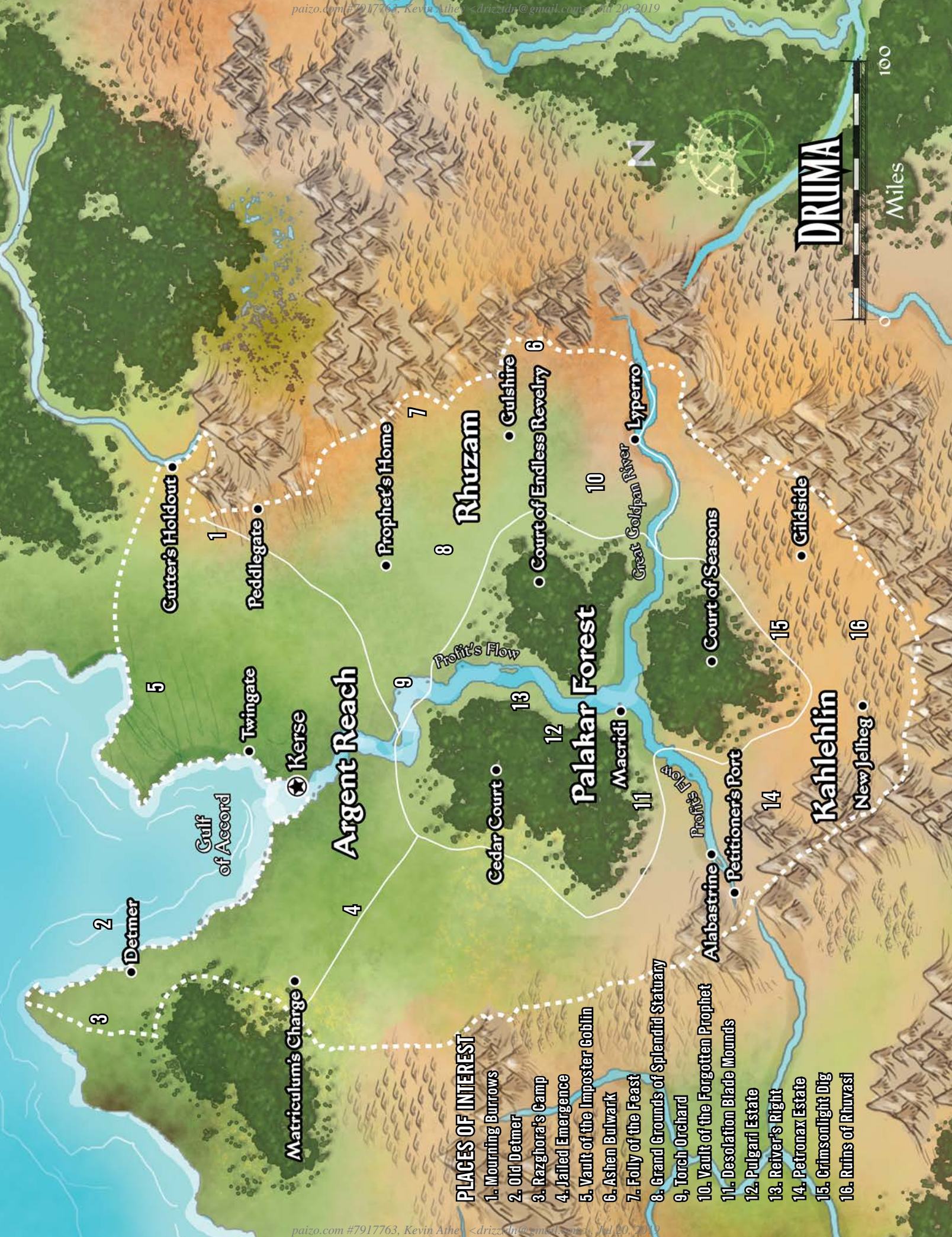


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DRUMA, PROFIT AND PROPHECY



DRUMA

100 Miles

N

Argent Reach

Rhuzam

Palakar Forest

Kahlehlin

PLACES OF INTEREST

- 1. Mourning Burrows
- 2. Old Detmer
- 3. Razghora's Camp
- 4. Jailed Emergence
- 5. Vault of the Imposter Goblin
- 6. Ashen Bulwark
- 7. Folly of the Feast
- 8. Grand Grounds of Splendid Statuary
- 9. Torch Orchard
- 10. Vault of the Forgotten Prophet
- 11. Desolation Blade Mounds
- 12. Pulgaril Estate
- 13. Reiver's Right
- 14. Petronax Estate
- 15. Crimsonlight Dig
- 16. Ruins of Rhuvasi

Cutter's Holdout

Peddlegate

Prophet's Home

Culshire

Court of Endless Revelry

Great Goldpan River
Lyperro

Court of Seasons

Gildside

Detmer

Twingate

Kerse

Profit's Flow

Cedar Court

Macriddi

Profit's Flow

Alabastrine
Petitioner's Port

New Jelheg

Matriculum's Charge

Gulf of Accord



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Reference

This book refers to several Pathfinder Roleplaying Game products using the following abbreviations, yet these additional supplements are not required to make use of this book. Readers interested in references to Pathfinder RPG hardcovers can find the complete rules of these books available online for free at prd.info.

<i>Advanced Class Guide</i>	ACG	<i>Bestiary 5</i>	B5
<i>Advanced Player's Guide</i>	APG	<i>Occult Adventures</i>	OA
<i>Bestiary 2</i>	B2	<i>Paths of Prestige</i>	POP
<i>Bestiary 3</i>	B3	<i>Ultimate Magic</i>	UM



ON THE COVER

Harsk, envisioned as a Blackjacket, escorts Alahazra, envisioned as a Prophet of Kalistrade, through a bustling market in this gorgeous cover by Ekaterina Burmak.



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Printed in Canada.



OVERVIEW

“A den of serpents dressed in alabaster finery and aurum accoutrements: that’s what I have to say about Druma. The Prophets of Kalistrade take the worst aspects of an elite social club and a religion, then weave them together using words from someone who’s been dead for thousands of years. They dwell inside some of the most protected mansions in the world, and legions of Golarion’s most elite soldiers await their commands. They control nations on the other side of the continent, and the rulers of those places don’t even realize it. They earned their nation’s independence by calling in debts from ages past—gods help us if they ever decide to call in those debts again.

“Do I miss the routine backstabbing, social subterfuge, and constant need for paranoia? No. Do I miss being a part of it all? Of course!”

—Kelsa Odrant, Ex-Prophet of Kalistrade
“On the Certainty and Fluidity of Existence”

Druma—a name that across Avistan conjures up an image of white-robed prophets bedecked in finery. Those who know little of the place hold many incorrect preconceptions about Avistan's greatest mercantile nation. Yet the nation's title—the Kalistocracy of Druma—belies the inexorable intertwining of the nation with its ruling class: the Prophets of Kalistrade. The efforts of the white-gloved prophets can be felt across Golarion, but nowhere as directly as the nation where their philosophy emerged. Once a holding of the Five Kings Mountains, Druma earned its independence as part of the historic signing of the Kerse Accord, an agreement by the Prophets of Kalistrade that ended 700 years of dwarven civil war. That Druma's independence and existence as a nation came about from a deal, rather than bloody war, says more about the nation than any history book.

A land of vibrant plains, rushing rivers, resource-rich hills, fey-guarded forests, and bustling cities, Druma remains one of the most misunderstood nations in all Avistan. Given the ostentation and pure wealth on display within Kerse and Prophet's Home, other governments and cultures downplay Druma's achievements and the role of its prophets. Citizens of other nations hear many conflicting reports about Druma, such as descriptions of the grandeur of the prophets alongside slanderous commentary about the Kalistocracy's true motivations. Those visiting the nation would do well to pay heed to the following advice, compiled by the Aspis Consortium.

Study the Prophecies of Kalistrade. The doctrines and strictures of Druma's elite caste are daunting to learn, but avoiding a social disaster becomes much easier once they are mastered. Citizens learn the basic tenets and written words of Kalistrade's prophecies to earn respect from the prophets.

Never sully your hands, except when you must. Know that skin-to-skin contact between a disbeliever and a member of the Kalistocracy is considered impure. And just as the prophets wear long gloves as a physical deterrent, they avoid staining their reputation with direct action against foes. When operating in Druma, whether for business or socializing, never put yourself on the line. Hire organizations who specialize in particular tasks to handle these matters on your behalf. Work through allies and proxies, but work for your allies in return, lest you find no one willing to assist you when you need help.

Smile your way to victory. Successful entrepreneurs in Druma always smile. Showing any emotion but smug self-satisfaction tells competition they've done something to upset you. If you're upset, you're prone to making mistakes, and if you make a mistake, your competition thrives. So always smile, even when you've been dealt a serious economic or political blow.

Besides, if you're always smiling, it's all the sweeter when your competition isn't.

Seek peace while readying for war. Physical conflict doesn't last long in Druma. The ruling prophets and their Mercenary League protectors stamp down on public displays of aggression or violence. Stay friends with your acquaintances as well as your enemies. Then, when the time is right, strike a decisive blow to bring an end your foes, whether it be economically, emotionally, or physically. Remember, you can't suffer repercussions if no one survives to prosecute a conflict against you.

Trust no one, especially family. Everyone has a price and an agenda. Close friends and family may be less willing to oppose you, but they also know your deepest secrets. Build barriers between yourself and your strongest confidants, as these relationships can be turned against you.

A shield of dignity hides poverty. Druma's prophets bedeck themselves in extravagant finery in what often seems like a competition to showcase the most ostentatious display. Look behind these veils and recognize that the most immaculate attire might conceal someone who's one bad deal away from bankruptcy.

GOVERNMENT

Though only one organization, the Resplendent Bureaucracy, officially governs Druma, there are functionally three distinct layers of power that control the nation's fate. The machinations of—and privileges afforded to—Druma's prophets make them equal political forces, and both the Bureaucracy and the prophets must respect the overwhelming power of Druma's high prophet, Kelldor.

Resplendent Bureaucracy

Shortly after the founding of Druma, the Prophets of Kalistrade recognized the high potential for civil unrest should they make themselves leaders of the new nation. Instead, the prophets swiftly engineered a new organization to manage Druma: the Resplendent Bureaucracy. Even after the creation of this new governing body, the prophets remained wary of allowing the public's perception to believe the prophets had seized power for themselves. To alleviate the concern that the prophets had taken control of the government, Druma's founders placed strict caps on how much gold a member of the Resplendent Bureaucracy could earn—a perfect way to dissuade prophets from full-time government appointments.

Membership: Today, hundreds of civic administrators make up the Resplendent Bureaucracy's membership. These bureaucrats come to their positions from one of two backgrounds: some are low-ranking prophets

**Druma, Profit
and Prophecy**

Overview

The Lands of
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Bestiary

who seek to garner experience and political contacts, and others are civil servants eager to contribute to their nation. Members of the Kalistocracy tend to view the latter as apostates, and prophets with an eye on government do their best to ensure that altruists don't rise beyond mid-level clerical or staff positions.

For a decade in the early history of the nation, Druma's government was dominated by humans who sought to bar other races from positions of power. Later, an effort to address this inequality led to a high number of non-human positions within the Resplendent Bureaucracy. Though the Kalistocracy remains open to all, many outsiders fear that they will be unable to advance within the hierarchy of the prophets and instead choose to join the Resplendent Bureaucracy as a way to contribute to their nation. Dwarves and halflings fill many roles within Druma's government, and every year individuals of other varied ancestries apply for positions within the Resplendent Bureaucracy.

Hierarchy: Clerks and ranking clerks, tasked with archival duties and the notarization and filing of paperwork, make up the bulk of the Resplendent Bureaucracy's personnel needs. Administrators fill the next rung of leadership, overseeing the clerks as well as wider concerns such as construction, immigration, taxation, or waste management. Depending on its size, a settlement in Druma has anywhere from a half-dozen to dozens of administrators. A chief administrator manages the administrators of each settlement, relaying orders as they're received from superiors in Kerse. Many settlements refer to their chief administrator as "mayor" when explaining the position to foreign visitors.

A single high administrator takes all the findings and reports from Druma's settlements and assembles that data into pertinent packages for other government officials. The high administrator reports to Druma's leading body, the Oversight Council, composed of eight senior bureaucratic members. The Oversight Council decides major matters of state, and the council maintains continuity, since members who step down—a mandatory requirement after a decade of service—select their own replacements. With few exceptions, the Oversight Council's membership consists of individuals with strong personal or family relationships with one or more senior prophets.

The Bureaucracy's highest position, one that can be theoretically held for life, is that of intercessor. When an intercessor abdicates, the high prophet appoints a successor. This position is mostly an honorary title, but it maintains a rarely-used veto power over the Oversight Council. Due to the intercessor's far-reaching political authority, the selection process is essential to the stability of the nation. The ruling

high prophet has traditionally chosen someone they can trust to step in when the machinations of the wider Kalistocracy become too overt and individual prophets manipulate the Oversight Council's decisions. Intercessors rarely intervene in the Oversight Council's decisions, recognizing the need for the Kalistocracy to maintain a balance of control over and distance from the nation's government.

Kalistocracy

Officially, prophets of Kalistrade have no authority over Druma's governance and don't form an organized or formal body, but the truth is more complicated. In fact, prophets hold more influence than government bureaucrats and routinely flaunt their political reach. Even newly inducted prophets rush to seize political power, and it's for this reason that many prophets take a position within the Resplendent Bureaucracy.

The following are some select prophets with known involvement in the nation's politics.

ADIR PEMBIN

LN male human

Location Kerse (Argent Reach)

Goals Gather necessary funds for his afterlife

Spheres of Influence Agriculture

Political Rivals Hanno Stravos

SUMMARY

Adir Pembin was in the prime of his life when he was struck with a virulent disease, and he now has less than a year to live. Since there's no possibility of divine intervention, Adir is no longer attempting to overcome the disease and is instead worrying about what comes next: ensuring access to Kalistrade's promised afterlife. Most prophets spend decades on this endeavor, and so Adir has been cutting every corner to amass the purity and wealth necessary to create his tomb and an idyllic afterlife for himself. Recently, tax evasion by Adir's less-cautious agents has led to an investigation by Hanno Stravos, Kerse's dogged tax collector.

CHALZO ROVE

LG female human

Location Detmer (Argent Reach)

Goals Battling pirates on Lake Encarthan

Spheres of Influence Encarthan circuit, naval construction

Political Rivals Oversight Council, Razmiran

SUMMARY

Altruism has no place in the teachings of the Kalistrade, but Chalzo Rove has done her best to perform good deeds for those around her. She believes that she can only build greater rapport with her trade partners and close allies by constantly helping them. This has

led her into repeated conflict with Razmir's infamous "faith barges," and she's begun gathering support within the Mercenary League to unofficially combat these threats. Chalzo's shadow crusade against Razmir's piracy on Lake Encarthan has earned her official censure from the ruling Oversight Council, so now she relies on adventurers and mercenaries to conduct her ongoing campaign against the servants of the Living God.

RALSA KASSARM

LN female dwarf

Location Peddlegate (Rhuzam)

Goals Control of trade with Kyonin

Spheres of Influence Foreign relations

Political Rivals Peddlegate dwarven envoys

SUMMARY

The dwarves of the Five Kings Mountains routinely pester the Kalistocracy for the right to open formal trade routes with the elves of Kyonin. Though the dwarves could trade with Kyonin on their own accord, the Tanglebriar makes travel difficult, and they prefer to travel through Druma. Ralsa Kassarm built her economic strength by controlling trade with Kyonin, and she desperately works to limit the role of other dwarves in this trade because she resells elven goods to the dwarves at an absurd markup. Recently, the Five Kings Mountains began hiring adventurers to guard shipments to and from the elven kingdoms.

VAYDE PETRONAX

NE male tiefling (posing as a human)

Location Petronax Estate (Kahlehlín)

Goals Destabilizing the Kalistocracy

Spheres of Influence Mining, transport along Profit's Flow

Political Rivals High Prophet Kelldor

SUMMARY

Vayde Petronax seeks to fulfill a bargain his family made with the daemonic harbinger Braismois (see page 58). His great-grandmother entered into this agreement to destabilize the Kalistocracy and pave the way for a daemonic invasion that could allow Braismois to harvest the preserved afterlives of Druma's prophets. Vayde uses his economic influence and tight control over the Kahlehlín region to manipulate several members of the Oversight Council.

High Prophet Kelldor

Unlike other members of the Kalistocracy, whose influence is unofficial and behind the scenes, the high prophet wields near-total control over the affairs of other prophets and the Resplendent Bureaucracy. Subtle clauses within the Kerse Accord provide the prophets with a representative who can retract the Bureaucracy's rulings, though it was originally

intended that this power be rarely used. While the high prophet doesn't take a direct hand in Druma's governing often, there have been times when a high prophet has countermanded the will of the Oversight Council, or even an intercessor.

The high prophet has always stood at the top of Druma's web of political and social intrigue. The current high prophet, Kelldor, is renowned for his sharp business acumen and ability to master economic and societal necessities. Kelldor recognizes the importance of keeping a long list of allies and friends, including the reigning rulers of most Inner Sea nations. His goals seem to be the acquisition of foreign land and, more recently, growing the Kalistocracy's available military resources by expanding the Mercenary League.

Like his predecessors, Kelldor spends most of his time within the Everlasting Palace, which sits atop a private artificial island near Kerse. A host of elite Mercenary League veterans protects the high prophet, who uses magic to communicate beyond the palace. Each day at sunrise, Kelldor travels the breadth of his palace, receiving reports and letters from clerks and couriers. Following these deliveries, he spends a short time meditating and gathering his strength for any spellcasting he may need to perform during the day. The high prophet spends the remainder of his days in meetings or planning sessions with his most trusted aides and with foreign advisors or leaders. In recent years, Kelldor has invited foreign officials into the Everlasting Palace, enticing them with a rare glimpse of Druma's capital in order to speak directly about sensitive topics that couriers or magic cannot be trusted to deliver.

Those researching Kelldor find great gaps in his history, and few have any information on the high prophet prior to his ascension to Druma's highest office. Senior prophets assume Kelldor's ascension is due to his powerful divination abilities, and that Kelldor's ability to see almost anywhere in the world, along with his perceptive mind, granted him power just short of actual prophecy. Through his powers, Kelldor has amassed more wealth than any other prophet, and his fortunes show no sign of diminishing. Kelldor recently purchased land in nearby Iser and commissioned several new ship designs from Detmer's sizable shipyards. It's clear that he's engaged in a long-reaching scheme that encompasses several Inner Sea nations, as well as some even further away. Unlike previous high prophets, Kelldor is in communication with rulers across the continent of Avistan, but his goals—to maintain the fragile balance of peace across the Inner Sea and position Druma to withstand any coming conflict—remain unknown to his rivals.

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HISTORY

Druma's history extends back at least 11,000 years and no doubt further into prehistory, shaping the region as surely as glaciers, and later the Starstone, molded the terrain. As with much of Avistan, Kellids have called this land home since time immemorial, sustaining themselves with a nomadic lifestyle of foraging, hunting, and early pastoralism. If they built permanent settlements, none have survived or yet been found. Only myths, ancient hearths, and stone tools survive from that time.

Age of Legend

The Kellid lifestyle changed during the Age of Legend. After the serpentfolk empire collapsed and its survivors fled underground, the Kellids began to experiment with horticulture. These bountiful but more demanding food sources drew the inhabitants to develop permanent settlements, and increased specialization introduced a host of chiefs, artisans, merchants, and priests. These societies gradually grew, exchanged ideas, and developed shared traditions that present-day archaeologists know as the Macridi Blade culture—named for their stylized stone blades first identified near the modern-day trading town. Using Lake Encarthan and its myriad rivers, the Macridi Blade people traded extensively. Graves, excavated houses, and ritual sites from this time period contain pots of food from Thassilonian Gastash to the northwest, soapstone utensils from the World's Edge Mountains to the east, hardwood carvings from nearby Kyonin, and freshwater shells from the Lake of Mists and Veils to the northeast. All the while, the Macridi Blade people developed their own copper- and goldsmithing traditions and domesticated varieties of millet, plum, sorghum, and vetch still grown today.

