wants to gather information or cause the death of an enemy leader, he calls for the Tolvakor. When he wants to *make a point*, he calls for the Shegvakor.

Unambiguously translated as “Terror Legion”, the Shegvakor is made up of the worst that the Empire has to offer. A mix of dravakor and undead serve in the Shegvakor, with very few humans. In fact, it is a common belief among the Ranvakor that any human who serves in the Shegvakor must have proven himself to be the worst sort of monster, far more frightening than a drega or a vampire.

Rather than be split up into cohorts or units, when the Shegvakor moves, it moves as a whole.

Terror tactics, unnecessary cruelty, barbaric practices, and blunt psychological warfare are the tools of the Shegvakor.

## Parikan Free Republic

The land that now comprises the Parikan Free Republic was once a loose collection of squabbling city-states, each in economic and occasional military conflict with their neighbors. A few centuries ago, coinciding with the establishment of the first temples to Parik, the god of freedom, these states became concerned about the ravening wolf at their eastern border. Though not a short, nor easy, process, the leaders of these cities, along with representatives from many villages and temples, formed the first Republican Quorum.

Legend has it that Parik himself attended this quorum, and that was what prompted the leadership to use His name for the newly-formed nation. Whether or not there is any truth to this, the government that was formed there certainly did seem to adhere to Parik's own principals: *Freedom, above all things must remain paramount; and No one must ever be made to suffer for the misdeeds of another.*

## Parikan Culture

The Parikan reputation for hospitality is a point of national pride, even though it is sometimes at odds with the vigilance of a people under threat of invasion. Even the most depraved beggar on the streets of Galicor can count on a loaf of

bread and a cup of sweet wine if he visits one of the many hostels operated by the priests of Naila.

The people tend to dress in loose-fitting tunics and trousers for work and travel, donning more formal togas for special occasions or official functions. The togas are a holdover from the Republic's earliest days, and are the butt of many a joke from their neighbors (and, indeed, themselves).

The land of the Republic is very fertile, and herds of sheep or cattle vie for grazing space amidst the groves and vineyards that provide the countries chief exports.

## Parikan Democracy

The form of democracy practiced in Jeron is actually a barely-contained, very polite anarchy. Upon coming of age, every free Parid creates for himself, a token. This token is the size of a large coin, and may be made out of wood, clay, or metal, depending on the means of the citizen's family. This token is crafted in a ritual that forever links it to that person. From that day on, this token is known as the citizen's Voice.

Only a citizen who holds a Voice may vote in any quorum. Since not everyone can make it to quorum, common practice is for a citizen to give their Voice to a person they trust, and whose opinions they share. When votes are taken in quorum, each person votes based on the number of Voices he carries. One of the few crimes in the Republic to carry a death sentence is the fraudulent possession of a Voice.

## The Holy Kingdom of Jeron

Planted firmly on the Jeronian Plateau, with mountain ranges to its east, north, and south borders, and the Seasedge Cliffs to the west, Jeron has had very little to worry about from the outside world for a long time. This has led to periods of internal strife interspersed with periods of decadent curiosity. The nobles of Jeron are wealthy enough to afford the very best goods from all around the world, which encourages trade ships to brave the uncertain seas off the Seasedge Cliffs and trade caravans to chance the mountain passes leading to the Parikan Republic, the Empire, and to Mekwang.

Jeron's prosperity is partly due to its mineral wealth, and partly due to its near monopoly on goods from Mekwang.

## Jeronian Nobility

Jeron is a feudal kingdom, with the king commanding the service of the counts, the counts commanding the service of lesser lords, and those lords each commanding a small army of knights and vast mobs of peasants. When disputes arise (and they do, quite often) these armies clash, leading some to believe that the Jeronians would be easy prey for a well-organized enemy.

This is somehow untrue, however, as proven on several occasions with their trade wars against the Gilded Coast. When united, the might of Jeron will surely give even Malveesh a few moments worry.

## The Jeronian Church

The Jeronians worship Herub, Naila, Serin, and Skraal in a manner more organized than anywhere else in the world. The head of the Jeronian Church, called the Pontiff, is elected from among the archbishops of the four major gods, and



Another peculiarity of the Jeronian Church is the adoption of saints – mortals of singular devotion or courage who died in the service of one of the gods. Chapels to these saints are often found inside many of the larger cathedrals.

