

DRUMA & THE NORTHERN SHINING KINGDOMS

A player-facing reference to Druma, the Kellid peoples, the Five Kings Mountains, and nearby Galt

What this handout covers

PLAYER-SAFE SCOPE

This guide combines the public setting information visible on the supplied pages. It avoids adventure-specific secrets and strips out most rules text, DCs, activation details, and other mechanics. The source pages span more than one publication era, so older population figures and historical labels are identified as such.

Druma at a Glance

Location	Southeast of Lake Encarthan, beside the Five Kings Mountains; part of the broader Shining Kingdoms region.
Capital	Kerse.
Political structure	Formally governed by the Resplendent Bureaucracy; older accounts shorthand the system as a mercantile oligarchy. In practice, enormous private wealth gives the Kalistocrats exceptional influence.
Leading figure	High Prophet Kelldor, head of the Prophets of Kalistrade and a dominant force in Drumish public life.
Major faiths	The Prophecies of Kalistrade; Torag also has an established presence, especially among dwarves.
Common languages	Common and Dwarven.
National reputation	Disciplined wealth, aggressively competent trade, white-robed Kalistocrats, the black-uniformed Mercenary League, expensive wards, and a willingness to treat nearly anything as negotiable.

Land, peoples, and origins

- Druma is a wealthy hill-and-forest country with valuable gems, precious metals, timber, and access to Lake Encarthan trade. The central Palakar Forest also has a substantial fey presence.
- The plains and forests of the region were home to some of Avistan's oldest Kellid cultures before later dwarven and human political eras reshaped the area.
- After the dwarves emerged onto the surface, the region fell under the influence of the Five Kings Mountains. In 2332 AR, the Kerse Accord ended roughly seven centuries of dwarven civil conflict, secured Druma's independence, and became a lasting symbol of Kalistocrat skill at negotiation and finance.
- The Prophecies of Kalistrade began as the teachings of an eccentric mystic from the early Age of Enthronement and eventually became the defining social philosophy of Drumish elite culture.

What visitors notice first

- Kalistocrats traditionally wear white and favor full-length gloves, limiting casual physical contact with outsiders.
- Displays of precious metal, gems, rare woods, carefully managed estates, and extensive magical security are common among the wealthy.

- Many Drumish elites project calm confidence at the negotiating table. Their reputation rests on planning, information, contingency funds, and severe consequences for theft or betrayal.
- The national contrast is deliberate: white-clad merchant-prophets and black-clad soldiers make Druma visually distinctive throughout the Inner Sea.

The Prophecies of Kalistrade

The Prophecies are both a religious philosophy and a social system built around restraint, discipline, prophecy, and the pursuit of wealth. Outsiders often reduce the faith to greed; the faithful see wealth as evidence that they are correctly ordering their lives and fulfilling a higher pattern.

Core ideas and customs

- Personal wealth is treated as a spiritual measure. Success in commerce is not merely practical; it can be interpreted as proof of worth within the celestial order.
- The tradition is known for strict rules of self-denial and personal conduct, including distinctive white dress, gloves, and various dietary and intimate restrictions.
- High-ranking Kalistocrats advertise status with gold, platinum, gemstones, and other visible markers. In a society that values exact accounting, people may know one another's fortunes almost as readily as they know one another's names.
- The faithful tend to see opportunity everywhere: peace, war, scarcity, plenty, seasons, travel, and disaster can all create a market. Contentment is viewed suspiciously because every satisfied person is still presumed to want something else.
- Kalistocrats insist that their prophecies are not ordinary magical fortune-telling. Even after the death of Aroden and the onset of the Age of Lost Omens, they argue that Kalistrade's predictions operate according to principles beyond conventional divination.
- Older descriptions emphasize a long-term doctrine in which expanding fortunes ultimately place the faithful in a position of extraordinary worldly influence. Whether this is literal destiny or cultural ideology is a matter of belief.

ETIQUETTE IN DRUMA

Do not treat a Kalistocrat's clothing, gloves, or personal distance as an invitation to test boundaries. Be precise in contracts, assume valuable places are well protected, and understand that commercial reputation carries enormous social weight.