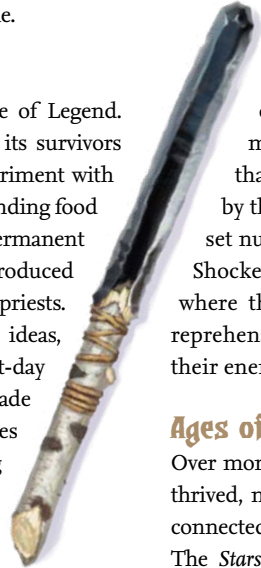
As the hub of this continent-spanning network, the Kellids prospered and raised impressive cities of stone and brick, some of whose ruins survive to this day. This period also gave rise to the Speakers of the Pale, a Kellid traditional religion rooted in the two-way responsibilities of individuals and communities, reflected across natural spirits and the afterlife. These priests oversaw massive earthwork projects—many of which survive into the Age of Lost Omens—creating earthen mounds that appear to have varied in function, serving as cairns, astronomical monuments, or artistic effigies. Likewise, several of the region's minor Darklands entrances took on spiritual significance as portals to dangerous realms, and to this day adventurers periodically uncover the partially preserved remains of Speakers of the Pale apparently interred there to protect the surface from intruders and warn off curious Kellids. Equally important, the Speakers acted as intermediaries with the many fey of the Palakar Forest, negotiating deals that allowed humans to harvest some natural resources in return for respect or compensation.

Although no comprehensive writing system from this time has survived, the Speakers created a system of petroglyphs that have yet to be decisively deciphered. Fragile lengths of elaborately braided rawhide also periodically emerge from excavations, and these patterns recur in surviving paintings and carvings from the era, suggesting that each braid along these sheets conveys some special meaning. Without any reliable first-person sources, it's currently impossible to know what these pre-Earthfall people called themselves or exactly what they believed. Only scant second-hand records from Thassilon chronicle this society and the city of Eahprin, most famously by an entourage from Cyrusian that arrived in –6086 AR. Following some slight by the delegation, an army of fey attacked Eahprin, set numerous fires, and killed several of the visitors. Shocked, the surviving Thassilonians fled home, where they used the incident to paint all Kellids as reprehensible brutes who summon beasts to devour their enemies.

Ages of Darkness and Anguish

Over more than a millennium, the Macridi Blade culture thrived, never uniting into a formal state yet remaining connected through intermarriage, trade, and tradition. The *Starstone's* catastrophic collision hundreds of miles to the south heralded the end of this society. The impact sent tremors that toppled temples and buckled the land, further uplifting the mountains to the south. As the sky darkened from tons of ejecta, crops withered in perpetual shade. Decades of famine killed off untold thousands, and the survivors ultimately abandoned the ever-emptier cities they could not sustain. For centuries thereafter, the Kellids resumed their ancestors' nomadic lifestyle.

They might have returned to their past grandeur, too, were it not for invaders: orcs. Chased upward by the dwarven Quest for Sky, orcs emerged several decades before their ancestral enemies did. Whereas the Macridi Blade culture at its height might have kept this threat at bay, the fractured clans were scattered and vulnerable. Eventually the Kellids—along with the newly emerged dwarves—pushed the orcs into the mountains, but the ongoing warfare had left the humans bloodied. The dwarves looked upon these dispersed humans with pity, seeing not tenacious survivors but instead a primitive culture. Although the dwarves offered aid out of benevolence, this relationship soon took on an air of condescension. By the time they finished building the Sky Citadel Highhelm, the dwarves had identified the lands of what are now Druma, Galt, Molthune, and Nirmathas as unclaimed territory for colonization. Druma swiftly became one of many provinces in the empire of Tar Taargadth, named Druma by the dwarves based on the bastardization of a local word thought to mean “silver shore.”



Records celebrate Druma as the breadbasket of Tar Taargadth. This agricultural abundance and reliance discouraged the dwarves from exploiting Druma's extensive mineral wealth, though that seems to have as much to do with the riches buried closer to Highhelm and the dwarves' personal pride in handling any mining themselves. In return for their grain taxes and political control, the dwarves protected their new vassals, but dwarven laws increasingly clashed with the Kellids' traditional beliefs and practices. While many Kellids welcomed help in fending off the orcs, many more found the dwarves' well-intentioned policies to be paternalistic and suffocating.

This tension peaked when a dwarven landowner neglected to pay the blood price to a Kellid herder after killing the latter's goat. The Speakers of the Pale condoned a more violent response, which dwarven officials condemned as incitement and vigilantism. Believing the Speakers responsible, Tar Taargadth cracked down on traditional Kellid religions. This reprimand spurred a popular defense of the faith, which the dwarven governor suppressed. The situation escalated into 3 years of guerilla warfare remembered as the First Drumish Rebellion. In the end, the Speakers fled to Isgar and across Lake Encarthan. The dwarves kept the peace, yet they had cast the Speakers as martyrs, and these priests remained a rallying cry for Kellid independence and spiritual identity for millennia.

Similarly, the fey of Palakar Forest chafed under dwarven oversight. Seeing increasingly regular forays into the forest for timber—particularly to produce forge-grade charcoal—as a violation of the Peace of Palakar, a band of satyrs demanded tolls from dwarven prospectors and woodcutters. The dwarves refused, appealing to Highhelm to stop what they described as fey brigandry. The harvesting continued until the satyrs lost patience and abducted half of the trespassers. Tar Taargadth demanded the captives' return but refused to surrender its claim to the Palakar Forest. The standoff eventually broke into an armed conflict remembered as the Charcoal Wars, and battles continued for 17 years. Nearly one-quarter of the forest was felled and burned, but the military operation ultimately proved too costly to maintain. Reminders of the fey presence haunted the dwarves, convincing generations of would-be prospectors to look elsewhere.

Despite these conflicts, dwarven authority in the region went largely uncontested for millennia.

Age of Destiny

Dwarven administrative records represent the majority of Druma's surviving written accounts from the Age of Destiny; thus, most knowledge of this extensive period is gleaned from annual crop reports, property surveys, mining logs, monuments, and trade broadsheets. It seems that this was a time of relative peace, especially for Druma. Dwarves and humans worked together on a wide variety of infrastructural projects, many of which survive to this

day, including the Aqueduct of Gtaldorn, the monumental draining of the long-since-erased Heibarstol Marsh, and the network of roads that includes the famous Ralka Tand to the north and Ralka Haltorn that loops south of the Palakar Forest to Taggoret.

Likewise, many towns and cities trace their beginnings to this age, including Detmer. Founded as a fishing village, Detmer grew as it became a destination for dwarves ostracized from the Sky Citadels' high culture. However, Detmer experienced one setback and catastrophe after another, especially as a centuries-long pattern of colder weather in the region gave way to warmer summers, causing Lake Encarthan to rise and gradually flood the doomed town entirely.

There are only three recorded incidents of major violence during this time. The first was the Whisperfall Offensive, a decades-long campaign the dwarves launched to crush orc settlements east of Koldukar. The other two incidents are remembered as the Second and Third Drumish Rebellions. However, unlike the other uprisings, there are few records of these events beyond the second ending in the execution of Eark of Tall Fern and the third following a serious famine from -896 to -893 AR.

Beyond Tar Taargadth, the most notable regional influence arose on Lake Encarthan's Inteper Isle, now known as the Isle of Terror. Although Kellids had occupied the island for countless generations—especially those fleeing dwarven rule—their disparate fishing communities gradually united at the encouragement of charismatic leaders and Speakers of the Pale. By -2200 AR, the town of Kestrillon on the island had developed a robust palace economy overseeing the coastal villages. Over time, Kestrillon's influence spread to colonies across present-day Ustalav and the River Kingdoms, interacting heavily with the crumbling remains of the Hlalgad kingdoms to the east and the burgeoning Sarkorian cultures to the north.

Age of Enthronement

After millennia of dominion, Tar Taargadth began to decline. To the southeast, Taldor had launched its relentless expansion across Avistan, and the budding empire's envoys and generals continued to gain an upper hand against Tar Taargadth through soft power. Millennia of relative peace from their old orc enemies had left the dwarven armies complacent, and leaders increasingly butted heads with one another instead, beginning grudges that lasted for centuries. Emboldened by weakening oversight and tales of an ascendant human empire, the Kellid subjects of Tar Taargadth regularly pushed back against dwarven rule, epitomized by the Fourth Drumish Rebellion.

Begun by Zend of Window Hill, a cobbler incensed by a protectionist tariff recently imposed by Highhelm, Kellids gathered to rail against Tar Taargadth's byzantine legacy of edicts, taxes, and legislation that had accumulated since the Quest for Sky began. At first these discontent

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craftspeople petitioned the dwarves for increased political representation, simplification of the legal system, and a measure of debt forgiveness for those harmed by the outdated laws. The dwarves argued the matter among themselves for months, and by the time they finally delivered on a fraction of the requests, it was too little and too late. Independent Kellid war bands from nearby Isgar and Kestrillon had already entered Druma and begun organizing the citizens into an army to fight for independence. Singing songs composed by long-dead Speakers of the Pale, the Kellids fought Tar Taargadth for just over a year before being outflanked and cut off by reinforcements sent by the other Sky Citadels.

Emperor Hurognar the Steel Brow spared most of the combatants, laying the blame on the core instigators' rampant pride and purported debauchery. As punishment, he mandated that the people of Druma be "denied beards and beer," demonstrating how out of touch the dwarves had grown by trying to impose their culture on their neighbors. Until Hurognar's death 51 years later—and the swift repeal of the edict—Kellid men in Druma were prohibited from growing facial hair or drinking alcohol. The forced abstinence gradually transformed from a punishment to a point of cultural identity. Not only did not drinking become a way for men to snub dwarven culture, but women developed a counter-culture of symposia where they would drink, perform music, and debate. It's from these gatherings that luminaries such as Lahراس Raskit and Yhenir of Sharp Crossing laid the philosophical foundations from which modern Drumish culture would arise.

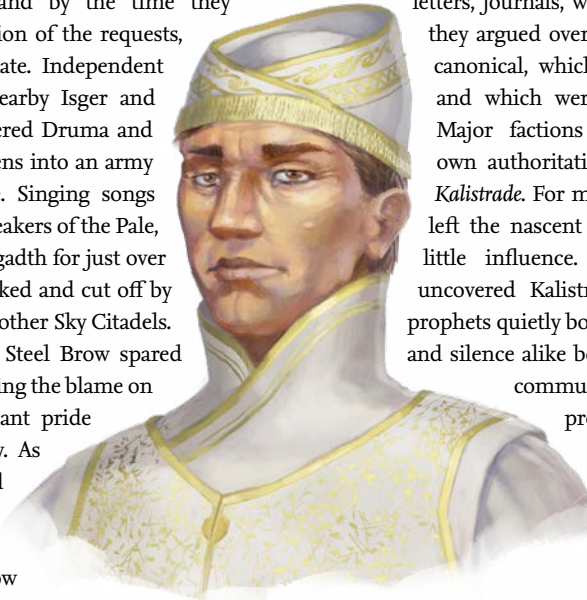
And arise it did, only a century later. Born into a successful family of gilders and bookbinders, the craftsman Kalistrade was prepared to carry on the family business when he fell ill. For weeks he was bedridden and delirious, awakening only long enough to record incomprehensible notes before collapsing again. When he finally recovered, his demeanor had taken on an unfamiliar severity and focus. He reviewed his notes and promptly negotiated for his siblings to buy out his inheritance, after which he left Druma for more than 8 years. When he returned from his ascetic solitude, he wore noble regalia and bore coffers of gold. Envious neighbors inquired about his fortunes, yet rather than speak of his investments, he quietly preached of his strict diet and careful personal rituals. He rebuffed suitors of all kinds, citing sexual prohibitions, and even with his glove-shrouded hands, he refused so much as a handshake. Kalistrade might have been forgotten as a rich eccentric had his admirers not become religious devotees. Within a decade, dozens had joined his cult. Their financial

success spurred theories of their supernatural blessings, and the cult steadily grew until 251 AR, when Kalistrade disappeared and was presumed dead.

His disciples set about collecting Kalistrade's many letters, journals, warnings, and strictures, though they argued over which documents to consider canonical, which were of greater importance, and which were not even Kalistrade's work. Major factions coalesced, each creating its own authoritative version of the *Prophecies of Kalistrade*. For more than 150 years, the schisms left the nascent religion fragmented and with little influence. However, when adventurers uncovered Kalistrade's final resting place, the prophets quietly bought the explorers' information and silence alike before descending on the site to commune with their dead mentor's preserved body. The revelations these prophets witnessed there resolved many of their most venomous debates, and most factions reconciled their differences to form a united religious institution. Even so, the prophets in Druma remained fairly secretive, avoiding both political influence and serious scrutiny.

The same was not true for the Golden Solidarity, an unreconciled offshoot of the prophets that had sought refuge on Inteper Isle. Among the prosperous Kellids of Kestrillon, the Golden Solidarity's members—the Golden Disciples—thived, spreading their wealth throughout their communities. To the prophets of Druma, this charity seemed reckless, and letters from the time preserve lively arguments between leading investor-theologians of the time. But the sect was not to last. Not only had Kestrillon's influence dwindled over the centuries, but its legendary wealth had also attracted the attention of powerful enemies. In 861, the dread necromancer Tar-Baphon invaded with an undead army. Kestrillon's defenders and civilians alike perished, including nearly all of the Golden Disciples, who roam to this day as the gold-shrouded undead of what's now known as the Isle of Terror.

To the Drumish Kalistocrats, Kestrillon's fall served as a cautionary tale, showing the catastrophes that could befall those who contort Kalistrade's teachings in unclean ways. The gloating survivors also spread news of Aroden's victory over Tar-Baphon, awing the Drumans. For centuries, Kalistrade's faith declined in favor of Aroden's, and the 10th century saw an influx of Arodenite evangelists and conversions. As the patron of humanity, the Last Azlanti served as yet another impetus to push back against dwarven rule, though priests tried to avert unrest and violent uprisings. Their reticence to support Drumish independence ultimately condemned the faith, and by the 12th century, the Kalistocrats were once again on the rise.



Everything changed in 1551. Tar Taargadth had grown weak and fractured, leaving each Sky Citadel to fend for itself. Many of them came under assault by powerful orc war bands that year, and several fell. The empire collapsed, though Highhelm arose within a decade as the nexus of dwarven civilization. The dwarves had lost many of their lands, yet Druma remained a province in the Five Kings Mountains' shadow. Stability had returned for only a decade before dwarven feuds—many from before the orcs' attacks and worsened by assigning blame for the empire's downfall—shattered Highhelm's territory into five kingdoms that quickly engaged in civil war.

The Five Kings Wars were a terrible conflict that drained the resources of the already-weakened dwarves. To finance their battles and feed their armies, the kingdoms levied taxes on the Drumans. Saggorak in particular issued devastating demands on the human farmers, and after 2 years of near starvation, the Drumans rebelled. Saggorak dispatched a brigade to restore order, but after executing the rebellion's leaders, the dwarves found themselves surrounded and slain by angry human citizens. Retaliation was limited, for the other dwarven kingdoms quietly celebrated this blow to Saggorak.

This Fifth Drumish Rebellion did not achieve independence so much as it afforded the Drumans peace from the ongoing wars and a limited tax burden. However, the successful rebellion fueled the imaginations of Drumish secessionists, most notably the Kalistocrats. By 1580, a group of 14 Kalistocrats had grown especially rich from supplying war material to the dwarves and gathered in secret to create a joint trust dubbed the Promise of Kalistrade to raise money for political influence. Posing as dwarven investors, they quietly began purchasing assets and resources. The dwarven kingdoms, eager to expand their war chests by selling off lands they might reconquer later during the ongoing civil war, happily offloaded increasingly sizable assets and took on ever-greater debts. The ongoing conflict prevented any one kingdom from piecing together the scale of these acquisitions.

In 1644, the Promise of Kalistrade bought the remote ruins of Detmer and surrounding territory, turning it from an abandoned town into a thriving port that positioned Druma to become a naval power in the Lake Encarthan region. For several centuries, the Promise continued to buy out small mining claims, canals, woodlots, and urban property, using the proceeds to invest in even more assets. Simultaneously, the Kalistocrats financed the War of Five Kings, purchasing war debts from each of the kingdoms.

The quiet campaign of acquisition might have continued for centuries more, but in 2133, Taldor's Seventh Army of Exploration conquered the confederation of Isergi Kellids to the southwest. Although their leaders had officially surrendered, many of the Isergi warriors and their families refused to disarm, instead emigrating to Druma. There they found sympathetic cousins who also lived under the

yoke of empire. As stories spread of Taldor's invasion, the Isergi stoked Drumans' dreams of nationalism and an independent Kellid state. The kingdoms of Saggorak and Taggoret cracked down on these secessionist notions, but the Kellid partisans repelled the dwarves' initial retaliation.

Remembered as the Sixth Drumish Rebellion, the southern half of Druma celebrated these minor victories, declared independence, and founded the Meritocracy of Jelheg, named for the Isergi warrior who cast the first spear and established herself as the fledgling state's general. United by their shared Kellid heritage, the Jelhegi built a capable corps of extraordinary human fighters, engineers, politicians, and visionaries in their capital of Rhuvasi. However, the country struggled. Despite its mineral wealth and defensible position, the Meritocracy spurned diplomatic relations with the Taldans and dwarves alike, all while the loyalist Drumans were hesitant to trade with the rebellious state. Further undermining the new state, its talent-based government had few regulations, quickly introducing favoritism and resentment. The final straw came in 2142, when a major truce during the Five Kings War spared Taggoret the soldiers to defeat Jelheg's poorly supplied forces at the Battle of Scattered Ash. The country collapsed as the dwarves reasserted control. Packs of disaffected warriors wandered the countryside for more than 15 years, spurring banditry and driving the personal bodyguard industry—including the Mercenary League, founded during this period. The Meritocracy of Jelheg had failed, though its name has served ever since as code for a controversial Kellid ethnostate.

By 2331 AR, centuries of battles, cease-fires, and collateral damage had exhausted the dwarven kingdoms both physically and financially. In the span of a single week in late autumn, fighting suddenly halted after each of the five kings received the same dire letter from their shadowy creditors, the Promise of Kalistrade: repay what is owed. The kingdoms responded with indignation and threats, but the Kalistocrats had already assembled militias and retained the Mercenary League's services to ensure the beleaguered dwarves couldn't readily fight their way out of their obligations. Instead, the Kalistocrats called the five kings to Kerse in 2332 and offered them a deal: the dwarves would end their fighting permanently and grant Druma independence, and in exchange the Kalistocrats would forgive most of the kingdoms' debt and refinance what remained. Remembered as the Kerse Accord, this landmark treaty established Druma as a sovereign nation recognized by the dwarven kingdoms and Taldor alike.

Independence

Only days after the Kerse Accord, Drumish representatives convened to establish a government. Toasts to the Kalistocrats' financial coup echoed throughout Kerse, and the white-garbed Kalistocrats deftly steered the convention to establish themselves as a controlling power in the new

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Resplendent Bureaucracy. The Kalistocrats enjoyed several years of can-do-no-wrong prestige before coming under fire from the working class for the growing socioeconomic divide. The weeklong Burning Glove Riots ravaged Kerse before the Kalistocrats agreed to change taxation models, establish benchmarks in paying for beautification and economic stimulus programs, and revise key laws to substantially increase opportunities for upward mobility. The measures appeased most Drumans, and the young country enjoyed more than a century of prosperity and only minor growing pains.