The Gilded Coast (called such because of the way the sun reflects off the sand most of the year), is not a single nation, but an entirely unaligned collection of independent city-states, each with its own culture, government, and laws. There are certain similarities that cannot be denied, however. The Gilded Coaster penchant for brightly colored clothing is well established, and Coasters from rival cities will often try to out do each other with the gaudiness of their attire.

Others claim that Coasters are some of the most devious traders in the world, able to turn a profit on a bag of dead pigeons. This is, at least partially, true. Business is serious business along the Gilded Coast, and breaking a contract can lead to vendetta.

Isolated Mekwang's ways and people seem so strange and alien to rest of the world that for centuries people in the southernmost lands thought they were legend. Nowadays, trade and travel is still rare, but most people will have at least seen Mekwang silk or pottery, if not an actual Mekwang.

Mekwang produces silks that are coveted by the rest of the world. In fact, most people who think they own a garment of fine Mekwang silk actually have the cast-offs that were left over after the Jeronian nobility had their pick.

The islands of the Tranzacas as home to many different tribes, considered primitive by the people of the mainland. Aside from a few scattered Imperial outposts, and a couple of Gilded Coaster trading towns, the Tranzacas are undeveloped and wild. The Tranzacas people are blessed with a climate that doesn't demand they build much in the way of shelter and are known for being good-natured and friendly. Moslty.

There are a few islands whose natives practice the darkest magics fueled by cannibalism. Unless you know your way around the islands, there is simply no reliable way to tell the friendly natives from the savages.

jonathan martin (order #2465505)

# Monsters of Hausek

While there certainly are monsters on the world of Hausek, there is not as great a variety as are found in most campaigns. The reason for this one of theme: the dravakor and the bruush were created by the Emperor, and this makes them unique. They are the only sentient races on the world. Of course, this does not preclude interference from *otherworldly* creatures.

Creatures in any of the **Pathfinder Bestiaries** of the following types simply do not exist on Hausek:

- Dragon
- Fey
- Humanoid (with the exception of humans and lycanthropes)
- Monstrous Humanoid

Lycanthropes are a special case.