Government, Military, and Influence

The Resplendent Bureaucracy

- Druma is technically governed by hundreds of civic administrators in the Resplendent Bureaucracy. Membership in the Prophets of Kalistrade is not itself a formal government office.
- In practice, wealth and patronage give the Kalistocrats outsized power. The High Prophet can legally countermand bureaucratic rulings, and Kelldor's influence reaches far beyond religious matters.
- Public service is often treated as a stage in an ambitious merchant's career rather than a lifelong calling. Older accounts describe bureaucrats cycling through government for several years before returning to more lucrative ventures.
- Drumish elites frequently cooperate financially even while competing elsewhere; commercial alliances can cut across family, bureaucratic, and religious lines.

The Mercenary League - the "Blackjackets"

- Druma's professional military is formally the Mercenary League. Its members are widely called Blackjackets because of their black uniforms.
- The Blackjackets are famously well paid, well equipped, and rigorously trained. Their loyalty to employers and orders is legendary, and outsiders often describe them as coldly professional rather than heroic or sentimental.
- They guard Drumish caravans and barges, perform domestic security duties, and escort Drumish interests throughout the Inner Sea.
- Under High Prophet Kelldor, the League expanded rapidly through an "Edict of Preparation," with recruitment and training focused heavily on threats such as orcs and undead.

Trade and diplomacy

- Druma's greatest weapon is its trade network. Its merchants move goods across Lake Encarthan and maintain relationships far beyond the nation's borders.
- Kyonin is especially important as a wealthy market, and Drumish merchants seek to act as intermediaries between the elven realm and the wider world.
- Older accounts describe Drumish investors quietly acquiring large interests in Isger and viewing Andoran as another attractive market, while regarding Molthune's economic ambitions with condescension.
- Druma continues to seek profit even amid unstable neighbors. Galt, in particular, can be viewed either as a risky market or as an opportunity depending on the merchant.

Cities, Roads, and Regional Commerce

OLDER CENSUS FIGURES

Population numbers below come from an earlier setting-era source. They are best used as scale references rather than guaranteed current census counts.

Place	Older pop.	Player-facing notes
Kerse	18,300	Druma's capital: an opulent lakeside city of manor-like civic buildings, gem-bright displays, rare woods, magical wards, and constant scrutiny. The Merchant League is impossible to ignore, and theft is treated as a problem money can solve decisively.
Detmer	8,200	A hilly Lake Encarthan port and shipyard. Merchant flat-bottomed barges and quick caravels launch from its waterfront; its "Sapphire Harbor" is famous enough that the name carries more than poetic force.
Highhelm	5,600 dwarves	A major dwarven center of the Five Kings Mountains closely tied to regional trade. Gold dust glitters in its river, and the city maintains facilities for visiting representatives during periodic dwarven councils.
Macridi	3,200	A calm, wooded town at a river junction. It is affluent but less ostentatious than most Drumish communities, with carefully managed groves of darkwood, salamanderbark, keen oak, and other rare timber.

The Shining Kingdoms Economy

- The Shining Kingdoms are among the Inner Sea's great centers of resources, manufacturing, and trade.
- Andoran is strongly associated with logging and timber exports.
- The Five Kings Mountains are famous for high-quality metalwork, gemstones, and durable crafts.
- Kyonin is renowned for artistry and the export of finished luxury goods.
- Druma's comparative advantage is mercantile reach: information, financing, networks, caravans, lake traffic, and the ability to connect distant markets.
- Taldor remains a major center of shipbuilding and maritime commerce, while its capital of Oppara consumes large quantities of imported luxury goods.

Public Figures of the Shining Kingdoms

High Prophet Kelldor	Head of the Prophets of Kalistrade. Publicly understood to wield extraordinary influence over both the Kalistocrats and Druma's civic bureaucracy.
Queen Telandia Edasseril	Kyonin's queen, a central figure in elven politics and diplomacy with neighboring states.
Grand Princess Eutropia	Taldor's ruler, associated with moderation and efforts to strengthen the nation's institutions.
Supreme-elect Andira Marusek	An experienced Andoren general and prominent public official associated with the People's Council.

Recognizable regional symbols

- Golden Legion epaulets are gleaming officer insignia associated with Eagle Knights. Enchanted versions can reinforce discipline and courage when an officer gives a clear command.
- Galt's final blades are infamous magical guillotines. Their reputation is inseparable from the country's revolutionary history and from the Gray Gardeners who operate them.