Yet a sizable minority of Drumans struggled to forget the millennia of subservience to the dwarves. Fueled in part by Jelhegi dissidents and the news of the distant Oath Wars against religion, a humanocentrist faction leveraged the nation's sesquicentennial anniversary in 2482 to seize control of the Resplendent Bureaucracy. Citizens and Kalistocrats alike of other races—especially dwarves—suffered discrimination from these zealots, whose legislative influence drove isolationist policies. When a massive orc offensive tore through the Five Kings Mountains and Treerazer ravaged the forests of Kyonin, Druma's leaders elected not to send aid but rather to reinforce their own borders, granting the Mercenary League a perpetual contract. Within 20 years, the dwarves' five kingdoms had collapsed. Although the racist faction lost influence less than a decade later due to changing public opinion and the financial losses from their protectionist agenda, the damage was done; the dwarves would not forget this slight. In an attempt to rebuild bridges, a decade-long initiative began to attract non-humans back to Druma, though the country's reputation suffered for centuries to come.

By the Whispering Tyrant's return in 3203 AR, Druma had rebuilt its trade networks, and its treasuries overflowed. As the lich took control of Belkzen, the orcs living in the Five Kings Mountains were cut off, providing the dwarves a long-sought opportunity to reclaim their land. Led by Khadon the Mighty, the dwarves defeated their ancient enemies at the Battle of Splitmist Pass in 3297, after which Khadon founded the new empire of Tar Khadurrm. Druman envoys brought rich gifts for the new king, but he angrily rebuffed them, condemning Druma for having turned its back on its allies in their time of need. Relations soured between the two nations, especially after Khadon founded the city of Jernashall as his new capital to fuel trade with Cheliox and Isger. Dwarven trade routes increasingly circumvented Druma altogether. Cheliox happily obliged this favorable partnership, even building a sister city nearby called Raseri Kanton. Cut off to the south and east, Druma profited by strengthening its ties to settlements across Lake Encarthan and supplying the Shining Crusade against the Whispering Tyrant.

In the 40th century, Tar Khadurrm was in decline, and tremors under the volcano Droskar's Crag portended imminent eruption. The dwarves seemingly ignored these

signs, perhaps because they were developing a means to redirect the volcanic pressure. Druma was less optimistic and began stockpiling resources for any subsequent repairs. When the volcano exploded in 3980—known as the Rending—the cataclysm obliterated Jernashall, erased Raseri Kanton, and marked the slow death of Tar Khadurrm. However, the Resplendent Bureaucracy was swift to offer aid to dwarven refugees, rebuilding many of the burnt bridges from the past millennium. When the Droskari priest Ordrik Talhrik killed his cousin and seized control of the Five Kings Mountains, Druma did not intervene, but it did provide a welcome home for the thousands of dwarven professionals who fled the Forge War and Ordrik's oppressive theocracy. Tensions with the Five Kings Mountains calmed once Ordrik's regime collapsed in 4466 AR, though most of the dwarven immigrants had settled permanently in eastern Druma.

For the final centuries of the Age of Enthronement, Druma flourished from a constant stream of skilled immigrants who sought the nation's safety and prosperity. At the same time, Druma's influence grew through its expanding trade connections, financing parts of Cheliox's Everwar, investing in many of the first caravans to travel the rediscovered Path of Aganhei (a route bridging Tian Xia and Avistan), and sending periodic gifts to Kelesh.

Age of Lost Omens

Without any obligations to or reliance on the gods, Druma hardly felt Aroden's death directly. Instead, over the following century, the nation restructured its trade routes and policies, particularly as previously prosperous regions like modern Cheliox, Molthune, and Andoran fell into civil war and revolution. As the rest of the human world agonized over the loss of Aroden, Druma kept its trading partners intact while capitalizing on new opportunities, including the influx of artisans fleeing war-torn regions.

Although Druma strongly promotes the Prophecies of Kalistrade, it outlaws few religions. The rise of the living god Razmir to the north worried many, especially when he set fire to Melcat in 4661 and later founded Thronestep as the capital of his divine kingdom in 4672. Waves of evangelists sailed into Kerse, at first promising a better path to riches than the prophecies. Lively street debates quickly turned violent when the masked zealots began abducting outspoken Kalistocrat rivals, and the Resplendent Bureaucracy imposed severe restrictions on those who followed Razmir in Druma.

The most recent conflicts to shake Druma were the Goblinblood Wars, a military unification of Isger's goblin tribes to raid and conquer the region. Not only did these attacks threaten Druma's trade routes and borders, but old political sympathies to Isger encouraged the Kalistocrats to mobilize the Blackjackets against the goblin menace. Together with Hellknights from Cheliox and Eagle Knights



from Andoran, the Drumish forces stemmed the invasion, though at a considerable cost of life. Ever since, Druma has enjoyed relative peace, though the highest-ranking members of the Resplendent Bureaucracy may know of a growing threat—one that necessitated High Prophet Kelldor's requesting the Mercenary League nearly double its recruitment and training quotas.

DRUMA TIMELINE

Presented here are key events that helped shape Druma.

Date	Event
Unknown	Kellid nomads inhabit Lake Encarthan region.
-6400 AR	Agricultural societies start to appear, beginning the Macridi Blade culture.
-6170 AR	Growing populations give rise to small cities and specialization. Eahprin is founded.
-6086 AR	Eahprin is attacked by fey following a slight by a visiting Thassilonian dignitary.
-6082 AR	Kellids and fey forge the Peace of Palakar.
-5293 AR	Earthfall.
-5013 AR	Orcs reach the surface and clash with Kellid clans.
-4987 AR	Dwarves complete their Quest for Sky.
-4969 AR	Dwarves begin colonizing eastern Druma.
-4890 AR	Druma becomes a province of the dwarven empire of Tar Taargadth.
-4866 AR	Long-held Kellid and dwarven laws contradict, sparking a series of violent reprisals known as the First Drumish Rebellion.
-4411 AR	The Charcoal Wars begin, sparking 37 years of conflict between dwarves and fey.
-3840 AR	Famine and resistance to dwarven rule spurs waves of emigration. Many Kellids settle on Inteper Isle in Lake Encarthan.
-2301 AR	The kingdom of Kestrillon and its namesake city are founded on Inteper Isle.
-1113 AR	Kellid and dwarven settlers found Detmer.
-985 AR	Environmental change forces the abandonment of Detmer.
-355 AR	Following generations of border skirmishes and threats, Kestrillon cedes its autonomy to distant Sarkorian rulers.
113 AR	Kellid separatists raise an army within Druma to seek independence. Emperor Hurognar the Steel Brow quashes the Fourth Drumish Rebellion and orders human men be "denied beards and beer."
187 AR	Kalistrade is born.
229 AR	Kalistrade returns to Druma with great wealth and quietly begins evangelizing his epiphanies.
251 AR	Kalistrade disappears. His disciples compile his teachings but argue over interpretations.
408 AR	Adventurers find Kalistrade's tomb. Prophets commune with his remains and emerge with new focus. Many factions dissolve altogether.
861 AR	Tar-Baphon slaughters Kestrillon's people and conquers Inteper Isle, turning it into his capital.

896 AR	Aroden mortally wounds Tar-Baphon. The deed inspires Arodenite evangelism across Druma.
1470 AR	Kellid clans to the southwest form alliances that end internecine blood feuds. Cultural exchange gives rise to the Isgeri culture.
1551 AR	The empire of Tar Taargadth collapses.
1571 AR	The Five Kings Wars begin.
1578 AR	Saggorak levies crippling taxes, spurring the Fifth Drumish Rebellion 2 years later.
1580 AR	Prophets secretly meet and found the Promise of Kalistrade to secure Drumish independence.
1644 AR	Kalistsocrats purchase the ruins of Detmer and rebuild it into a thriving port.
2133 AR	Taldor's Seventh Army of Exploration defeats the Isgeri and founds the colony of Isger.
2135 AR	Isgeri warriors immigrate to Druma and stoke dreams of nationalism. During the Sixth Drumish Rebellion, Druma is a free state for 7 years.
2144 AR	The Mercenary League is founded.
2331 AR	The prophets call in all dwarven debts, triggering an economic crisis.
2332 AR	The prophets pressure the dwarves into peace through the signing of the Kerse Accord. Druma becomes an independent nation.
2335 AR	The Burning Glove Riots ravage Kerse.
2487 AR	The Unsullied Hand takes control of Druma.
2492 AR	Orcs invade the Five Kings Mountains.
2493 AR	The Mercenary League accepts a perpetual contract, effectively becoming Druma's army.
2520 AR	The Unsullied Hand loses influence, and its policies are reversed.
2632 AR	The elves return to Kyonin via the Sovyrian Stone.
3297 AR	Khadon the Mighty founds the new empire of Tar Khadurrm and denounces Druma's isolationism.
3312 AR	The dwarven city of Jernashall is founded.
3451 AR	Jerneshall's sister city, Raseri Kanton, is founded.
3900 AR	Droskar's Crag shows signs of volcanic activity.
3980 AR	Droskar's Crag erupts, devastating Tar Khadurrm.
4382 AR	The Forge War begins. Many dwarves flee the Droskari theocracy and emigrate to Druma.
4466 AR	The Droskari theocracy collapses.
4606 AR	Aroden dies.
4607 AR	Anticipating refugees that never come, Drumish investors construct the city of Alabastrine.
4673 AR	The faithful of Razmir are prohibited from worshipping and evangelizing in Druma.
4690 AR	Property values rapidly rise in Kerse, displacing many from their homes. The Pathfinder Society is evicted from its lodge and does not return.
4697 AR	Druma fights in Isger's Goblinblood Wars.
4710 AR	Rumors of a blue dragon precede the destruction of settlements in Druma, Isger, and Molthune.
4717 AR	High Prophet Kelldor orders the Mercenary League to double its recruitment and training.
4719 AR	The current year.

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CULTURE

Druma lies at the intersection of several societies and trade routes, and its modern customs reflect its multicultural heritage, spiritual values, dwarven influence, and Kellid traditions in equal measures. The following are some of the most influential aspects of Drumish society.

Business Culture: Ancient Kellid culture placed a high value on individuality and equality, and during the Age of Enthronement, Drumans encouraged socially egalitarian behaviors as much in recognition of old practices as to foster an anti-dwarven counterculture. Overall, Drumish business culture has an air of informality regarding hierarchy. Outside the regimented Mercenary League, there's only a soft pressure to respect professional and financial superiors in everyday life, not to obey them without question. Those with great achievements take on advisory roles, serving as mentors by nature of their deeds, not their titles. Challenging these accomplished professionals' wisdom politely and privately rarely incites reprimand. Within a business or Kalistocrat's household, hierarchy is typically stricter; for instance, hired servants follow instructions unquestioningly and rarely, if ever, voice dissent.

The Kalistocracy thrives on international business, and capitalizing on the flood of new faces and opportunities traveling through Druma requires a certain flexibility in finding business contacts. As a result, Druma lacks any formal system of patronage or loyalty culture, such as those more common in Qadira. Most influential figures are willing to hear at least a short pitch from just about anyone, and it's the strength of the idea and charisma of the salesperson that give a proposal worth, not who the stranger happens to know. It's not considered uncouth for a down-on-their-luck traveler to speak to the High Prophet in the street so long as both respect other social norms. As the saying in Druma typically goes, "Success opens more doors than friends do."

Casual Animism: The old Speakers of the Pale espoused that people and their environments were not merely connected but that the latter possessed a form of sentience and power. Considering that in the Palakar Forest a rock may mark an unspoken fey boundary, or a flower might be a treant's best friend, it's always been safer to assume that everything has rudimentary awareness and feelings. Whether they uphold animistic beliefs or not, it's common for Drumans to thank a bridge after crossing it, ask a tree for permission before picking its fruit, or apologize to a spooked animal. Locals think little of the practice and consider it rude to act with particular recklessness toward nature, public property, or tools. Accordingly, Drumans assume that someone who shows respect to

a lowly shovel would show at least the same respect to a person. Though the Prophets of Kalistrade have no official tradition of similar beliefs, this animism can unconsciously spill over into a Kalistocrat's relationship with her wealth.

Cleanliness: Kalistocrats value cleanliness, and this priority has insinuated itself into Drumish perception and hospitality. Slovenly individuals command far less respect in Drumish society, particularly when dealing with a prophet who could be sullied by proximity to a soiled individual. The inverse is also true, with cleanliness considered a sign of dignity and upstanding character. However, staying completely clean is rarely feasible for a traveler or worker, and there are numerous conventions for expressing cordiality by ensuring all parties have the opportunity to clean up. Hosts often offer their guests a warm, damp cloth within minutes of arriving, the better to wipe away dust. Public fountains often have nearby washing areas with elaborate queues to ensure everyone has a chance to rinse away the day's grime. Public bathhouses are common, and it is a sign of esteem or generosity to allow a visitor to use one's private chambers. To engage in business with a visitor without offering any opportunity to freshen up is a hurtful offense.

Gossip: Drumans don't gossip, they assess. Because status among Kalistocrats is a more significant metric than seniority or conventional piety, the rising and falling fortunes of a given white-robed adherent is key to determining how influential their ideas and voice are. It's crass to roll out a scroll listing one's assets to show a stranger, so instead Kalistocrats rely on their own informants and observations to understand their neighbors' standing—and shows of their own wealth to reaffirm their standing. The first hour of social functions often involves sharing the latest news and a ritualized form of boasting, during which it's considered good form to praise the previous speaker's accomplishments before expounding upon one's own. Although common Drumans are far less likely to brag about their wealth or judge each other's net worth, they do take some sport in analyzing local Kalistocrats' fortunes, even using the prophets as economic indicators for the community or taking small bets on which of them will end the year with the greatest profits.

Grudges and Slights: Just as dwarves rarely forget an insult, Drumans are quick to take offense. They're quite conscious of this habit, too, and so Drumans are quick to forgive each other to avoid accidentally starting feuds that could last a lifetime. When someone takes offense to what another person says or does, the aggrieved typically signals the offender obliquely, offering an opportunity to apologize and

correct the action. A sustained or unrepentant slight often begets retaliation in equal measure, after which there are semiformalized social cues to signal that the parties are squared and the matter is settled. When the conflict escalates, though, a Druman often digs in his heels and prepares for months or even years of sabotage and competition.

Haggling: Drumans are adept at appraising animals, people, and objects. Although haggling is an important part of business, it's a delicate practice in Druma, because the act of haggling conveys that one party doesn't trust the other's estimation of goods or services. As a result, haggling happens irregularly and mostly when the potential savings outweigh the risks of insulting the other party. This process is especially delicate when Drumish and Qadiran merchants meet, with the former interpreting the latter's love of haggling as the height of imposition.

Law: Old habits die hard, and thousands of years of dwarven rule have imparted an indelible respect for the law. Most Drumans reflexively respect the rule of law and authority figures. Flagrantly flaunting rules raises eyebrows or hackles in society. However, Drumish history is full of rebellions and civil disobedience, primarily leveled at the dwarves but also to an extent at the Resplendent Bureaucracy. It's usually considered acceptable to bend the rules in clever ways or push the limits of a law so long as doing so isn't malicious or exploitative. Likewise, taking advantage of loopholes is exceptionally admirable so long as doing so only inconveniences someone else without ruining them.

Non-Kalistocrats: While the prophets, those who have dedicated their lives to following Kalistrade's teachings, compose only a modest fraction of Druma's population, they have had a disproportionately strong influence on local society. Many practices and superstitions have developed to better accommodate the unique needs of Kalistocrats and lay followers of the prophecies: restaurants almost always have a prophet-friendly menu, banks set out red inkwells on Oathdays, and it's considered bad luck to feed a cow a potato. Over generations, these Kalistocratic practices have suffused into the common culture.

Even as Drumans respect Kalistocrats and treat them as spiritual leaders, there's an equally strong counterculture that celebrates those who are not among the ranks of the prophets. Some of the most popular dishes are those made with the foods Kalistocrats consider impure. Colorful fashion is equally popular, with particular nonwhite colors, cuts, and combinations having adopted their own meanings ranging from professional status to family affiliation to marriageability. It's no coincidence that the most raucous public festivals coincide with

Kalistocrats' most solemn holidays, as the absence of white-robed mystics loosens the social obligations of everyone else.

Personal Space: The Kalistocrats consider their bodies sacrosanct, and any direct contact by an uninitiated person is considered an assault on one's spiritual wellbeing. The typical citizen doesn't believe this, yet millennia of the prophets' influence has steered Drumans to consider anything less than about a yard to be an uncomfortably close distance from which to hold a conversation. Drumans do hug, kiss, and pat each other encouragingly, though they seek consent before doing so and otherwise reserve physical contact for family members and close friends or associates. This is exponentially more important when dealing with Kalistocrats, for whom undesired contact is cause to end a conversation or even a relationship. This has given rise to the jokingly sacrilegious phrase "redder than a pinched prophet," used to describe anything from autumn leaves to spilled blood.

Tattoos: The ancient Kellid peoples native to the Lake Encarthan region embraced tattoos as a way to chronicle a person's accomplishments and milestones. Under dwarven rule, tattoos remained a strong fixture of Kellid identity and recognition of shared lineages that could stretch from Isgar to Sarkoris. The tradition survives to this day. However, Kalistocrats commonly interpret tattoos—at least mundane ones inked in anything less than gold—as a defilement of one's body, and thus prophets spurn tattoos altogether or hide the ones they have. Parents who aspire for their child to become a successful prophet often refrain from giving their children these marks, whereas those hoping to keep their children out of the Kalistocracy for personal reasons encourage Kellid tattoos from a very young age.

Time: Druma is patient, having survived millennia of dwarven rule and weathered centuries of fallout from war-torn neighbors. In the end, its people prevailed, and they view punctuality with a similarly easygoing "it'll all work out" attitude. Showing up somewhat late to an engagement is no cause for concern, and missing a minor deadline is forgivable with the understanding that the responsible party will deliver what's needed before any serious damage is done. Lack of timeliness regularly sees use as a social tool for reinforcing dominance—the later one arrives without missing the event, the more it conveys that they're indispensably important. However, the rules are reversed in matters of business: Drumans are impressively strict when it comes maintaining timetables and deadlines if a business deal is on the line. A lucrative opportunity or critical obligation always receives the attention it deserves, especially when a Kalistocrat's involved.

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FOREIGN RELATIONS

The Prophets of Kalistrade are renowned throughout the world for their economic and political power. Almost every government contains at least one high-ranking individual tied to the prophets, and most national leaders maintain ongoing dialog with Druma's High Prophet. Because the Resplendent Bureaucracy represents Druma on the national stage, these connections could be considered personal instead of political, but foreign officials recognize that true power in Druma rests with the prophets.

Absalom

The City at the Center of the World is the one trade hub more ravenous in its appetite than Druma's prophets. The lack of reliable trade routes between Druma and Absalom has stymied both nations, though Druma suffers more and eagerly seeks out any and all means of normalizing trade. One source of conflict is the emergence of fake prophets in Absalom. These false prophets use a pretense of association with the Kalistocracy to improve their appeal in negotiations, and since Druma lacks a major presence along the Inner Sea, many of these impersonations go unpunished. Lately, the Resplendent Bureaucracy has petitioned to open an official office in Absalom to monitor such exchanges; Absalom's response has been a counter-inquiry asking what the Kalistocracy would offer for such a prestigious institute to be allowed within the city.

Andoran

Separated by the Five Kings Mountains, the nations of Andoran and Druma maintain a complicated political relationship. Andoran's democracy promotes free trade with the Kalistocracy, and both nations grow from this business partnership, even though Andoran's outspoken politicians routinely criticize the Kalistocracy's "sham government" as entirely subservient to the Prophets of Kalistrade. Druma, in turn, capitalizes on the democracy's fair-trade laws to gain a decisive advantage in negotiations. Despite these quirks, both nations work around the blemishes they see in one another, and maintain one of the most robust trade partnerships in the Inner Sea.