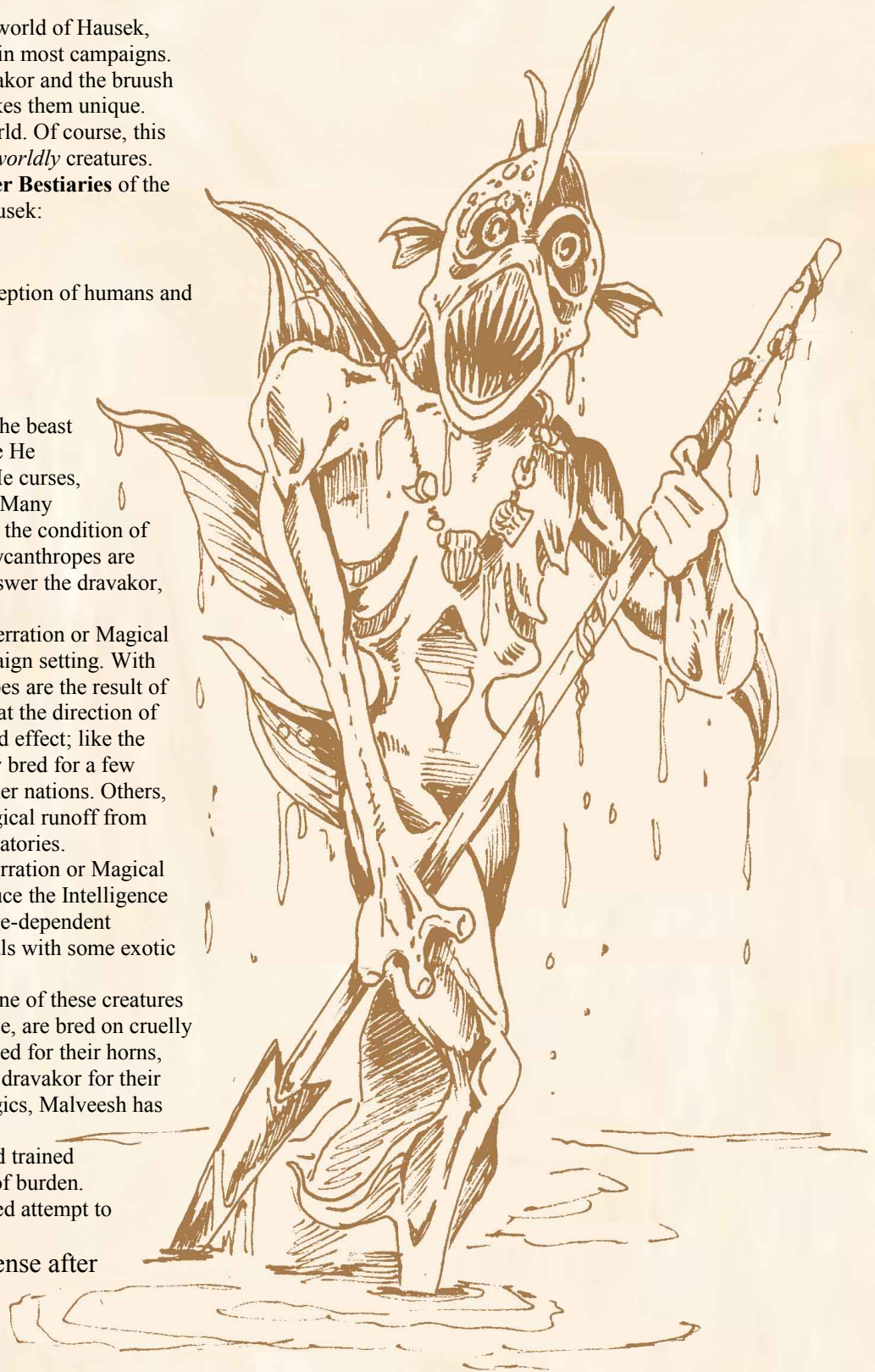
Lycanthropes on Hausek are the result of the beast god, Gradal, meddling with humans. Some He blesses with an animal shape, and others He curses, depending on the recipient and His mood. Many of those cursed or blessed have transmitted the condition of lycanthropy to others. Some believe that lycanthropes are Gradal's attempt at building an army to answer the dravakor, whom he sees as an abomination.

Additionally, creatures of the Aberration or Magical Beast type are altered for use in this campaign setting. With very few exceptions, creatures of these types are the result of experimentation by human wizards, often at the direction of Malveesh. Some of these were the intended effect; like the griffon, which the Empire has successfully bred for a few centuries, selling a few (males only) to other nations. Others, like the assassin vine, are the result of magical runoff from Imperial potion mills and alchemical laboratories.

When using a creature of the Aberration or Magical Beast type for your campaign, always reduce the Intelligence score to 2 and remove or alter any language-dependent abilities. These creatures are simply animals with some exotic traits.

The stories behind nearly every one of these creatures is tragic and horrific. Unicorns, for instance, are bred on cruelly overcrowded farms where they are harvested for their horns, with the meat offered as a prize to various dravakor for their services. Using powerful necromantic magics, Malveesh has resurrected several species of dinosaur on Imperial preserves where they are bred and trained for service in the Shegvakor, or as beasts of burden. Manticores were the result of an early failed attempt to create an abregar.

If a creature doesn't make sense after you reduce its Intelligence, then you can choose not to use it, or make up a story that does make sense, and that you think will appeal to your players.





# Glossary

Each word defined here has a phonetic pronunciation listed with it, as well as its language of origin. Twin “r”s (“rr”) denote a rolled “r” sound.