The Kellid Peoples

“Kellid” describes a broad family of northern Avistani peoples rather than a single uniform culture. Their customs vary by region, but the source material repeatedly emphasizes endurance, clan loyalty, hospitality, memory, directness, and suspicion of magic.

Language	Hallit is the characteristic language; many Kellids also know some Common, while written language is less central in traditional communities.
Historic regions	Numeria, the Realm of the Mammoth Lords, and the former Worldwound frontier.
Common faiths	Desna, Gorum, Minderhal, Rovagug, local spirits, and scattered beast cults.
Typical dress	Practical hides, leather, fur, linen, and wool adapted to climate. Colder regions favor layered furs; warmer regions lighter, more supple gear.
Social unit	The tribe or clan is the strongest traditional political bond. Feuds over hunting rights, camps, and old grievances can last for generations.

Appearance, survival, and temperament

- Traditional Kellid descriptions emphasize tall, dark-haired people dressed in animal furs and carrying fetishes of bone, feather, stone, or other natural materials.
- Kellid communities developed under harsh pressure from extreme weather, predators, monsters, raiders, and in some eras demons or strange mechanical threats. The result is a strong culture of practical survival.
- They are often portrayed as quick to violence when threatened, but that stereotype misses an equally strong tradition of hospitality. Even a sworn enemy found half-frozen or starving may be taken in and cared for rather than left to die of exposure.
- Pragmatism is valued. Indirectness can be read as weakness or evasion, while endurance, bravery, physical strength, and cleverness are openly admired.

Magic, druids, and the supernatural

- Many Kellids distrust magic, especially in communities shaped by dangerous sorcerers, demons, curses, or strange technology. Some traditional Kellids do not sharply distinguish arcane from divine magic and simply treat both with caution.
- Druids are often granted somewhat more practical respect because their magic is tied to the land, beasts, weather, and survival. Respect does not necessarily mean comfort.
- Ancient Kellid religion includes animistic reverence for spirits in creatures, places, and objects. Local practices vary widely by tribe and region.

Memory and oral tradition

- Kellids are described as having exceptionally developed memories. Long accounts, riddles, speeches, and conversations may be remembered and repeated years later.
- Oral memory is not merely a convenience; it carries social and ritual importance. Some traditions recount the meaningful words of the dead as part of funerary observance.

Naming conventions

Given names favor hard consonants and guttural sounds. Surnames are uncommon in smaller tribes and, when used, often refer to lineage or memorable deeds.

Male examples	Barek, Dolok, Dorn, Gannok, Ganef, Gurog, Holg, Jokum, Karth, Kod, Kronug, Nonck, Roga, Takek, Zoresk.
Female examples	Annik, Belka, Dagur, Esha, Inkrit, Inket, Kala, Lesit, Luka, Nalket, Selka, Sheleg, Varka, Valki, Yala.

Kellid Regional Traditions

Realm of the Mammoth Lords

- Many Mammoth Lord Kellids revere giants. In some tribes, young warriors undertake dangerous giant-raids as rites of courage; a surviving giant youth may be adopted into the tribe and treated with semi-religious honor.
- Larger tribes may include one or more giants as valued protectors and members of the community.
- Annual contests of strength, bravery, and cunning are common. Prizes may include ancient or mysterious treasures whose true value is not always understood by the competitors.
- Zoic fetishes - bundles of hair, stone, fiber, and other natural materials - are traditional talismans associated with the great prehistoric beasts of the region. They may be used for protection, training, or dominance over certain animals.

Numeria and the Worldwound frontier - historical notes

- Numerian Kellids historically endured predation by dangerous rulers, strange constructs, drugs, mutations, and other hazards tied to the region's unusual technology and sorcery.
- Worldwound-era Kellids often banded together more tightly against demons. Scarring, curses, and supernatural corruption were common enough that some communities developed cleansing rites and produced warriors who aided the crusades.
- These are era-specific descriptions: a campaign set after major political and supernatural changes may portray the same peoples under very different conditions.