Chelixa

Though separated by a vast distance, Druma and Chelixa engage in a long game of political subterfuge that plays out in Chelixa's vassal state of Isgar. Chelixa's infernal sponsors view shrewd Drumish negotiators as intruders in the attempt to expand diabolical influence. Recent rebellion has taken eyes away off Druma, though Chelish noble houses maintain espionage and sabotage operations against prophet holdings. At least one Chelish noble family secretly funnels gold into Druma

through proxies to support the ongoing efforts of the Aerie Club (see page 34).

Extraplanar Enterprises

Like the Keleshite Empire, Druma maintains business relationships with extraplanar interests. The prophets operate several small embassies on foreign planes, including the Opaline Vault on the elemental Plane of Earth. Appointments to these extraplanar embassies and trade hubs are highly sought after, and prophets have joined the Resplendent Bureaucracy just to earn such an appointment. So far, denizens of these planes seem eager to trade with Druma, viewing any port of entry onto the Material Plane as worth supporting.

Five Kings Mountains

Druma's relationship with the Five Kings Mountains goes back to the years following Earthfall, when dwarves drove orcs to the surface and followed soon behind. Druma derives its name and the names of many of its regions from dwarven explorers and their subsequent conquests. Though Druma's history is fraught with dwarven abuses and Drumish rebellions, today's state is something entirely different. The dwarves readily trade with the Kalistocracy and are eager to barter for precious gems and minerals from Druma's southern foothills. As the two nations share a border, the dwarves also work with Mercenary League patrols and ensure each nation is aware of potential security threats.

Isgar

Dependence and resentment are the two words that best explain Isgeri sentiment towards Druma. The Kalistocracy bankrolls much of Isgar's budget, as the vassal nation cannot rely on Chelixa. Recent civil unrest within Chelixa has forced Isgar to depend on its eastern neighbor, and Druma's prophets quickly established themselves as power brokers. While politicians and nobles remain irritated by Druma's continued involvement in their affairs, the people of Isgar view Druma as steadfast allies. The Mercenary League's actions in the Goblinblood Wars remain enshrined in history as a deciding factor in Isgar's victory in that conflict.

Kyonin

Prior to Earthfall, the elves of Kyonin maintained cordial relations with the Kellids who dwelt in what is now Druma. After their return, almost 300 years following the signing of the Kerse Accord, the elves found Drumans harvesting trees and scouring abandoned outposts along their former southern borders. A series of decisive elven strikes followed, attacks so swift and brutal they confounded even hardened Mercenary League commanders. Before a war could break out, the High Prophet brokered a peace that allowed the elves to

recover land Druma had claimed from their ancestral territory. Today, the two powers remain on good political terms. Those living in Druma's northwest maintain friendly relations with their elven neighbors, and the two groups work together against common threats.

Lastwall

Where Druma once supplied vast resources to the nation tasked with defending the Whispering Tyrant's prison, those shipments have slowly dwindled to almost nothing. Somehow connected to High Prophet Kelldor's ongoing Edict of Preparation, Druma has withdrawn its support for the nation, redirecting it into homeland defense. The leaders of Lastwall believe Druma's actions relate to the ongoing civil unrest in Cheliox and have sent ambassadors to Kerse to smooth relations, but these dignitaries have yet to receive an audience from the High Prophet or any ranking member of the Resplendent Bureaucracy.

Molthune

The military leaders of Molthune eagerly eye Druma's wealth, even concocting invasion plans for a theoretical conquest of the Kalistocracy. The truth is such a conflict would be a disaster for Molthune, as the nation can barely handle its rebellious neighbors in Nirmathas, let alone the impeccably drilled forces of the Mercenary League. While cooler heads within Molthune have always tempered military action against Druma, the prophets eagerly await the day a foolish Molthuni commander crosses the border. A war between the two nations would give Druma the excuse it needs to invade and expand its regional influence.

Nirmathas

Under guidance from the High Prophet, the Resplendent Bureaucracy maintains ties with the government of Nirmathas. Such contact is an affront to neighboring Molthune, but also a calculated move by the Kalistocracy. It's an open secret that Nirmathas regularly trades with Drumish prophets, and these negotiations allow Nirmathas to obtain goods that would otherwise be seized by Molthuni blockades and checkpoints. For the Kalistocracy, the situation between Molthune and Nirmathas is ideal: by dealing with the Nirmathi, Druma invites Molthuni aggression and, perhaps, a justified war.

Qadira

Though separated from Druma by a great distance, Qadira was the first major nation outside the Encarthan region to actively establish trade with the Kalistocracy. The two maintain strong ties and regularly trade specialized goods and services. Qadiran merchants in hostile nations routinely deal with Druma for Mercenary League support. Conversely, the prophets recognize the threat of a full-scale invasion of the Inner

Sea by the Empire of Kelesh, and they have positioned their government to survive such a cataclysmic conflict by playing both sides.

Razmiran

The lands of the so-called Living God are the only nation that Druma formally recognizes as an enemy. The brash actions of Razmir's press-ganging faith barges often occur before the Mercenary League can react and are infamous throughout Druma's north. Unlike the Molthune military situation, Druma remains concerned about all-out war with Razmiran. The presence of a wizard known to have demolished a city worries the prophets, and they fear the potential fallout to Kerse or other major cities should a war break out. Because of this, Druma tolerates the occasional Razmiran intrusion on their lands, but maintains a harsh policy of executing Razmiri insurgents found crossing into Druma.

Taldor

Taldor has always coveted Druma, and it's believed that the Seventh Army of Exploration was founded to ensure that Taldor dominated Druma's trade with the Inner Sea. Today, the two nations remain hearty trade partners, though the prophets exert more and more influence among Taldor's nobility, leading to mounting concern within the senate. Those prophets involved in Taldor are evenly divided over a succession war; many see potential profit in a radical like Princess Eutropia, while others wish to maintain the status quo.

Tian Xia

The Prophets of Kalistrade have long eyed the wealth of the distant Dragon Empires, and though a continent separates the two, Druma has nevertheless engaged in centuries-long trade to improve ties. Though much of Druma's focus remains fixed on the metropolis of Goka, individual prophets and Blackjacket guards make the treacherous land or lengthy sea journey to the fractured nations of Tian Xia. The prophets have yet to establish any major presence on Tian Xia, but at least one prophet is a major power in Tianjing, and a platoon of Blackjackets has offered to trade military experience with Lingshen's military commanders.

Ustalav

Druma maintains political distance from Ustalav, both because of the nation's distance and unsavory reputation as a hotbed of rising malevolence. Both nations maintain a respectable level of trade, as both represent end points of the Encarthan Circuit, a major trade route that traverses the breadth of Lake Encarthan. Very few prophets ever visit Ustalav, as the gloomy nation is seen as an unclean antithesis to the pristine strictures of Kalistrade's writings.

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PEOPLE OF DRUMA

Thanks to its prosperity and international influence, Druma attracts both visitors and immigrants from myriad lands and backgrounds. In its distant history, Druma experienced several periods of racial and ethnic friction, primarily between dwarves and humans. In the last millennium, though, the nation has maintained an open and welcoming attitude that has lured talent from neighboring realms. Humans remain the most numerous inhabitants, with noteworthy populations of Chelaxian, Taldan, and especially Kellid people.



Kellid Ethnicities

The spread of Taldan culture across Avistan led to the belittlement of other cultures, and as a result Kellids have been cast as a monolith of superstitious barbarians. Not only are the Kellid people far more diverse and sophisticated than modern ethnographies would suggest, but most of the humans living in Druma are descendants of the longtime Kellid inhabitants. The following are the primary Kellid ethnicities recognized in Druma.

Iseri: The Iseri were among the last of the southern Avistani Kellids to migrate northward in the face of Taldan expansion, and they entered Druma in force only a few short centuries before Drumish independence. Iseri have maintained many of their old traditions—albeit heavily evolved after so many generations—including holidays once associated with the Speakers of the Pale and whose symbolism has been reinvented numerous times. The old practice of painting one's body with delicate white pigment remains quite common. A small fraction of the Iseri continue to push for greater Kellid control in Druma, exemplified by the Jelhegi movement, believing the Kalistocrats too influenced by Taldan values. Iseri tend to be tall, light tan in complexion, with light hair. Most of them live in the Kahlehlín.

Palakari: After nearly a hundred generations of intermarrying, the predominant Kellids in Druma are those of mixed Taldan heritage, known as the Palakari. Each Palakari views her heritage differently and is as likely to identify as Taldan, Kellid, or something completely separate, with Taldan-identifying people often choosing not to learn Hallit. Drumish cultural nuances strongly reflect Palakari influence. Longtime exposure to the Prophecies of Kalistrade steers many Palakari to observe some of the Kalistocrats' taboos, even for those who are not among the faithful. Despite their distance from Kellid culture, Palakari maintain some Kellid superstitions from generations of foreign rule and magical disaster. Palakari tend to be broad shouldered and have dark bronze skin and brown or gray eyes.

Sarkorian: The Sarkorians hail from the northern lands that are now Mendev, Numeria, Ustalav, and the Worldwound. Once a cohesive culture of hunters, herders, and farmers, most Sarkorians are now settled refugees who fled the Worldwound's horrors. Sarkorians are often proud and outspoken in public. Their traditions of spiritual patronage and god-calling encourages many to seek out mentors and later take on their own apprentices, so Sarkorians have integrated fairly cleanly into Druma with its customs of supplication and deference to Kalistocrats. Those Sarkorians who become prophets themselves often view Kalistrade as an adopted god, as though he were another of their ancient deities. Sarkorians are often lean and muscular with pale-brown skin that tans easily.

Yurkiti: The archetypal Kellid described by ignorant Taldan parents to spook their children has its roots in the Yurkiti, the predominant Kellid people from the Realm of the Mammoth Lords. The Yurkiti population is fairly low in Druma, for few tend to settle there long-term. Instead, many are hired as guards, porters, and guides for caravans traveling to and from Icestair far to the north. The typical Yurkiti is reserved around strangers and views Drumish culture with some disdain for its opulence. Even so, the Blackjackets regularly try to recruit Yurkiti, valuing their athletic prowess, cunning, and determination. Yurkiti typically have compact bodies adapted for hunting and hardship. Their skin is often a deep tan, and most have steely gray eyes and straight, black hair.

Non-Humans

Druma attracts travelers and traders from the world over, and the Kalistocrats' inclusive recruitment policies attract talent from a wide range of people. The following are the most numerous and noteworthy of Druma's non-human inhabitants, though a visitor may encounter rarer sights such as a dhampir doctor or even a kobold Kalistocrat.

Dwarves: Dwarves in Druma favor manufacturing, mining, and administrative roles, flourishing in nearly every industrial vocation. After millennia of living alongside Druma's human inhabitants, dwarves are so common as to be considered unremarkable. Shops and public amenities often maintain special accommodations for dwarves, ranging from outfits to beds to bilingual signage. However, the long narrative of dwarven occupation, strife, and competition with Druma leaves an underlying tension, with humans and dwarves showing a little additional care so as not to offend one another and dredge up long-buried history. Dwarves are especially common in Rhuzam, where the border with the Five Kings Mountains is fairly porous and allows for regular movement between the two nations.

Elves: Despite Kyonin's proximity, elves have played no significant role in Druma's history. Seemingly self-sufficient and self-absorbed in their war against Treerazer, the elves have politely rejected comprehensive trade deals with Druma, instead dealing with trusted individual merchants in relatively small quantities. As a result, Kyonin represents one of the greatest untapped markets, and Kalistocrats are often overly polite to elves in the hope of forging a trade connection. Elves travel freely in the country yet maintain no formal enclaves.

Geniekin: Druma's prodigious mineral riches, rocky uplands, small Darklands entrances, and regular trade with the shaitans' Opaline Vault all contribute to the region's small population of oreads. Even those oreads who are not Kalistocrats often attain considerable respect, especially if their elemental features take a valuable appearance. The most beautiful become celebrities in their own right, steering fashion trends, serving as elite hosts, or filling concert halls.

Undines are equally common in Druma, particularly in Detmer. The port authorities there selectively recruit and relocate undine dockworkers to accelerate the rate at which the harbor can repair and service visiting ships. The wages are extraordinarily generous, and some undines work for only a few years before investing in their own businesses.

Gnomes: Since the country's independence, business-minded gnomes have flocked to Druma. Arithmetically obsessed gnomes compose a large fraction of Kerse's bankers, accountants, and auditors. Those who maintain strong First World connections often serve as liaisons to the Palakar Forest courts.

Those gnomes who embrace the Prophecies are among the most zealous Kalistocrats, fervently embracing the faith's taboos and intricacies. Gnome scholars are also responsible for a disproportionate fraction of the prophets' last few centuries of religious scholarship. However, a lesser schism over the nature of the Bleaching has caused friction between gnome Kalistocrats for more than 500 years. Bleaching adherents insist that the Bleaching cleanses the mind and body as Kalistrade would have wanted, serving as a vital transformative step toward enlightenment. Those who stave off the Bleaching argue either that the affliction is unrelated to Kalistrade's teachings or that the process actively saps the gnomes' natural faculties and spirituality. The two sides rarely come to blows, but they do regularly recruit assistance in proving their respective theories.

Halflings: Druma's appetite for luxury goods and services employs a host of halfling chefs, spa managers, tailors, vintners, and more. Halflings often accompany Kalistocrats as envoys who quietly hammer out contract details and gather intelligence. Several halfling schools such as Kerse's Rayond House offer immersive courses to teach would-be citizens the intricacies of local etiquette.

Half-Orcs: The painful past of orc invasions has had millennia to heal, and Drumans rarely impose negative stereotypes on half-orc citizens. As a result, half-orcs seldom adhere to overly nice or brutish caricatures just to get by. Half-orcs control a large amount of barge traffic along the Profit's Flow, and many join the Blackjackets to secure wealth and station.

Ratfolk: Although viewed with some suspicion elsewhere, ratfolk have found a welcoming home in Druma over the past few centuries thanks to their opportunism, mercantile acumen, and fastidious cleanliness. However, they experience some pushback because their negotiation style and overly friendly interpretation of personal space clash with Drumish customs.

Tiefings: Hellspawn fleeing discrimination in Cheliox find less prejudice in Druma, leading to a large tiefling population. A considerable number of daemon-touched grimspawn are born at random, suggesting some more pervasive daemoniac influence in the region—perhaps tied to the ancient Kellid sacred sites still preserved from millennia past.

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THE MERCENARY LEAGUE

While the white-garbed Prophets of Kalistrade embody the world's view of Druma, the black-garbed members of the Mercenary League stand as the second image conjured in the minds of foreigners. Formed in the centuries leading up to the signing of the Kerse Accord, the Mercenary League has long since acted as Druma's military and personal protectors for the nation's Kalistocratic populace. Today, over 2,500 years since its founding, the Mercenary League remains one of Golarion's most professional and well-maintained military organizations.



Origins

The mostly forgotten Meritocracy of Jelheg resulted from the brief succession of several of dwarven-controlled Druma's southern settlements. The nation lasted only a short while before the dwarves turned their attention to Jelheg and won a decisive battle that shattered the fledgling nation. In the aftermath, disenfranchised Jelheg soldiers often sold their services as bodyguards, and many prophets saw these battle-tested soldiers as ideal security. It was a visiting dwarven dignitary who first coined the group's title, discussing with a prominent prophet business partner how impressed they were with "the league of mercenaries" the associate had assembled.

The conglomeration of prophets known as the Promise of Kalistrade, which had been using its considerable wealth to engineer Druma's eventual succession from dwarven control, recognized the necessity of a standing army and came together to further shape the Mercenary League into a formal organization. While Jelheg's citizens had passion and skill, they lacked proper funding and resources—a void the Promise of Kalistrade quickly filled. Expert dwarven-crafted arms and armor were funneled out of the Five Kings Mountains and distributed throughout the seemingly innocuous lodges that had sprung up across Druma's major settlements, finding its way into the hands of Mercenary League soldiers.

It was during the months and weeks leading up to the signing of the Kerse Accord where the Mercenary League encountered its first real test. For the first time in their history, the group's soldiers found themselves deployed as both a police force and a military deterrent. Within days the whole of Druma shifted to the prophets' direct control, and the Mercenary League ruthlessly stamped out any attempts at resistance. This is believed to have been instrumental in convincing leaders from the Five Kings Mountains to sign the Kerse Accord instead of risking a direct conflict with the clearly battle-ready and trained Mercenary League.

Since that time, the Mercenary League officially sealed its compact with the Prophets of Kalistrade by signing an everlasting contract with the Kalistocracy. The league's first lodge, located within the city of Prophet's Home, is recognized as the Mercenary League's foremost training center, while Kerse houses the Mercenary League's current headquarters. Every major Drumish settlement now contains at least one large structure dedicated to managing Mercenary League operations within that region. Within the past 3 centuries, the Mercenary League has expanded its influence outside of Druma, and the organization maintains a handful of outposts in disputed territories or locations with a major Kalistocratic presence.

Hierarchy and Training

Almost every member of the Mercenary League begins her training in Prophet's Home, the league's birthplace and most expansive training grounds. Members join as cadets and undergo rigorous training regimens from battle-tested instructors and expert consultants. Aptitude testing is one of the first major trials a cadet goes through, and such tests quickly showcase what aspects of the league a given cadet can be placed in. Despite the Mercenary League's notoriety as personal protectors for the Prophets of Kalistrade, the organization also maintains several other departments, such as espionage, research and development, political officers, and several more esoteric divisions.

Many cadets end up training in combat proficiencies and in the role of personal protector. Every recruit completes her training as an individual equally capable of protection detail for a very important person or membership of a full army acting on a national scale. Completion of training comes with the cadet's promotion and the assignment of an armored coat, the eponymous "black jacket" that also acts as the common term for a Mercenary League soldier.

Along with instruction in combat techniques, Blackjackets also receive severe mental conditioning as a result of training with political officers and skilled analysts. Regardless of the exact methods, the desired results are always the same: a capable soldier who always follows orders but can amorally analyze tactical situations and determine the most efficient course of action.

Commanders manage the Mercenary League's policing affairs across Druma, with each major settlement boasting one such ranked individual. Directing the commanders are a cadre of marshals who oversee Druma's overall security needs and manage operations taking place outside the nation's borders. The high marshal, based out of Prophet's Home, answers only to the high prophet and remains responsible for the Mercenary League's overall health and effectiveness. The high marshal holds authority over any prophet-sponsored operation, and she can countermand the orders of prophets in the interest of the nation. This power ensures that no prophet ever attempts to exert too much authority over the organization, as historically, the high prophet typically sides with the pragmatic decisions of the ranking high marshal.

Current Operations

The Mercenary League currently handles several ongoing operations both within and around Druma, as well as some far beyond the nation's borders. The following are just a small sample of operations currently underway.

Auriferous Armada: Commissioned within Absalom's vast harbor, the Auriferous Armada is a vast trade fleet used to bounce between Casmaron and Garund before embarking on a longer journey to the Tian Xia metropolis of Goka. Dozens of ships make up the armada, with the Mercenary League providing military support against

piracy and other intrusions. A secondary detachment of Blackjackets meets with the docked ships when they complete the circuit in Absalom to escort any major trade goods back to Druma via caravans or river-bound barges.

Edict of Preparation: As much an operation as a direct order, High Prophet Kelldor issued the so-called "Edict of Preparation" demanding the Mercenary League double its recruitment and training, taxing the League's already rigorous standards. Though the reason for this change remains unknown, the high marshal has also amassed a growing cadre of expert orc and undead hunters.

Gillamoore Quarantine: The Iseri settlement of Gillamoore, once a village of almost 150 souls, was discovered to have been overrun by a plague of undeath. While the Iseri maintain that they're keeping the village under quarantine, Druma's neighbor has actually commissioned the Mercenary League to impersonate Iseri soldiers to reinforce the blockade around the zombie-infested village. These soldiers ensure nothing gets in or out of the blockade zone except for adventurers who've received the proper writs to venture within the village.