**Abregar** – a-brray-gar. Malvaak. Winged dravakor, built for command.

**Aidar** – eye-dar. Melshung. Sun god

**Bruush** – brroosh. Malvaak. Brutal race, engineered by Malveesh to be warriors, but abandoned as too independent.

**Bruushaak** – brroo-shock. Malvaak. Language spoke by bruush.

**Dilvakor** – dil-va-kor. Malvaak. Imperial Navy.

**Dravakor** – drra-va-kor. Malvaak. Magically engineered beings created by Malveesh. Singular and plural.

**Drega** – drray-ga. Malvaak. Hulking, obese dravakor, built for terror.

**Gradal** – gr-dal. Melshung. God of beasts.

**Hausek** – haw-sek. Old Taredar. The name of the world.

**Herub** – hair-oob. Melshung. Sky god.

**Jeron** – je-ron. Jeronian. Kingdom in the west.

**Jeronian** – je-roan-e-an. Jeronian. Language spoken in Jeron.

**Kaarig** – ker-ig. Kaarigat. Language spoken in Kaarigat.

**Kaarigat** – ker-e-got. Kaarigat. Former nation in the east.

**Kagrak** – kag-rak. Kaarigat. God of darkness.

**Lotor** – lo-tor. Kaarigat. War god.

**Malvaak** – mal-vock. Malvaak. Artificial language created by Malveesh.

**Malveesh** – mal-veesh. Unknown. The immortal emperor.

**Matchenck** – ma-chenk. Malvaak. Bestial dravakor, built for speed.

**Mekwang** – may-kwang. Mekwang. Isolated nation to the north and east.

**Melshoor** – mel-shoor. Melchung. Former nation in the east.

**Melshung** – mel-shung. Melshung. Language spoken in Melshoor.

**Mishak** – me-shak. Melshung. God of magic.

**Morel** – mor-el. Melshung. Guardian god.

**Naila** – ny-la. Parid. Harvest goddess.

**Taredar** – ta-ray-dar. Old Taredar. Ancient kingdom in the east.

**Parid** – pair-id. Parid. Language spoken in the Parikan republic and most of the Gilded Coast.

**Parik** – par-ek. Parid. God of freedom.

**Parikan** – par-e-khan. Parid. Nation and religion named after Parik.

**Ranvakor** – ran-va-kor. Malvaak. Imperial legion.

**Razot** – ra-zot. Kaarigat. Death god.

**Retick** – re-tik. Parid. Trickster god.

**Schaidil** – shy-dil. Malvaak. Aquatic dravakor, built for sabotage.

**Schtaag** – shtog. Malvaak. Secret imperial military language.

**Shegvakor** – sheg-va-kor. Malvaak. Terror legion.

**Skraal** – skral. Jeronian. Storm god.

**Sorun** – soar-un. Parid. Goddess of commerce.

**Taguhl** – ta-gool. Old Taredar. Mountain range that divides eastern Hausek from western Hausek.

**Tolvakor** – tol-va-kor. Malvaak. Shadow legion.

**Vez** – vez. Parid. Sea god.

**Voorsul** – voorr-sool. Malvaak. Worm-like dravakor, built for infiltration.

■ A++=N+ION ■  
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# Born of Evil...

You know better than to expect mercy from the Empire's evil hordes. After all: You were one of them.



# Forged in Metal!



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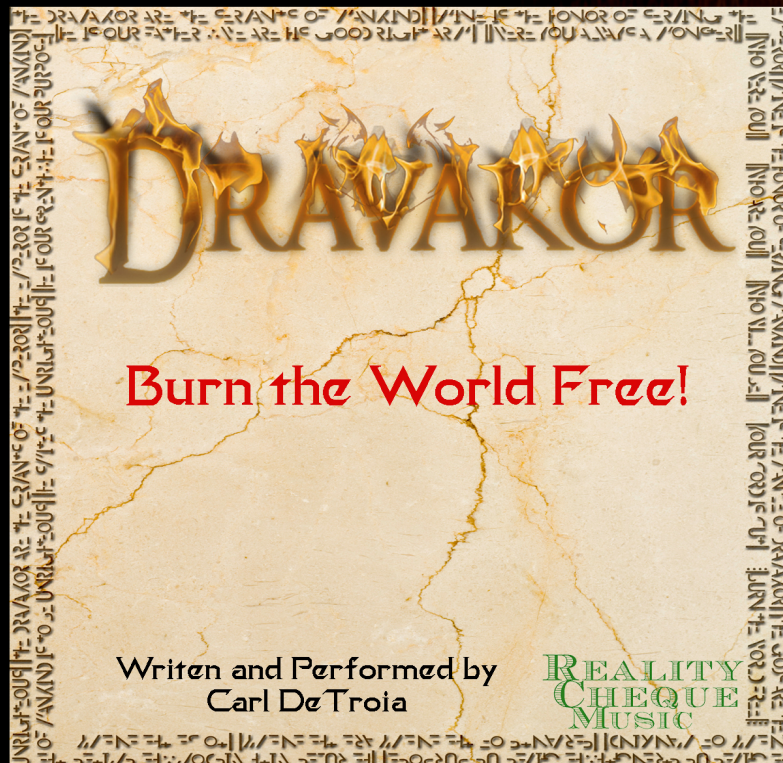
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# DRAVAKOR