The Five Kings Mountains

The Five Kings Mountains are the ancestral heartland of Avistani dwarves and the place from which many dwarven peoples first emerged onto Golarion's surface.

History and identity

- Highhelm was the first and greatest of the region's Sky Citadels. From the mountains, the dwarven realm of Tar Taargadth once spread widely across Avistan.

- That kingdom collapsed in 1551 AR after centuries of warfare and invasion, leaving a patchwork of smaller dwarven states and a long legacy of civil conflict.
- The eruption of Droskar's Crag in 3980 AR damaged dwarven society and helped drive a period of spiritual and cultural decline under the influence of Droskar and the ruler Ordric Talhrik.
- In the modern era, the region is experiencing a dwarven renaissance: lost contacts are being restored, older magical traditions such as Rivethun are receiving renewed attention, and artisans are once again trading widely with neighboring realms.

Settlements, trade, and politics

- Important settlements named in the supplied material include Larrad, Highhelm, Kovlar, Taggoret, Rolgrimmur, and Tar-Kazmukh.
- The region remains politically fragmented, but periodic gatherings and shared dwarven identity provide a measure of unity when broader threats arise.
- Five Kings smiths, gemcutters, and artisans are renowned. Trade links extend to Druma, Andoran, Kyonin, Isgar, Taldor, and other neighbors, though conflict can close routes quickly.
- Dwarven diplomacy prizes lived experience and durable relationships. Grundinnar is invoked in diplomacy and support, Kols in formal oaths, and Torag remains the foremost traditional deity. Angradd and Trudd also have important followings, while Droskar and Drannvit are more often acknowledged than loved.

Galt - A Neighbor Defined by Revolution

ERA-SENSITIVE REGION

The supplied Galt material describes a country shaped by decades of revolutionary instability. Specific leaders and conditions can shift quickly by campaign date, so use this section as broad public context rather than a fixed political snapshot.

- Galt is geographically coherent but politically unstable. Repeated revolutions turned a once-intellectual society into a place where governments rise and fall quickly, institutions are fragile, and factional violence can dominate public life.
- The countryside has suffered from weakened infrastructure, poverty, banditry, displaced populations, and dangerous creatures. Even when a council claims authority, its control outside major centers can be inconsistent.
- The Gray Gardeners are masked executioners associated with Galt's feared final blades. The blades are magical guillotines notorious for trapping the souls of those they execute, making them both instruments of terror and potent political symbols.
- Not every Galtan embraces the revolutionary cycle. Reformers, moderates, foreign merchants, and ordinary citizens all compete with radicals over what the country should become.
- Kyonin maintains interests in Galt, and the Pathfinder Society has maintained a lodge in Woodsedge. Taldor watches the region warily from the south.

Traveler's Cheat Sheet

Where you are	What matters most at the table
Druma	Contracts, money, reputation, restraint, visible status, and careful boundaries. Assume serious merchants are informed and protected.
Kellid communities	Directness, hospitality, clan loyalty, endurance, and respect for local taboos. Demonstrating flashy magic without warning can be provocative.
Five Kings Mountains	Craftsmanship, tradition, oaths, kinship, and history. Dwarves may be politically divided while still sharing a strong civilizational identity.
Galt	Political caution. Do not assume yesterday's authority still holds today; symbols, slogans, and affiliations can carry lethal weight.

At-a-Glance Timeline

- Early Age of Enthronement - Kalistrade's teachings begin to circulate in the region that becomes Druma.
- 1551 AR - the old dwarven kingdom of Tar Taargadth collapses, accelerating fragmentation in the Five Kings Mountains.
- 2332 AR - the Kerse Accord ends centuries of dwarven civil conflict and establishes Druma's independence.
- 3980 AR - the eruption of Droskar's Crag contributes to a long period of dwarven social and religious upheaval.
- Modern era - Druma remains a major mercantile power, the Five Kings Mountains are in a cultural renaissance, Kellid traditions vary widely across the north, and Galt continues to wrestle with the consequences of revolution.

ONE-SENTENCE SUMMARY

Druma turns wealth into social order and geopolitical power; the Kellids preserve fiercely local traditions shaped by survival; the Five Kings Mountains anchor dwarven history and craft; and Galt remains the region's great warning about what happens when political ideals become an endless revolution.