Mercenary League Training

The following are examples of feats that represent various styles of Mercenary League training.

Golem's Conviction

Others whisper that you're little more than a golem obeying orders. They're wrong, but your dedication is clear.

Prerequisites: Improved Iron Will, Iron Will, base attack bonus +8.

Benefit: When you fail a Will save against a mind-affecting effect that would cause you to lose control of your actions (such as *dominate person* or *hideous laughter*), you can instead opt to follow a rudimentary programming. For a number of rounds equal to half your level (minimum 1) you gain the staggered condition and must either attack a designated target within 60 feet or hold position. If you hold position, you take the total defense action instead of taking whatever action the mind-affecting effect would force you to take. If you choose to attack a target, you must either make a ranged attack, make a melee attack, or move closer to the designated target. If the mind-affecting effect has not been resolved by the time the effects of this feat end, then you are subject to the effect as normal.

Unspoken Bond (Teamwork)

You've gained the ability to read your most trusted companions' nonverbal acts.

Prerequisites: Bluff 4 ranks, Sense Motive 4 ranks.

Benefit: You can communicate with another ally who has this feat without speaking, instead using nearly imperceptible gestures. This message can relate basic instructions like "attack this person" or "be ready to fight" and cannot be used to discuss complex tactics or plans.

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INNER SEA TRADE



MERCANTILE CAMPAIGNS

“Traditional” adventures favor kicking in doors, punching monsters, and hauling off piles of loot—largely in order to finance kicking in bigger doors, punching tougher monsters, and finding even bigger hoards. Even though Druma provides ample opportunities to explore dwarven ruins and fey forests, those who embrace the country’s commercial culture can reap even greatest rewards. Whether the PCs are liquidating loot, starting their own business, acting as agents of a powerful Kalistocrat, or taking over an industry, any campaign set in or around Druma invariably involves economic intrigue.

The right balance of combat, roleplaying, and business endeavors varies for every group and story, but the following pages detail ways to present engaging campaigns that involve minor, moderate, or major mercantile elements—in Druma or beyond. Each level of mercantile involvement recommends a percentage of the PCs’ rewards (wealth and experience, as well as time spent at the gaming table) that should come from business ventures rather than looted treasure. Also, each entry recommends subsystems from *Pathfinder RPG Ultimate Campaign* that are good fits for this type of adventure. Two sample mercantile campaign arcs appear on pages 22–23, each detailing how a concept might be adapted to the level of mercantile involvement you want in your game.

Minor Elements (10%): Often, the best way to include mercantile elements is to do so gradually and in a way that tells a secondary story. In these campaigns, the PCs’ business is a side venture, something they manage in their downtime as a hobby, passion project, or family obligation. The business serves primarily as a narrative tool, a mechanism by which PCs liquidate treasure they find in dungeons, the means by which they travel from one region to another, or the employer who sends the PCs into dangerous situations. Whatever its nature, the business should be both simple for the players to manage and easy to personalize so the PCs can feel a sense of ownership and attachment.

Subsystems: The Contacts system is a good way to keep track of associates. The Honor system can be fun for tracking the PCs’ reputation based on a merchant code of your own design. The Investment system captures the benefits of earning dividends on a business with very little bookkeeping hassle.

Moderate Elements (10–35%): A campaign that incorporates a moderate amount of commercial intrigue can start with a smaller mercantile connection (as in the Minor Elements section above) but have the PCs quickly adopt more responsibility. By the end of the first or second adventure, the PCs have shares in a business or own it outright. This level of involvement is important because it provides the PCs greater agency in the

business, its viability, and the story it tells. Adventures are still varied, yet more of the story ties directly into the business and its success.

Subsystems: The Bargaining system probably isn't worth using for every transaction, but it can be the focal point for high-stakes sales scenes. The robust Downtime system is suitable for this level of involvement, though it includes significant resource tracking for the players. When it comes to discovering new markets and establishing a frontier atmosphere, the Exploration system is a great fit. In settings where connections and social gatekeeping are important, consider the Patronage subsystem from *Pathfinder Campaign Setting: Qadira, Jewel of the East*.

Major Elements (35–70%): If you and your players are ready for a full-scale mercantile campaign, be prepared to dive deep into your setting's continuity to consider regional exports, imports, services, and politics so that PCs can make informed and rewarding decisions about their business. These games also involve a fair amount of resource tracking and business decisions. Adventures are largely driven by the PCs' business needs and opportunities, and they may feature nonviolent political duels as often as forays into monster-riddled dungeons. It's important to remember that players crave variety, so present an array of adventure types and build a story that challenges the PCs across a wide range of skills. Serious mercantile campaigns can be difficult to manage, but they're immensely rewarding.

Subsystems: Any of the subsystems above are a good fit except Investment, which is usually too hands-off for this level of involvement.

Mercantile Elements

Pathfinder is a game about telling stories, and the thrill of mortal combat usually outweighs the virtues of budget spreadsheets. Before beginning a mercantile campaign, it's important to consider which features are more likely to engage your players and which ones might stifle the fun.

Bookkeeping: Most players show up to roleplay and roll dice, and no matter how realistic it might be to calculate exactly how much fodder the caravan's horses eat each day, getting bogged down in minutiae usually halts gameplay and detracts from the experience. Such details include calculating exact wages, creating tables of what commodities sell for in each country, implementing regional coinage exchange rates, and more. Even if these are features that your players enjoy, it might be better to handle the heavy lifting between sessions.

Influence: PCs need not measure their success solely in experience points. Acquiring a sterling reputation, building networks of loyal agents, and leading an organization aren't just fulfilling—they could be your campaign's primary goal! Influence—be it political,

social, or otherwise—is a fun reward because it empowers the PCs to exert their clout in high-stakes roleplaying situations, and its effects are easily customized to reflect the setting and the PCs' personalities.

Losses: Adventurers usually tackle obstacles directly and have more control over their success or failure. Once the PCs own property or a business, there's the possibility that their investment might come under attack when the PCs are off exploring a dungeon. Such “off-screen” threats are a double-edged sword. On one hand, learning that someone interfered with their business can be a great motivator for the PCs. On the other hand, losing something that the PCs had no chance to defend can seem unfair. Use this element sparingly unless the players especially enjoy the intrigue of predicting these threats and establishing countermeasures.

Property: Whether it's a building, caravan, farm, ship, or whole village, property ownership is a natural part of most mercantile campaigns, representing both a major reward as well as a means of earning even more capital. However, these assets are rarely mobile—certainly less so than a traditional adventurer's gear and coins. As a result, owning property can feel like an anchor that keeps the PCs from traveling too far afield. Before beginning a mercantile campaign, consider how much traveling the PCs might need to do, what the impact might be on their properties, and whether to provide ways to mitigate those impacts. Any meaningful mercantile campaign should provide the PCs regular opportunities to maintain and interact with their assets or real estate.

Rivals: Campaigns thrive on conflict. While managing accidents and mitigating market fluctuations can be fun for a while, outdoing a rival can be the basis for countless adventures. This might be a merchant fixated on the same commodity, a baron intent on siphoning the PCs' profits, or a nosy dockmaster always trying to uncover the PCs' smuggling operation. Once you give the antagonist a face and a name, you give the PCs not only a tangible threat to latch onto but also a persistent competitor who can help drive the action.

Taxes: Unless your PCs are the ones collecting them, taxes aren't terribly fun. Really, anything that diminishes the PCs' mercantile accomplishments isn't fun, yet taxes are especially so because they're not readily overcome. Usually it's better to hand-wave taxes, assume they're covered by any other overhead the PCs manage, or turn them into a plot hook in which the PCs must find a way to defy or overturn unjust tariffs. Taxation can also drive the story if taxation takes the form of services, not money, allowing the PCs to avoid losing a portion of their revenue in exchange for defeating a monster, resolving a dispute, or providing intelligence to a head of state.

Wealth: Businesses earn money, yet money also makes a big difference in a character's equipment

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and resulting power. If the PCs' aim is to get rich, it's important to balance that against the PCs' expected wealth by level. This can often be done by representing wealth as expanding their businesses and influence, both of which are hard to liquidate and convert into magic swords.

Example Mercantile Campaigns

The following brief campaign outlines illustrate two ways of incorporating varying levels of mercantile elements into a series of Pathfinder adventures.

PROPHECY OF GOLD

The Prophecy of Gold campaign arc is a perfect fit for Druma and is especially good for a group that prefers having a base of operations from which to launch adventures.

Minor Elements: A fledgling Kalistocrat has begun a business supplying gear to adventurers and pioneers—especially those trying to make their fortune in the River Kingdoms. Hoping to advertise his shop, he sponsors the PCs as adventurers to investigate the dwarven ruins of eastern Rhuzam and return with flashy artifacts. As the PCs embark on these adventures and others further across Avistan, they can serve as spokespeople for their patron. In return, he not only helps them sell off their loot and provides them discounts on new gear, but also provides new leads and occasional kickbacks. Several times the PCs must help resolve events that directly threaten the business.

In this version of the campaign, the patron facilitates any other adventures the PCs have, serving as an equipment supplier, promoter, and (as needed) mission-giver. The PCs rarely participate in the business directly and are responsible for none of the bookkeeping, yet as its representatives, they have a sense of ownership—especially when the business comes under threat.

Moderate Elements: A fledgling Kalistocrat has started a business and hired the PCs as specialist retainers, promising them generous dividends if the business is a success. At first, their patron needs help gathering quality commodities and guarding caravans, but a hostile rival tries to sabotage the Kalistocrat. The PCs help fend off hired bandits and reclaim stolen goods, in return earning them positions of influence and authority within the business. However, as their patron gains the upper hand, the Kalistocrat increasingly sends the PCs on the offensive so that he can weaken his rival and snatch up all of her assets. As the stakes increase, the PCs must decide whether to follow through to maximize profits or stand up to their patron when his greed drives him to embrace criminal methods.

In this example, the PCs begin as favored employees who rely on the patron to help drive the action. However, as the story progresses, the PCs become important shareholders and leaders in their own right. The whole

time, though, the Kalistocrat is managing the business's day-to-day operations, allowing the PCs to take as much or as little a direct hand in managing the operation as they like. Because the PCs might choose to oppose the Kalistocrat partway through the story, they could find themselves without a patron yet with all of the contacts and skills necessary to start their own business—potentially opposed by their former mentor!

Major Elements: The PCs inherit a modest business from an ailing relative or mentor. At first operations are straightforward and brisk, requiring only a fraction of the PCs' time. However, in short order, several other businesses of the same type shut down, leaving the PCs a major opportunity to expand their share of the market. However, the more the PCs' operation grows, the more they learn that this vacuum is due to the growing influence of a guild from a neighboring city that's stifling competition. At first the guild tries to buy out the PCs, and when that doesn't work, it begins coercing them, their suppliers, and their clients. Fighting the guild directly would land the PCs in legal trouble, but they can work to either outmaneuver the guild politically or to take over the guild from within. Alternatively, the PCs might be forced out of their community but have the opportunity to take their newfound capital to a neighboring region to build up a competing business that can crush their rivals.

HIGH SEAS PROFIT

The High Seas Profit campaign arc suits any group eager to remain mobile without tying itself down to any one region. Although the premise involves a trading ship and maritime adventure, it could as easily involve a caravan traveling along inland trade routes.

Minor Elements: The PCs are adventurers and thrill-seekers traveling aboard the trading ship captained by one of the PCs' aunts. Piracy has been on the rise, and the PCs are expected to earn their keep while the ship's at sea, especially if the vessel comes under attack. While in port, the captain expects the PCs to help with a few tasks, but they're otherwise free to explore nearby adventure sites and get into trouble. Between ports, the PCs can befriend the crew, fight off sea monsters, dive for sunken treasure, earn senior positions aboard the ship, and help resolve the occasional drama tied to the captain's mercantile endeavors.

In this version of the campaign, the PCs have a virtually free means of traveling from one point to another, allowing them to experience a variety of settings and adventures steered largely by the ship's captain (i.e., the GM). The ship's upkeep and cargo are largely handled by NPCs, though there's room for the PCs to be involved. On top of that, the PCs always have a familiar place to rest, store their treasure, and feel at home. All the while, there's a consistent cast of NPCs

with whom to roleplay, form relationships, and lend help as part of an ongoing story.

Moderate Elements: The PCs begin the campaign as above, but at some point, misfortune befalls the crew and leaves the captain and several senior crew members unable to perform their duties. After the PCs resolve this disaster, it falls to them to keep the ship and business afloat at least long enough to make repairs and sell off the cargo. By the end of this ordeal, the PCs have either inherited the ship following the captain's demise, or the captain has decided the time is right for the PCs to take a leading role in the ship's fortunes. As the PCs travel from port to port, they make key decisions on what cargo to purchase, which crew to hire, and where to go next. Their growing fortunes, however, attract the envy of pirates. The PCs can at first fend off these opportunistic attacks, but when a pirate lord assembles a small armada to raid the PCs' current port-of-call, it's up to the heroes to rally the defenses.

With this moderate level of mercantilism, the PCs have considerably more control over what to do and how involved they want to be in key business decisions. Even so, creating a network of business deals is only the start, and there's still a lot of room for classic adventure. There are also enough loyal and capable crew members that the PCs can set off on modest adventures inland without worrying too much about what might happen to their ship.

Major Elements: Tales of uncharted lands laden with untold riches are common among traders, and were it not for the uncut gems, rare timber, unknown spices, and other valuables a frazzled sailor carried as proof, her claims of a distant island gold mine might have been laughed off. Instead, an influential trade house purchased the sailor's map and her silence, hiring the PCs to lead an expedition to this terra incognita, reconnoiter the area, and develop its natural resources. With a sizable crew, a few ships, and limited cargo capacity, the PCs can take an active role in securing supplies, all while keeping their mission secret from envious rivals.

The island is as lush and bountiful as advertised. As the expedition leaders, the PCs have a direct hand in overseeing the creation of a base camp while periodically gearing up to scout the island's interior. Strange ruins speak of civilization that's long since vanished, leaving behind not only treasures but also relentless ghosts. Likewise, the island's fauna are gigantic and ravenous, periodically raiding the settlement for livestock or humanoid prey. Yet for all the difficulties, each challenge uncovers new resources, secrets of the island's past, and opportunities for growth that the PCs direct.

It's only a matter of time before word escapes of the PCs' success, be it after the PCs ship back their first holds of minerals and spices or once loose tongues in the PCs' old home spill the secret. Inevitably, competition begins breaking ground elsewhere on the island, potentially stirring up trouble that threatens

MERCANTILE HOOKS

The following are six quick ideas to help inspire your next mercantile campaign.

1. False Flag: A queen supplies the PCs with their own ship or caravan to masquerade as merchants with the secret goal of baiting and destroying pirates. However, if the PCs are to maintain their ruse and fund their operation, they need to turn a profit!

2. Last Line: The PCs inherit a struggling business—the last original one since the town's founding—but an ancient curse promises ruin to the area should this last shop ever fail. Most locals assume the prophecy is bogus, yet spooky phenomena have become more frequent, as though some foul being is just waiting for the right conditions to break free.

3. Ambassadors of Coin: The PCs manage a trading company that has received a major investment to open trade relations with a powerful yet distrustful foreign country. The PCs' profits grow, but so do tensions between this realm and their homeland. They are the only ones knowledgeable enough of both lands and cultures to help broker peace.

4. Secret Riches: In an unclaimed wilderness, the PCs find an extraordinarily valuable natural resource such as rare timber or precious metal. The PCs can't recover this alone, but any proper harvesting operation could attract greedy trespassers and awaken slumbering dangers.

5. Infiltration: A small consortium has begun growing at an alarming speed, and the PCs are tasked with worming their way into the operation in order to learn the secret to its success. When they learn of the dangerous strategies driving the consortium's profits, it's time to intervene—and they may even be rewarded with ownership of the consortium if they're successful.

6. Trailblazers: A once-famous trade route has since faded into obscurity, severing connections to a far-off land. A local ruler has declared that whichever explorer rediscovers this lost trail shall enjoy the capital's full support in starting the first new business in that distant realm. Along the way, the PCs encounter numerous settlements that may be eager to do business with the PCs—as well as others who wish to rob or mislead them.

the PCs' venture. At home, the PCs' patrons might grow increasingly avaricious, demanding riskier operations to meet ever greater quotas. The more successful the PCs become, the more they become the pawn of guild politics, corruption, and commercial intrigue as envious onlookers all try to claim a piece of the PCs' accomplishments. At higher levels of play, the PCs' only option may be to sever ties to their old patrons and found their own merchant principality—or use their newfound wealth to take over the trade house completely, founding a trade empire that spans a sea!

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THE PROPHECIES AND PROPHETS

The texts and teachings of the prophet Kalistrade in the second century AR sparked a new religion, one combining the desire for personal enrichment and the appeal of occult rituals with the hopes, traditions, and grievances of the Kellid people living in Druma and beyond. Unlike most of Golarion's religions, the *Prophecies of Kalistrade* are not verifiable as fact in the same way an angel, deity, or plane is. Instead, the sacred text appeals to practitioners' faith in the mysterious promises of the dead dream-prophet and provides practical means for a follower to amass extraordinary wealth.

Formally known as Kalistocrats—and less frequently and more informally as prophets (of Kalistrade)—the adherents are famously wealthy. Although earning a small fortune is one of the faith's spiritual promises, it's as often due to the business training afforded to new disciples, Kalistocrats' reverence of economic gain, and the extensive financial support network that helps newer members start their own lucrative enterprises.

In order to earn true wealth, though, a Kalistocrat must adhere to the many strictures set out by Kalistrade. Famously, this involves wearing white apparel and long gloves that symbolize personal purity and also prevent contact with nonbelievers. This purity also extends to one's diet, with many foods being deemed impure or harmful to attaining spiritual and financial enlightenment. Those who keep to these strict regimens become rich beyond imagining, and when Kalistocrats lose money, their fellow practitioners believe the unfortunates must have erred in their religious observations.

History

Kalistrade may have begun a religion, but he did so by building upon millennia of tradition. Had he created a doctrine free from these cultural touchstones, Kalistrade might have been forgotten as an eccentric hermit millennia ago. Instead, his teachings resonated with Druma's people, capturing the imagination and dedication of hundreds of converts. Any study of the *Prophecies of Kalistrade*, therefore, requires an understanding of their predecessors.

The region's earliest religious records trace back to the Speakers of the Pale, an ancient religion that emphasized the interconnected roles of individuals and communities. This tradition dominated the spiritual landscape of Druma during the Age of Legend, yet there are few practitioners of the faith today and even fewer reliable texts to shed light on what the religion looked like more than 10 millennia ago. Historical records suggest the term "Speakers of the Pale" referred to the priests, who acted as intermediaries between the spiritual

world and the Kellid people. Their animistic beliefs do not seem to have incorporated any gods directly, though later adaptations introduced Desna, Erastil, and Gorum with varying degrees of prominence and influence. Importantly, the Speakers were bargainers, identifiable by their white ritual garb, and some of the oldest surviving myths feature these priests treating with supernatural powers to secure powerful tools for various Kellid heroes.

Unlike many of the specialized crafts from the Macridi Blade culture, the Speakers of the Pale religion survived the first half of the Age of Darkness intact. However, the newly emerged dwarves perceived the scattered Kellid tribes and their folk religion through a patronizing lens. When Kellids began fighting back against the dwarven colonizers, the Speakers led the efforts to uphold their traditional ways of life. Tar Taargadth's dwarves cracked down on the priests, and although this spurred more Kellid resistance, the Speakers ultimately fled Druma. However, tales of the bold priests survived, and their legends fueled nativist sentiments for millennia.