# DRAVAKOR

**HEAVY METAL SOUNDS  
FOR HEAVY METAL ROLEPLAYING**



**GREAT FOR CLASHING BLADES  
OR BANGING HEADS**

**A SOLID HOUR OF HARD-HITTING,  
FACE-MELTING METAL TO  
SPICE UP YOUR DRAVAKOR GAME  
OR ANY DARK FANTASY  
YOU MIGHT SMASH INTO**



...Is that it?

Yep. All finished.

It's crooked.

It's Dynanic!

You're not even trying.

Oh, come on, it's not like anyone will actually look at this page; they're all metal heads and fantasy fans

Well at least put something clever on the page!

Whoop! Too Late; no time.



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# DRAVAKOR

## Campaign Primer

They are elite killing machines in service to an evil emperor. They are monsters, terrible and fearsome. They are unwaveringly loyal to their master. They are the dravakor. They are the world's only hope for freedom.

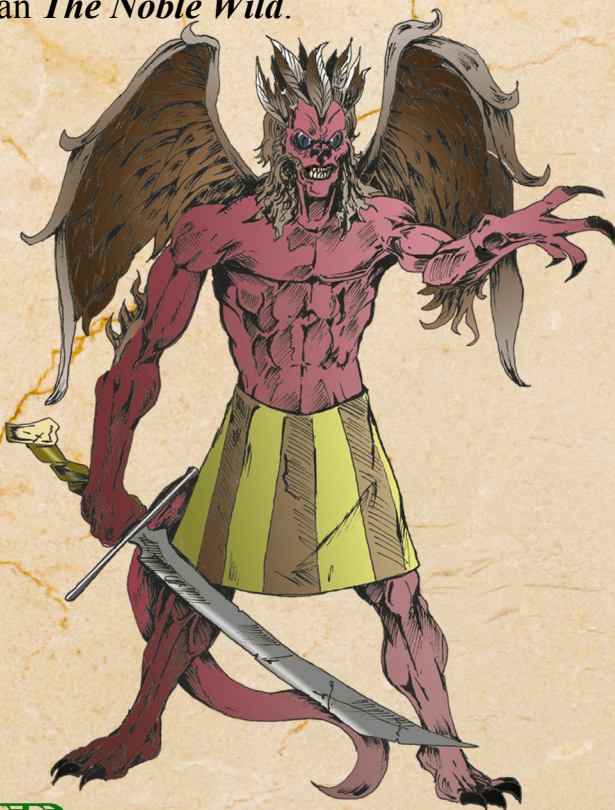
This is Hausek; the world of **Dravakor**.

In **Dravakor**, you can take on the roles of renegade dravakor, fighting for the freedom of a world you once helped enslave. Or perhaps you'd rather play brave human adventurers, facing off against an enemy more brutal than you can imagine. Whatever your decision, know that the Emperor has planned for you.

### *Burn The World Free!*

The only guarantee in life is that you will *not* survive it.

This book is part of a series of rules supplements for **Dravakor**, a fantasy roleplaying game of heavy metal intensity, using the popular **Pathfinder** rules system. Designed by Lee Garvin, creator of *Tales From The Floating Vagabond*, *Control: The Game of Absolute Corruption*, and *The Noble Wild*.



### This Book Contains:

- ◆ Rules to use this setting with the **Pathfinder Roleplaying Game**.
- ◆ A map of the known world of Hausek.
- ◆ A summary of the history and politics of Hausek.
- ◆ A new monetary system, with replacement equipment tables.
- ◆ New Traits highlighting the cultures of Hausek.

Make sure to get the **Dravakor Race Books!**

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