More than 6,000 years of dwarven occupation and rule likewise shaped the Drumish cultural milieu. Toragdans' emphasis on the virtue of industriousness impressed upon the Kellid people the importance of economic strength. Likewise, the famous dwarven pragmatism suffused Tar Taargadth's laws, which in turn shaped Kellid sensibilities. When the humans rebelled, the dwarves often responded with yet more laws, and navigating these bureaucracies begat new cultural institutions. Most famously, Emperor Hurognar's edict that forbade Druman men "beards and beer" instilled a defiant asceticism in the Drumans and began the tradition of nonmale symposia, in which philosophers such as Lharasi Raskit and Yhenir of Sharp Crossing pioneered theories of modern Kellid identity and belief. The rise of human-dominant Taldor to the southeast and the tales of Aroden's apotheosis that filtered into the region also fueled notions of an independent, human-led state.

Emperor Hurognar's edict was still a fresh memory when Kalistrade was born, and it had become a cultural touchstone when he began preaching his new faith—promoting, among other things, strict dietary restrictions that many Drumans interpreted as a way to snub dwarven distilleries. At the same time, millennia of dwarven tradition had molded the Drumans to respect structure, industriousness, and financial success, and Kalistrade's economic mysticism was an ideal fit. Finally, folklore still lionized the Speakers of the Pale, so the prophets' white garb and role as spiritually awakened negotiators coincided with local mythology. Even without spellcasting or overt supernatural abilities, the Prophets of Kalistrade were

able to compete with truly divine religions, because the former so precisely reflected the Drumish zeitgeist.

Kalistrade's first spiritual awakening struck in the form of delirium and illness. When he awoke, he swiftly recorded his visions before departing his home to seek enlightenment. Few records shed any light on where Kalistrade went or what he accomplished during his 8-year sabbatical. However, when he returned, he carried dozens of diaries, manifestos, and dream journals. These documents rarely name sites, yet context clues suggest Kalistrade traveled throughout early Taldor, the remnants of the early Sarkorian kingdoms, western Kelesh, Absalom, and more. It is from these notes that he taught his first disciples. In the year leading up to his apparent death, Kalistrade diligently compiled what he deemed his core tenets into a manual entitled *Ontologies of Self*, which he left to his senior students to copy and distribute.

Kalistrade's holy texts evolved considerably over the first millennium AR. Within months of their mentor's disappearance, these early Kalistocrats began debating the exact interpretations of Kalistrade's *Ontologies*. Factions formed (including those featured in the Factions of Kalistrade sidebar), each of which sought out those of Kalistrade's other texts that might support their respective perspectives, including personal letters, notes, and unfinished scripts for sermons. At least a dozen expanded versions of the *Ontologies of Self* began circulation as a result, many of them contradicting one another.

Only after more than a century of infighting and scriptural confusion did the various Kalistocrats learn of Kalistrade's secret burial place. A delegation representing most of the factions made the pilgrimage, and there they found their prophet's remains intricately preserved in precious metals, his immortal spirit living on within his personal afterlife. The Kalistocrats communed with Kalistrade for 5 days, and by the time they emerged, they had reconciled most of their doctrinal disagreements. Over the next year, the Kalistocrats called a series of conventions—including the most famous, the Assembly of Auguries—in which they jointly curated the *Ontologies*, appended other select writings of Kalistrade, and added numerous pages of information to encapsulate what they had learned

in the tomb. The result was dubbed the *Prophecies of Kalistrade*. This scriptural foundation for these new prophets has undergone little revision since.

The Prophecies

The religious text known as the *Prophecies of Kalistrade* chronicles the eponymous creator's religious vision. Physically, the text is typically bound as a book of several hundred pages, depending on the size of the print and volume. Although pocket editions of the book exist, the *Prophecies of Kalistrade* is used less as a mobile reference manual and more as a teaching aide. As a result, it's far more common to print large, heavy versions that rarely leave a household. Many of these hefty tomes are adorned with ornate filigree, bindings made of precious metals, and embedded jewels, making the book as much a statement of one's wealth as it is a guide to attaining prosperity.

STRUCTURE

The *Prophecies of Kalistrade* is not a monolithic text, as is the case for many divinity-associated holy books. Instead, it's a compilation of the founder's core principles and teachings interwoven with 2 millennia of interpretation and commentary. Roughly 65% of the writings, known as the Legacies, consist of Kalistrade's own words, largely drawn from his dream journals, travelogues, and speeches compiled before his death in the *Ontologies of Self*. Interwoven with these are canonical clarification passages, examples, and regimens known as the Whispers, added by leading Kalistocrats 150 years later, representing another 25% of a typical copy of the book. The final 10%, referred to as the Echoes, consists largely of esteemed commentary written after 408 AR. The Legacies and Whispers are spread throughout the book, while the Echoes tend to appear toward back of the tome.

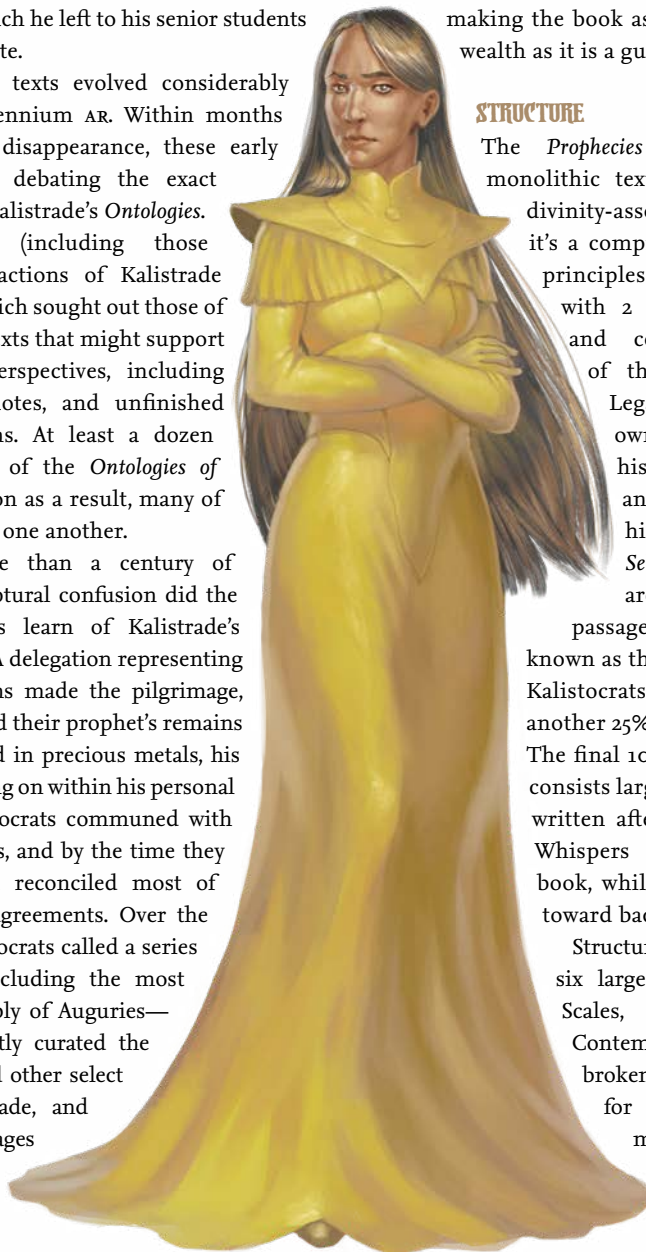
Structurally, the tome is divided into six large sections: Caravans, Seekers, Scales, Fortunes, Ascensions, and Contemplations, each of which is broken into chapters and verses for reference. Caravans consists mostly of tales of the unnamed narrator's travels, and it's from here scholars often try to piece together Kalistrade's

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journeys from 220–229 AR—assuming, of course, the narrator even was the prophet himself. *Seekers* blends instructions and the narrator's own daily regimens interspersed with stories that blur the line between parable and autobiography. *Scales* emphasizes material gain, blending economics lessons with supernatural fables and occult mysticism. *Fortunes* consists of many more stories, though the tales include ambiguities of verb tense that many have interpreted as true prophecies or as exemplifying the cyclical nature of history, which begets predictable cycles. *Ascensions* describes payoffs for adhering to the *Prophecies of Kalistrade*, though these are typically presented in figurative or symbolic language. *Contemplations* is a catchall section for the writings of a given printer's favorite commentators and Kalistocratic philosophers, typically presented as a series of transcripts and letters.

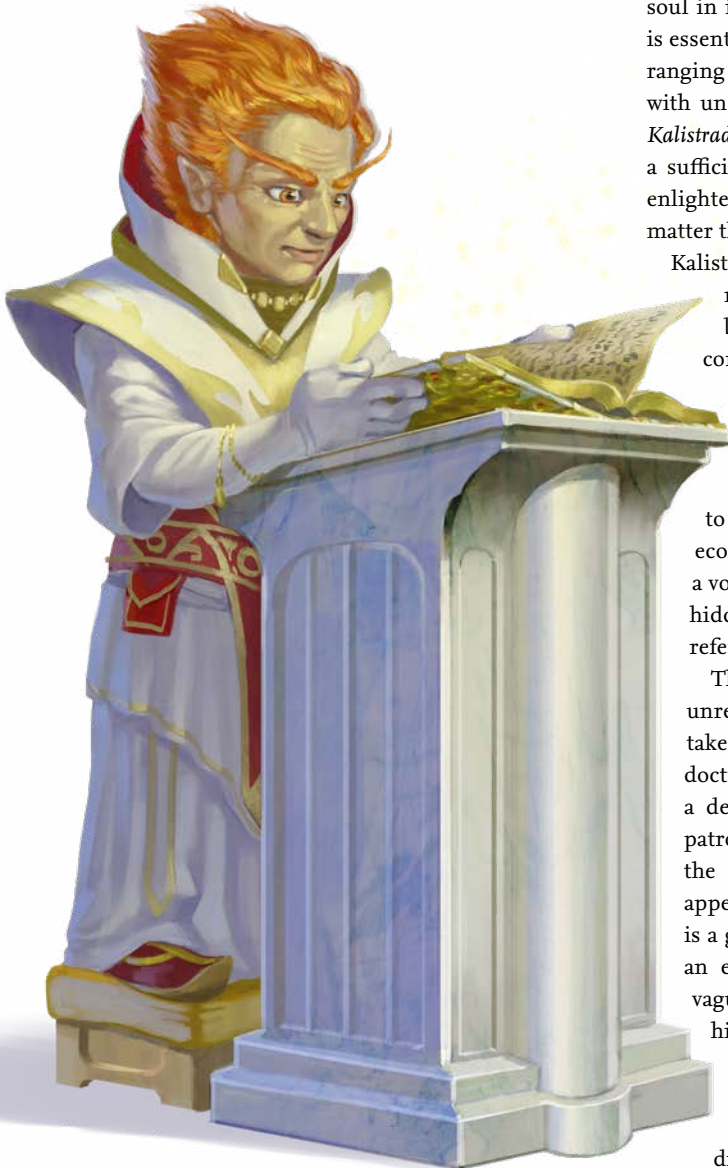
LESSONS

Kalistrade was an avid commentator on life in the early Age of Enthronement, presenting traditions from myriad cultures—many unattributed so as to create more universal teaching moments—and his interpretation about how each tradition did or did not contribute to spiritual enlightenment. Thanks to its breadth, the *Prophecies of Kalistrade* teaches a wide range of lessons, many of which are culturally or technologically dated yet remain spiritually relevant.

Instructions on personal purity feature repeatedly. Although many of these strictures purportedly underlie spiritual cleanliness, modern scholars have deciphered instructions for bodily hygiene that were likely uncommon in Druma at the time but then became widespread. By ridding oneself of toxins, plaques, and impurities, the text insists, one can achieve a higher state of physical being, which in turn supports the soul in its upward journey. To maintain this purity, it is essential to remain apart from mortal contaminants, ranging from spiritually impure foods to contact with unsanctified people or objects. The *Prophecies of Kalistrade* emphasizes that virtually anyone can attain a sufficiently pure state or even traverse the path to enlightenment, encouraging acceptance of converts no matter their background or ancestry.

Kalistrade's teachings also emphasize purity of mind, which is believed to reinforce the body's sacred strength. Most of these lessons consist of meditative techniques to clear one's consciousness and enable one to perceive new opportunities. Many of the parables, especially those in the *Scales* section, teach the fundamentals of business. In addition to instructing newer Kalistocrats in sound economic practices, these also provide adherents a vocabulary of stories with which they can convey hidden meanings to one another simply by referencing a specific tale and its implied moral.

The *Prophecies of Kalistrade* leaves many topics unresolved or with little explanation. The book takes a very open stance on religion and religious doctrine, which allows Kalistocrats to worship a deity (most often Abadar) or accept no divine patron as they see fit. Virtually no discussion of the cosmos, its origins, or the role of the gods appears in the text, largely because the *Prophecies* is a guide to individual enlightenment rather than an extraplanar treatise. The book is remarkably vague about the historical figure of Kalistrade himself. Although some argue the narrator of various parables could be Kalistrade, the writings provide inconsistent evidence to back up this claim, leaving details of the famous dream-prophet's life frustratingly unclear.



The most important omission in the *Prophecies of Kalistrade* regards the afterlife. Upon death, a soul normally travels the River of Souls and receives Pharamasma's judgment. However, no amount of gold can sway the Lady of Graves, so what purpose does a Kalistocrat's wealth serve—especially when the afterlife demonstrably exists? The answer is among the better-kept secrets of the faith, shared only with proven Kalistocrats: those who truly follow the Prophecies are never judged.

The hundreds of regimens, dietary restrictions, and taboos are a lifelong recipe of purification that culminates, at the end of life, in self-mummification—a process pioneered by Kalistrade himself. Over the course of her life, a Kalistocrat slowly ingests trace amounts of precious metal and binds them to herself through Kalistrade's teachings. When nearing death, she surrounds herself with expensive ritual focuses and pumps her body full of specially treated molten metals from her fortune, displacing blood and other fluids to create a preserved facsimile of her living body. The process is utterly lethal, yet her soul does not depart for the Boneyard. Instead, the occult process allows the soul to shape its own eternal mindscape—a custom afterlife whose breadth and richness corresponds to the wealth the Kalistocrat sacrificed in its creation. Not only does this preserve the Kalistocrat for an eternity, but others can voluntarily bind themselves to their mummified master, employer, or family member, undergoing the ritual with them so as to live with or serve their patron in an everlasting paradise.

These gold-veined Kalistocrats slumber undisturbed in several different mausoleums hidden throughout Druma, each one a clandestine treasure trove housing the untold wealth of generations. Those Kalistocrats who know of this afterlife and work toward this eternal reward keep the truth of it quiet. In part, they wish to avoid the attention of looters, but they also seek to keep their tradition secret lest the Pharasmin church persecute them. Pharamasma herself no doubt knows, but why she has yet to condemn Druma and its spiritual leaders is unknown.

PREDICTIONS

As the title suggests, the *Prophecies of Kalistrade* indeed contains prophecies. Hundreds of passages have been identified as foretelling real-world events, and it's believed that the Kalistocrats have used many of these to predict oncoming events that shifted regional or even worldwide markets, in the process earning vast sums that have laid the financial groundwork for the prophets' later acquisitions. Most printings' Echoes commentary includes an index of known prophecies, with fulfilled prophecies commonly considered complete and unable to apply to any

FACTIONS OF KALISTRADE

In the century after Kalistrade's death, disputes over how to interpret their prophet's words caused numerous schisms in the faith. The following are several of the most famous.

Cult of Kalistrade the Emperor: These prophets espoused that Kalistrade was an inspired philosopher who understood humanoid psychology, promising wealth and prosperity under a unifying doctrine—conquering the world through their wits as masterminds, not by force as generals. As his successors, these prophets insisted on maintaining the faith and using it to take control of political institutions.

The Golden Solidarity: To the Golden Disciples, Kalistrade didn't promote personal wealth to craft a custom afterlife. Instead, his teachings were a road map to building personal cults of philanthropy whose worship would grant immortal autonomy to the spirit after death. Rather than wearing white, the Disciples donned saffron-gold cloth as a symbol of wealth, yet they refused to wear precious metals or any other valuables. Instead, they insisted, the only public wealth must be that which is distributed to earn personal glory.

The Ralhagnans: Inspired by the disciple Ralhagn of Detmer, some prophets interpreted Kalistrade's visions as a means to protect the mortal world, not preserve one's own body. Only when the entire world has been preserved and encapsulated in the wealth he foretold shall it be strong enough to anchor an afterlife for the whole planet, shielded from Pharamasma's pull.

further future events. There's scholarly consensus on only about two-thirds of these fulfilled prophecies, and any number of seemingly mundane passages could be future prophecies yet to be exploited. Some Kalistocrats dedicate considerable time and energy to seeking and unraveling lucrative omens hidden between the lines. However, the rate of prophetic realization slowed dramatically by 2500 AR, and not a single confirmed foretelling has occurred since Aroden's death—which supposedly heralded the death of prophecy itself. Even so, most Kalistocrats insist that Aroden's demise in no way impacted the *Prophecies of Kalistrade*, a wholly secular text not granted by the gods.

The most famous unfulfilled prophecy is the Hour of Victory, which portends a glorious moment when the Kalistocrats' wealth shall be so great as to effectively own the world. On at least five separate occasions, various scholars have foretold that the Hour of Victory was nigh. One instance was a publicity stunt performed by the Kalistocrat Tephletu to promote his newest company's hygienic wares. Another was proven to be an utter hoax, but only after the con artist and false prophet Yildrid Kas had solicited and run away with

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two dozen Kalistocrats' fortunes under the pretense of purchasing Ustalav. Although Blackjacket bounty hunters eventually found and killed Yildrid, they never learned where she had hidden so much platinum. To be safe, now only the high prophet can announce the Hour of Victory.

The Prophets

The Prophets of Kalistrade are not priests, nor does the worship of any divine being guide their dogma. Even so, they are united by a powerful faith that promotes distinctive behaviors and expectations, as detailed below.

A KALISTOCRAT'S ROLE

Kalistocrats ultimately answer to no one but themselves. No supernatural authority exists to reprimand them, the Resplendent Bureaucracy maintains only the simplest institutions to reign in misbehavior, and even ostracism from the community harms prophets' social standing more than their spiritual purity. Instead, Kalistocrats' ritual diligence and personal wealth directly shape their unique afterlives, and negligence toward their beliefs could result in having to endure Pharamasma's judgment or worse: an eternity of mediocrity.

Otherwise, Kalistocrats' responsibilities are simple: inspire nonbelievers and become rich. Although the act of gaining wealth has a sacred quality, Kalistocrats do not stoop to banditry or blatant theft. Outwitting someone with a contract's loophole or outmaneuvering them with words, however, is considered admirable, though slightly less so if done in a way that is usurious, exploitative, or malicious. Because the dominant interpretation of the *Prophecies of Kalistrade* portends that the faithful shall one day control the world through finance, most Kalistocrats believe that the more charismatic and enviable they are, the more recruits will flock to Druma, and the fewer nonbelievers will need to be bought out by Kalistocrats.

The typical Kalistocrat's day begins with bathing, light calisthenics, and a short period of meditation. Following that, the disciple inspects their clothing for the day to ensure proper cleanliness and design before beginning to dress, refusing direct help until the innermost layers of the outfit are already in place. The Kalistocrat always fastens the final accessory, button, or tie personally with the finality of turning a lock

or sealing a letter, wordlessly vowing to maintain personal purity and professionalism. Throughout the day, a Kalistocrat regularly takes breaks to meditate and clear their mind of distracting thoughts, renew their devotion, and prepare for whatever trials might await. Meals tend to be simple and light to avoid dulling the mind and weighing down the body, though when entertaining guests, the importance of creating a spectacle of abundance supersedes the taboo against wastefulness and predilection toward simpler fare.

Kalistocrats are businesspeople first and foremost. Disciples train in a wide number of skills to facilitate deals, both for their own enrichment and to serve as neutral intermediaries for prospective clients. Prophets often have ranks in Appraise, Bluff, Diplomacy, and Profession skills as a result.

ADVENTURERS

The concept of adventuring implies a level of desperation and dirtiness that seems anathema to a Kalistocrat, yet a modest fraction of the faithful engage in traditional adventuring exploits at least a few times in their careers. Adventure has a reputation of being highly lucrative to a degree that matches the danger. It also requires a degree of travel, and travel is the first step toward trade. Such Kalistocrats set up trade contacts in each town they visit during an adventure, knowing that this growing network can serve only to enrich them later in life. Likewise, the best business opportunities are those an entrepreneur discovers in person, all the better to capitalize on the situation quickly and bypass any pricey informants. A decade after an adventure, it's common for a Kalistocrat's investments made along the journey to have far surpassed their earnings from ventures at their eventual destinations.

Of course, Kalistocrats rarely perform the heavy lifting of adventuring themselves. Instead, disciples often serve as patrons for such an expedition, outfitting their new comrades in return for a larger share of the treasure. Those Kalistocrats who join adventuring groups do so as often to protect and monitor their investments as they do for the thrill. There are added benefits to traveling with sellswords for young prophets, though, including the opportunity to test out resourceful explorers and specialists whom the Kalistocrats might hire as long-term agents—



all the better because of the intraparty loyalty that develops as a result of traveling the world together. The best prospects among these companions might even be convinced to join the Kalistocrats or Blackjackets directly, and such converts are often allies for life.

CLOTHING

Kalistocrats' clothing is nearly as famous as the faith itself. There is no set uniform for the prophets; within certain religious constraints, all are free to choose and customize their own regalia. Even "regalia" is an understatement at times, for a Kalistocrat's formal outfit may be worth hundreds or even thousands of gold pieces. White clothing is almost obligatory, and the more skin that an outfit covers, the better it protects its wearer from accidental contact. Preferred materials are fine cloth that requires large labor investments to produce and includes silk and the wool of bacallias (see page 62), with fine cotton and linen also considered suitable. Such an outfit is incomplete without jewelry, ranging from rings and amulets to golden belts and gems incorporated directly into a garment. When not dressed to impress, a Kalistocrat typically wears far simpler garb, usually still white and extensively covering the body.

RELATIONS WITH OTHER RELIGIONS

The Prophecies of Kalistrade is not an exclusive faith, allowing adherents to accept any divine patron whose tenets would not interfere with Kalistocrats' daily regimens and overall goals. Abadar is a natural favorite, as the god of wealth and trade, and many prophets either revere the Master of the First Vault or else envy his infinite fortunes. Abadarans in turn generally return this respect to Kalistrade's disciples. The Kalistocrats' transformative goals also align with Irori's doctrine of self-perfection, albeit in a curious and unorthodox way that some Irorans interpret as heretical. Although the dwarven god Torag promotes diligence and cunning, the entire dwarven pantheon reminds native-born human Drumans of the long occupation, making these faiths relatively unpopular. Kalistocrats seeking wealth at any cost occasionally offer their obedience to Asmodeus or even Mammon, though these patrons most often lure their followers irrevocably from the Prophecies.

Any religion that promotes outright larceny or pillaging is anathema to the Prophecies. Norgorber's faithful often target Drumans and Kalistocrats, earning their ire in return. Likewise, Besmara has virtually no open adherents in Druma, despite the nation's proximity to Lake Encarthan and the River Kingdoms. Any Kalistocrats aware of their faith's special afterlife show a healthy respect and wariness around Pharasmins, wishing to never give the Lady of Graves and her disciples reason to pry.

PLAYING A KALISTOCRAT

Wealthy and confident, Kalistocrats are the political and mercantile elite of Druma, disciples of an esoteric religious tradition more than 4,500 years old.

If You're a Kalistocrat, You Likely...

- Own a considerable portion of a business, using its proceeds to fuel your extravagant lifestyle.
- Dress all in white, adorned with valuable jewelry and the finest fabrics.
- Carefully police your personal space and avoid touching anyone or anything that does not meet your rigorous standards.
- Observe a host of taboos that confound others.
- Seek out opportunities to outsmart and outearn your rivals, particularly those who would compete with your entrepreneurial ventures.
- Maintain a reputation of neutrality, allowing you to meet and make deals with a wide range of clients.
- Rely on others to perform especially dangerous or dirty work.

Others Probably...

- Harbor countless misunderstandings about your beliefs and practices.
- Assume that you have a nearly limitless supply of gold at your disposal.
- Believe that you are incapable of defending yourself without the help of hirelings.
- Suspect that you're always trying to make a deal or twist someone's words.
- Assume you're an arrogant snob who looks down on anyone who isn't a prophet.

ICONOGRAPHY

At first, the Prophets of Kalistrade identified themselves more by their adherence to their mentor and their clothing than by any formal name or icon. That changed in 252 AR, following Kalistrade's disappearance. As prophets verbally clashed about how to interpret their teacher's words, they broke into factions that developed titles and sometimes symbols to better distinguish themselves. When most of the factions reconciled their differences in 408, several leading Kalistocrats pushed to adopt a symbol behind which their combined faith could unite.

Their creation is known as the Golden Focus, a circle inscribed inside a triangle overlaid by a larger circle. On one level, the seven golden fields represent the seven disparate factions united by their white-garbed devotion. Another interpretation is that the central circle is the sacred self, transformed into gold by the triangle's three precepts of discipline, diplomacy, and detachment. The self is separated from the rest of

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the world (the outer circle) by the three white panels, representing the white garb and regimens of personal purity. This interpretation is preferred in the modern day, symbolized by the verse “The world overlays the three virtues, within which survives the self.”

TABOOS

Rooted in self-denial, the *Prophecies of Kalistrade* lay out strict behavioral regimens and prohibitions that are meant to purify the body and spirit. Not only do these leave the practitioner better poised for profit, but also they are key in pursuing Kalistrade’s afterlife.

Charity: To Kalistrade, wealth goes only to those who earn it. As he saw it, giving alms demeans both the prophet and the beggar. But while handouts are taboo, anything framed as an investment is quite acceptable. As a result, a prophet can freely give money with the expectation that the recipient will use it to generate further wealth and repay the loan with interest. Likewise, for all his dislike of charity, Kalistrade considered public works and social programs that provide economic opportunities to be laudable.

Contact: Personal purity is sacred, and contact with anyone who does not follow the prophecies almost always diminishes the self. Kalistocrats’ clothing typically covers the vast majority of their bodies and includes long white gloves. These are precautions in the event of accidental contact—most voluntary touching is considered excessive and avoided.

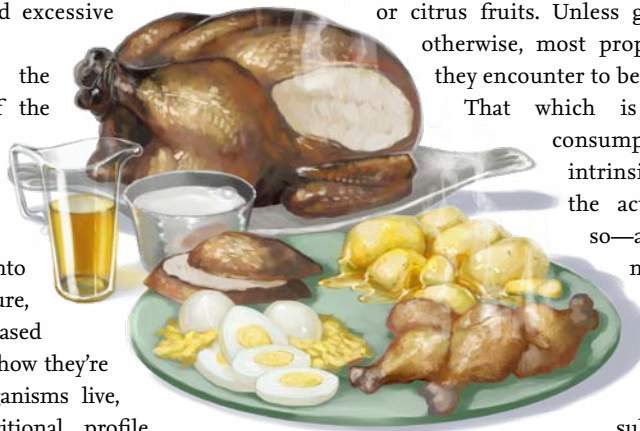
Diet: Perhaps the most famous tenet of the *Prophecies* other than the signature white clothing is the finicky eating of the Prophets. Foods are divided into three categories—pure, clean, and unclean—based on where they’re from, how they’re procured, how the organisms live, and what their nutritional profile provides. A mixed diet of pure and clean foods is considered quite adequate for children and younger adults. As prophets age, they are expected to consume an ever-greater proportion of pure foods, and certain foods change their category for prophets who are approaching their final years. Druma’s access to foreign food has expanded since it gained independence; leading

prophets regularly debate in which category each newly encountered food belongs. Some foods have changed status over the centuries, as often for political reasons as for practical ones.

Pure foods typically are those that embody a high degree of investment, or otherwise involve partitioning, sustainability, or transformation. Fruit that divides cleanly, like the membrane-contained sections of citrus fruit, or stone fruits such as plums and peaches that pull away readily from their pits, are considered virtuous, as are tree nuts and the inner bark of long-lived plants. Animals that undergo metamorphosis, particularly those sequestered within a cocoon, are considered highly desirable, with the edible chrysalises of butterflies and moths deemed a delicacy. Legumes like peas, tamarind, and vetch are likewise esteemed. Any food heavily preserved or greatly transformed through the cooking process is typically considered more pure, in turn encouraging the development of an elaborate Drumish culinary arts tradition to present lesser pure fare in ways that make it more acceptable.

Most grasses and seeds are clean, for they represent the potential for growth taken into the body. However, native Drumish grains like millet and sorghum are viewed more highly than imported crops such as corn, wheat, or rice. Berries, apples, bananas, and other fruit are also acceptable, albeit considered inferior to pitted or citrus fruits. Unless given convincing evidence otherwise, most prophets consider new foods they encounter to be clean.

That which is unclean is unfit for consumption, either because it is intrinsically impure or because the act of eating it makes it so—a nuance often lost on non-Drumans. Any creature that thrives on decay is unclean, including scavengers, fungi, and many insects. Animal substances created to sustain their young or each other (such as raw milk, eggs, or honey) are considered impure, in part because they diminish the prophets by casting them as subservient to or dependent on those animals. However, processing those foods through cooking or curdling typically enhances their status to clean. Unlike seeds, tubers are typically unclean because



they are plants' storage vessels, so consuming them is a form of theft. However, careful cultivation and harvesting techniques for tubers and other plants can render unclean foods appropriate to eat, and this certified produce commands significantly higher prices in Druma.

The status of meat depends heavily on what the animal ate, with the meat typically being considered the same category as or the next-lower category than the animals' own food. Livestock exclusively raised on pure foods are considered more desirable to eat than those fed on clean foods such as grain. Further influencing this are the ways in which the animals were killed, how their flesh has been stored since, and the degree to which their flesh upholds Kalistocratic standards of fat-to-muscle separation. As a result, the meat of browsing animals like goats or deer as well as nut-eating animals like squirrels rank highly, whereas root- and larvae-fed animals like free-range chickens and pigs are considered virtually inedible. Grazers like sheep and cows are typically clean if slaughtered cleanly.

Sex: The prohibitions against personal contact heavily impact a prophet's sexual habits. Such activity with a non-Kalistocrat is highly taboo, though less so if the partner is a likely convert, very wealthy, or both. Sexual activity varies by the prophet, though it is expected to serve some purpose beyond mere pleasure. This might include reproduction, sealing a business arrangement, or reinforcing a social bond. Although the prophecies encourage such strictness to the point of promoting abstinence, most prophets interpret these commandments more loosely, and criticizing a fellow Kalistocrat's private relationships has become a cultural taboo, if not a religious one.

Wastefulness: The *Prophecies of Kalistrade* promote sustainability in all one's actions. This ranges from not frivolously spending money on personal comforts (though doing so to enhance prestige is encouraged) to managing natural resources in a way that ensures long-term profitability. Kalistrade's writing emphasizes that the prophets must provide future generations the same opportunities as they enjoyed.

Variable Taboos: In addition to these prohibitions, the prophecies include a baffling array of other taboos, many of them situational—anything from not signing contracts while facing east to trimming nails only during certain phases of the moon. Following all of these is beyond most Kalistocrats' patience, though prophets often leverage these sundry beliefs at opportune times to embarrass rivals or delay events until the Kalistocrat is ready to act.

PASSAGES

The *Prophecies of Kalistrade* has not only shaped Druma's religious landscape but also heavily influenced its

culture and politics. Below are several of the most famous passages, along with a short commentary on their importance. Each includes a citation of its section, chapter, verse, and classification, the last of these representing whether the quote is attributed to the Legacies, Whispers, or Echoes.

"To accept poverty is to accept mediocrity. Let those who elevate themselves above their neighbors upon a dais of gold be remembered as rich prophets. Yet the one who paves a staircase of silver so that others may lift themselves from poverty by following the same path shall be considered the richest." (Ascensions 3:18, Whispers)

Whereas the *Ontologies of Self* promote a more self-serving perspective of wealth, the Kalistocrats of 408 AR had sustained more than a century of wasteful infighting and prodigal spending. They recognized that without promoting a degree of sustainability—both for the environment and future generations' economic opportunities—their investments would ultimately be for naught. Some commentators consider this a concession to philanthropy that was included to invite the Golden Solidarity (see page 27) back into the fold, an offer that was ultimately rejected.

"So survived the tauhoti—protector of deer, ward of the wolves, and beloved of the leaves." (Scales 12:3, Legacies)

The Scales contains dozens of fables, many featuring native Drumish wildlife and conveying important lessons of economics or social finesse. "The Clever Tauhoti" is the tale of a cunning ground squirrel (see page 63) that brokered three secret deals in exchange for a boon from each party. The tauhoti convinced the deer not to eat the nettles, and in exchange, the wolves would not trouble them. She persuaded the wolves not to eat the deer, in return for never being stung by thorns. The nettles agreed to shed the spines that so vexed the wolves if only the deer would not consume their vines. Each party held the power to fulfill someone else's desire, but only the clever tauhoti (i.e., a capable merchant) could predict those desires, facilitate trade, and allow all parties to profit from the arrangement.

"Let immutable gold be my shield, unblemished by time, tarnish, and trial." (Seekers 5:7, Legacies)

This famous line is the textual kernel Kalistocrats will cite when adorning themselves with expensive outfits and jewelry, believing in part that such wealthy garb helps protect them from ritual contamination. However, this quote was retroactively recognized as prophetic during the 25th century, when the Resplendent Bureaucracy increasingly relied on—and then permanently hired—the Mercenary League as both Druma's army and the personal protectors of the Kalistocrats. Now the golden shield refers as much to the Blackjackets' exceptional and loyalty-inducing waxes as it does to their ceremonial shields.

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THE LANDS OF DRUMA

“Ours is a land of untapped majesty; endless open plains, hills that hold the most precious of gemstones, and a forest so beautiful and verdant that three fey courts dwell within. Our teachings promised a time where Druma would be ours, and the arrival of that prophecy has been most glorious to witness. I’ve walked much of this world, and though I may have some sentimental attachment, I still believe Kerse to be the most stunning city one can find. Streets of the finest stone and buildings made of white marble. Gemstones the size of fists bedeck our architectural marvels and we have no fear of theft or crime thanks to the service of our impeccable defenders. I often wonder if this is the place I live in now, what will the promised afterlife of Kalistrade hold for me that could surpass this? Of course, I mean no offense to your great nation. Perhaps I could interest you in visiting me here... when time allows, of course!”

—High Prophet Keldor,
in a private consultation with Satrap Xerbystes II of Qadira

As Earthfall devastated the known world, the lands of Druma soon bent under the upheaval caused by a disaster so powerful it carved out the Inner Sea. The untamed wilds and southern mountains buckled and heaved under the unimaginable seismic aftershocks of the Starstone's impact. Soon after, the first new rivers, the primordial ancestors of the modern Profit's Flow and Great Goldpan River, filled the canyon gaps left from glacial calving during a prior age of ice and formed the first long-lasting rivers in the region. Surrounded on all sides by mountains and fed by massive rivers, this post-Earthfall landscape provided Druma a modicum of geological isolation and protection from the ongoing conflicts and strife of the wider world—a natural barrier that persists to this day.

Long before the coming of Kalistrade, the region now known as Druma was already the site of untold resources and potential wealth. From the mighty darkwood trees of the Palakar Forest to the untold mineral wealth in the southern foothills, the lands of Druma avoided ruthless exploitation for millennia. The dwarves who emerged following their Quest for Sky used Druma as a breadbasket to fuel their ever-growing mountain kingdom. As a result, Druma's agricultural northlands remain fertile to this very day, while the Palakar and southern hills provide raw resources for the nation's ongoing construction and trade endeavors.

Druma's mountain borders provide a natural barrier between it and all but three of its bordering nations: Isger, Kyonin and Molthune. Both the Kyonin and Molthuni borders remain debated territories, rendering official borderlines more of a gradual changeover based on regional landmarks rather than an officially mapped border. Meanwhile, the Isgeri border rests within a region of hills that have been thoroughly mined out by the first lords of the Five Kings Mountains, rendering most desires for borderline disputes meaningless.

The nation's open northern fields remain some of the most successful farmlands within the Lake Encarthan region, tilled over thousands of years and honed by the stringent needs of dwarves in the times before the Kerse Accord. Millet and vetch are the most common agricultural products grown throughout Druma, and are common exports to nations with poorer climates or soil. Rarer farms for tubers and pitted fruits exist only as the private projects of prophet-sponsored endeavors, as the nation's government maintains strictures regarding the proper growth and tending of these crops. Larger patches of undisturbed open plains cover much of the west, with the Resplendent Bureaucracy of Druma maintaining deeds to each section of land and offering them out based on a

secret equation. Many farm plots that fail or suffer a loss in ownership enter a state of inactivity for a time, not due to inaction on the part of the Bureaucracy or a failure to have the land reassigned, but because laws dating back to the time of the dwarves require a grace period for farm soil to remain undisturbed before a new owner claims the plot.

Trees sustainably harvested from the Palakar Forest provide some of Avistan's most consistent amounts of darkwood. Along with this highly sought-after variety of wood, the Palakar also hosts various other tree types, including an abundance of ancient cedar trees thought to date back to Earthfall. The central forest's expansive nature led to the clearcutting of other forests within the nation, and today only the disputed sections of Molthune's Duskshroud Forest remain as any other sizable assembly of trees within Druma's borders.

Drumans have mined their land since the ancient times of the Macridi Blade culture that existed in the shadow of Thassilon. Copper and gold were the first metal ores harvested by that civilization, and the trend continued well into the future as subsequent Kellid groups gathered what they could from the land. These metals remain cornerstone resources to this day, though rich deposits of titanium remain prevalent in Druma's east and are believed to have first been discovered and traded for use in ancient Isgeri marking customs. The dwarves' arrival greatly improved the quality of mining in the region, but ironically resulted in the drastic reduction of mining efforts occurring within Druma, as the dwarves were content to handle their own mining within their mountain homes. Since the signing of the Kerse Accord and Druma's independence, mining has become one of the nation's greatest endeavors, and Druma is now renowned for exporting rich deposits of gemstones and precious metals.

Lake Encarthan is Druma's northern border and a source of regular trade with outside nations. Ships regularly travel the so-called Encarthan Circuit, along which lies the nation's capital of Kerse. Fishing boats make daily trips from the harbors of Druma's northern settlements, catching an abundance of bass, catfish, and trout. These ships tend to keep a close proximity to the lake's outer reaches for fear of finding corrupted fauna along the coast of the Isle of Terror, a place long shunned by Drumans due to its association with the ancient Kellid city of Kestrillon, as well as the very real threats still lurking among the island's ruins. Some deep-sea exploration and mining remain common, and many prophets eagerly seek out deposits of "fishgold," a red-hued gold found only within Lake Encarthan and viewed as a hard-to-acquire extravagance, even in Druma.

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KERSE



KERSE

Just as the nation of Druma is the heartland for the Prophecies of Kalistrade, so too is Kerse central to Druma. Located along the southern edge of the stunning Gulf of Accord, Kerse is perhaps the wealthiest city on the face of Golarion. The power and wealth on display in Kerse's open streets are just one of many reasons why the nation's capital is considered a region unto itself.

Manor District

Located along Kerse's northeastern edge, the Manor District caters to the privileged few who can afford estates within the capital city. The title is something of a misnomer, as many of the structures within the region are the equivalent of lofts or studios found in other cities. The cost to purchase even the smallest parcel of land within this district extends into the hundreds of thousands of gold pieces, and only wealthy families with long-standing deeds of ownership or the wealthiest of modern Kalistocrats can afford to live here.

Aerie Club: Since Kerse's founding, the Aerie Club has existed in some form within the city. Holding onto undeniable land claims, the ostentatious club is one of a handful of locales within the district not yet subsumed by the vanity of one Kalistocrat or another. Although the club is not affiliated with the prophets in an official capacity, the Aerie Club caters almost exclusively to Kalistocrats

and foreign visitors who can afford the ludicrous entry fee. The club offers its clientele all manner of pleasures, but only after a minimum of a dozen visits do the proprietors extend the higher tier of rewards: an offer to attend a private resort at the club's Torch Orchard (see page 45) far to the southeast of Kerse.

Passad's Mansion: From his reasonably sized mansion along the Gulf of Accord, **Temel Passad** (LN male human expert 5/Prophet of Kalistrade^{POP} 4) uses his waterside home to entice new business partners and has been known to house Pathfinder Society agents operating near Kerse. As the only Kalistocrat to maintain an open relationship with the Pathfinders, Passad has earned the respect of other prophets, though many senior prophets worry about a potential influx of agents raising unwanted questions about the Prophecies of Kalistrade or "inviting themselves" into the secure crypts of departed prophets. Passad has yet to learn the full scope of the prophesized afterlife and may soon realize that his association with the society could promote an organization that might one day intrude upon his own spiritual sanctuary.

Plane Pierce Spire: A skilled conjurer and high-ranking Kalistocrat, **Cyran Androtus** (LN male elf conjurer 14) owns the single largest structure within the Manor District: the Plane Pierce Spire. Floors of laboratories and storage facilities fill the tower, with Cyran and his closest advisors dwelling within the highest tiers. Few who neither live nor

have business within the spire, save those with extraordinary magical knowledge, receive admittance from the owner. Only once per week do the doors of the spire open to admit couriers and messengers delivering goods to Cyran. It's believed that contracted extraplanar entities handle all other deliveries with judicious use of teleportation magic. Cyran's knowledge of extraplanar politics and negotiating tactics make him one of the foremost individuals on Golarion to contact when engaging with such powers, though his skills come with a suitably high price tag. Many Kalistocrats seek Cyran's advice on these matters, and it's believed the old elf can out-negotiate a contract devil.

Resplendent District

The Resplendent District houses much of Druma's government and managerial edifices. The area also acts as a buffer zone between the city and the home of the High Prophet on the adjoining artificial island of the High Prophet's Sanctum. Most visitors to this district make back-and-forth trips to the supplicant properties that rest just outside the gateway to the High Prophet's Sanctum.

Esteemed Bureaucratic Foundation: This great edifice is the seat of power for the most elevated members of Druma's government, the Resplendent Bureaucracy. The necessary wheels of governance churn within this building, as clerks and politicians work to determine tax quotas, tariffs, laws, and foreign policies. **Ulba Tuddlym** (LG female dwarf expert 9) currently holds the title of intercessor, the highest political rank within Druma. Though mostly an honorary title, Ulba's position allows her to step in and make decisions during any outlying occurrences that would deviate from the prescribed role of the Resplendent Bureaucracy in governing Druma. Her most notable intercession in Drumish governance was the recently upheld policy preventing the mining of sites determined to belong to the Macridi Blade culture, much to the annoyance of the Petronax family in southern Druma.

Mercenary League Headquarters: Perhaps the most unadorned building in Kerse, the headquarters of the Mercenary League is a nondescript stone building. Inside, some of Golarion's most battle-tested strategists coordinate Mercenary League operations across the globe, while also keeping up with the ongoing efforts to police Kerse. A warded chamber beneath the compound employs dozens of highly specialized diviners who routinely survey the city's streets and arrange Mercenary League patrols. Commander **Sarissa Kurst** (LN female human fighter 8) oversees Kerse's monitoring, a job that she coordinates with precision despite the almost total lack of crime within the Drumish capital city. She's currently seeking out adventurers with naval experience to partake in some "off-the-books" missions to curtail the increase in Razmiran faith barges sighted in nearby Lake Encarthan.

Supplicant Properties: A dizzying array of small and austere homes stand just outside the fortified wall that

KERSE

LN large city

Corruption +0; **Crime** -5 **Economy** +9; **Law** +1;

Lore +0; **Society** +8

Qualities holy site, insular, Kalistrade's legacy, Mercenary League, prosperous

Danger +10

DEMOGRAPHICS

Government council

Population 18,300 (12,810 humans, 2,745 dwarves, 915 halflings, 1,830 other)

NOTABLE NPCS

Commander Sarissa Kurst (LN female human fighter 8)

Hanno Stravos (LN male dwarf mesmerist^{OA} 10)

High Prophet Kelldor (LN male human oracle^{APG} 15)

Ulba Tuddlym (LG female dwarf expert 9)

MARKETPLACE

Base Value 10,400 gp; **Purchase Limit** 75,000 gp;

Spellcasting 9th

Minor Items all available; **Medium Items** all available;

Major Items 4d4

SPECIAL QUALITIES

Kalistrade's Legacy From their seat in Kerse, the Prophets of Kalistrade exert influence across Golarion and into realms beyond. Despite the city's relatively small size in comparison to other hubs, Kerse remains an economic powerhouse. (*Economy* +6, *Society* +2)

Mercenary League Druma employs one of the most well-trained military forces on the planet, and it uses most of its best agents in Kerse. Combining martial skill and magical detection, the league ensures crime is almost a forgone thought within the city limits. (*Crime* -6)

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separates the Resplendent District from the High Prophet's Sanctum. Rented out at a cost of tens of thousands of gold pieces per night, these homes have years-long waiting lists to spend even a single night within. The proximity to the High Prophet brings in pilgrims and sightseers from across the world, and the stunning rental costs on these properties come from an event known as the High Prophet's Notice—once every few months, the High Prophet emerges from the walls separating him from the rest of the city and selects one home, seemingly at random, from the area. Those in residence at the home selected during the High Prophet's Notice are admitted into the High Prophet's Sanctum for a personal consultation from the High Prophet on any matter they would like to discuss.

Trade District

Kerse boasts some of the most vibrant and lucrative trade sites in the world. While far smaller than the markets of larger metropolises like Absalom and Goka, Kerse's trade

district deals in remarkable items and pieces of art from across the world (and beyond). Given that a portion of Kerse's populace is transitory, consisting of people coming for pilgrimages, sightseeing, and trading more than permanent residence, the trade district remains one of the city's most vibrant locales.

Cerulean Docks: Kerse's Cerulean Docks feature gem-encrusted marble pillars and darkwood frames. The size of the docks often surprises visitors, since they can moor only a handful of ships at a time. Thanks to the dock chief's meticulous planning, however there are rarely any lines or waiting periods for vessels seeking a berth within the fabled harbor. This careful flow of commerce cements Kerse and its Cerulean Docks as the most efficient stop along the Encarthan Circuit trade route. Ships coming to Kerse in search of repairs are quickly assessed by a host of trained dwarven artisans who determine if immediate repairs are required, or if the damaged vessel can make the journey to Detmer for a more thorough repairs.

Sublime Square: The open-air markets of the Sublime Square are open to all visitors. Kalistocrats and sanctioned traders from across Golarion sell some of the finest wares from stalls and rented commercial units. Mercenary League troops wander the streets, more as a sign of protection than out of any actual need to police the ongoing trades. Prophets and their closest allies receive the best stalls and buildings, while newly admitted prophets and non-Kalistocrats find themselves relegated to cramped alleyways and surrounded on all sides by similar vendors.

The Far Market: Known only to select few, the Far Market is a hidden marketplace located within one of the district's larger warehouses. Stretching over several sublevels, the Far Market houses all manner of extraplanar and even extraterrestrial traders. Here permanent trade embassies from Axis, the Elemental Planes, the Plane of Shadow, and a variety of demiplanes eagerly sell goods to Golarion's wealthiest merchants. Even stranger creatures, such as Akitonian shobhads, Castrovelian lashuntas, and utterly alien beings from distant Aucturn offer wares that can't be found anywhere else on Golarion.

Pilgrimage District

Those visiting Kerse can rarely tell the difference between the manses of the Manor District and the similarly immaculate structure of the Pilgrimage District. This district caters to the city's non-Kalistocratic population and those visitors without direct ties to the Prophets of Kalistrade, and all buildings in the region leased out by the Resplendent Bureaucracy to those unaffiliated with the Kalistocracy. High taxes and tariffs on Druma's trade ensure that the buildings of this region are maintained to the highest standard of architectural design.

Barbarous Arena: In a carved-out section of sewer somewhere underneath the Pilgrimage District is a circular pit covered with iron bars known as the Barbarous Arena.

No one claims ownership of the battleground, and while the combats that take place within are somehow beyond the Mercenary League's attention, it's clear that someone is making an exorbitant amount of gold off the betting that takes place within. The people who take bets change every match, and it's known that such individuals have their memories wiped and altered to remove any information on who hired them, though these bookies are believed to earn incredibly high pay or important favors for their role. The latest string of matches in the arena have brought in strange creatures from across Golarion, and the secretive managers of the arena are searching for gladiators willing to take on their latest import: a ghole (*Pathfinder RPG Bestiary* 6132).

The Unanointed: Kerse supports a relatively small number of inns, with most rental properties taking the form of lavish apartment complexes, personal condominiums, or small—though still exorbitantly expensive—lofts. The Unanointed is a newly opened inn that's found some success in catering to visitors seeking privacy from the Kalistocrats and their allies. The always affable **Frabi** (CN female ratfolk^{Bs} expert 4) owns and operates the inn, treating her customers with the same care and attention that she shows her two dozen staff members—whom visitors quickly realize are also her children. Frabi's connections within Kerse's non-Kalistocratic circles have afforded her a level of autonomy within the city, and she prides herself that her establishment is free from scrying or undue scrutiny from the Mercenary League.

Verity Inquiries: Despite numerous discreet complaints against it, the half-rotted wooden sign that reads "Verity Inquiries" remains outside the rented structure that houses a one-halfing operation. **Pal Kusdy** (CG male halfling investigator^{ACG} 5) offers his unique services in a town that has almost no crime. Kalistocrats rarely seek Pal's services, though others infrequently visit his office on those occasions when the city's non-Kalistocrat populace need assistance against infractions from prophets or government officials. Pal's greatest and most discreet mission is to uncover the "truth behind the sham philosophy" by the Prophets of Kalistrade. He does so in a half-hidden devotion to Zohls, the empyreal lord of investigation, truth, and determination.

High Prophet's Sanctum

Made of magically enhanced marble, precious metals, and stunning gemstones, the High Prophet's Sanctum is an artificial island that stands apart from the rest of Kerse. Considered a sovereign territory, the island falls outside the laws of both Kerse and Druma. A host of Mercenary League veterans defend the island, contracted for life to protect the reigning high prophet from any threats.

Everlasting Palace: The center of the high prophet's power, the Everlasting Palace is a bastion of white marble, golden domes, and embedded gemstones the size of fists. High Prophet Keldor manages the Kalistocracy's worldly

affairs from within this palace, guarded by the most veteran members of the Mercenary League and a host of constructs powered by the souls of both prophets and Blackjackets from ages past. In the upper Dome of Communion, Kelldor maintains enchanted mirrors that link him with world leaders across Golarion. Kelldor routinely communes with these leaders, offering silken words and honeyed promises to ensure ongoing Drumish trade dominance.

Gems of Kalistrade: Five towers rise around the Everlasting Palace at the center of the High Prophet's Sanctum. These towers house many of Druma's most important historical relics, as well as documents dating back to the nation's founding. Each tower represents a different aspect of Druma's history: the Origin tower focuses on items relating to pre-founding Kellid relics and knowledge, while the Bonds tower houses everything relating to Druma's relationship with its dwarven neighbors. The ruby-studded tower of Purity remains the most guarded of these towers, as it houses historical relics and scrolls relating to the Kalistocracy's founding. The purposes of the other two towers are known only to the high prophet, and their doors remain rigorously monitored by Blackjacket patrols.

Immaculate Path: A single bridge connects the Everlasting Palace and the Gems of Kalistrade to the rest of Kerse. Vast fountains that glitter with purified water break up the central walkway, while golden statues of past high prophets and other important members of the Kalistocracy line the outer edges. Despite its open state, the bridge is believed to be one of the best-defended parts of the city, as many of the statues are known to be gold-plated war constructs of varying designs.

Outside the City

Kerse is a city without walls, though its nominal borders end at the rivers forking through it. The land beyond consists mostly of well-groomed sections of forest and vibrant open plains. The high prophet owns most of these territories, as an overt display of wealth and power. Still, some ancestral deeds and well-documented inheritances have led to some families maintaining estates just outside of Kerse's traditional city limits.

Ophidian Estate: As part of the ongoing feud between the Aspis Consortium and the Pathfinder Society, the Consortium recently made several inroads in Druma. A keen Consortium agent, Myrosype, has fostered a growing trade partnership between the Consortium and several notable prophets. While the Aspis Consortium has yet to induct a prophet into its ranks, Myrosype's arrangement positioned the organization to take possession of a manor on the outer edge of Kerse. Known as the Ophidian Estate, this building now acts as the business hub of all Aspis activities in Druma.

Trimmed Maze: Just beyond the open fields east of Kerse is a dense forested area, with trees so tightly packed

that it's nearly impossible to move between them. Only two openings allow entry into this natural maze of foliage and wood. Flowers and strong-scented fruit hang from the branches, and a path of rose petals leads wanderers through the correct route. Those who stray from the main path have reported strange sightings, including beast-like creatures growling from within the trees. Every few years, a dazed wanderer is lost and exits years later, despite having spent mere hours in the maze.



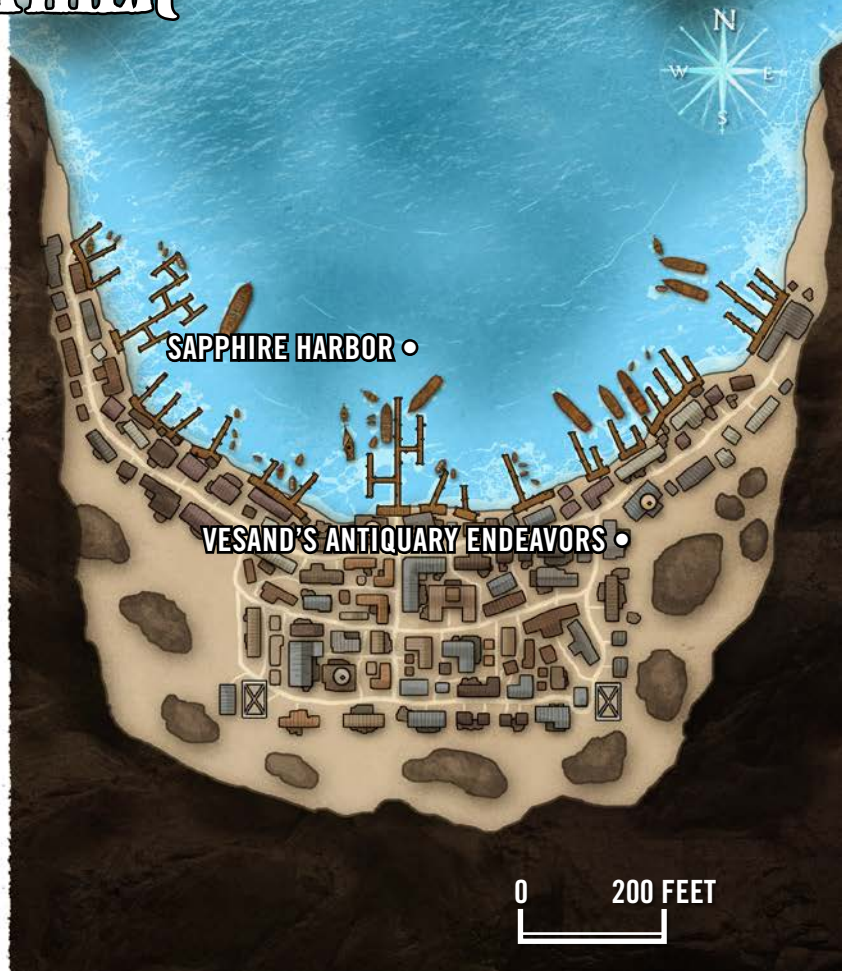
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DETMER



ARGENT REACH

Known to many as “Kalistrade’s Lands,” the northern regions of Druma were specifically noted by Kalistrade as being tracts that could serve as the foundation of a great nation. Today, the fields of Druma’s Argent Reach house some of the nation’s most important settlements, including the capital, Kerse, though that city is considered its own sovereign region by the codifiers of the Resplendent Bureaucracy.

The Argent Reach encompasses the length of the country’s shoreline along Lake Encarthan as well as sizable portions of territory to Druma’s west and east. To the northeast, the border towns of the Argent Reach and Kyonin maintain an uneasy peace, complicated by the somewhat tense history between the Kalistocrats and the elves. Conversely, Druma’s western borders remain something of a lax affair, despite the high prophet’s awareness of Molthune’s interests in annexing portions of the Kalistocracy. When considering these geographical factors, it is easy to see why the Argent Reach is vital to Druma’s influence in matters of international affairs.

Detmer

Detmer has long upheld a storied tradition of maritime construction. Some of the oldest archaeological finds of human ships around Lake Encarthan were discovered

within the cove where modern Detmer’s vast naval shipyards now lie. The original settlement of Detmer formed well before the founding of Absalom, consisting mostly of fishers and dwarven exiles from the sky citadels of Highhelm and Kraggodan. The settlement didn’t last, and a series of misfortunes forced its people to abandon the cove.

Thousands of years later, a Kalistocrat involved in the Promise of Kalistrade endeavor—a plan to quietly buy up dwarven assets and resources—convinced a dwarven partnership to reclaim Detmer. Though erosion during the intervening centuries had pushed the site back several hundred feet, the cove’s protection remained, and the dwarven engineers were eager to build on the naturally sheltered site. Several engineers from Kraggodan used techniques from their homeland as the basis for a system of complicated freight elevators that could easily move personnel and supplies from the cove up to the top of a nearby cliff, where a supporting “upper city” could be established. In the years after the Kerse Accord, the dwarves of Detmer honored the prophets’ part in ending the ongoing wars by carving an impressive image of the city’s founding prophet into the cliff face above the cove.

Since its second founding, Detmer has become the most important naval yard in all of Druma, and perhaps

in the entire Lake Encarthan region. Generations of dwarves have served in Detmer's shipyards where they've mastered the art of naval construction and repair, and over the past 3 centuries the city has made a concerted effort to attract aquatically inclined races including undines to assist in dock work. These efforts have begun to show dividends, as several hundred undines now call Detmer home.

Clifftop Auberge: The Clifftop Auberge is a welcoming rest stop just west of upper Detmer's city center. The building is constructed from warm, freshly lacquered redwood. The adjoining stables cater to those traveling the less-frequented land path that connects Druma to Eranmas in the nearby nation of Molthune. **Old Man Albus** (NG male venerable human expert 5/ fighter 2) owns and manages the auberge, supported by a handful of staff who are mostly children of the dock laborers in the cove's construction yards. Albus has spent his whole life in Detmer, though he's never visited the cove itself due to a debilitating fear of water. His establishment's rather niche accommodations means that it rarely makes a huge profit, but many believe Albus has a significant cache of wealth from some deal made in his distant past.

Conveyors: Detmer employs two massive, mechanically powered freight elevators capable of bearing hundreds of people or several tons of stacked cargo at a time. To traverse the steep cliff face, the elevators utilize a series of magically reinforced pulleys that can be controlled by either the station at the ground or the one at the cliffside level. Each elevator makes the 10-minute journey up or down every 2 hours, with each elevator moving in a different direction. Thick stone walls protect the upper length of the shaft, while the lower level remains unguarded—it's assumed that if the cove falls to a foreign aggressor, then the true value of the settlement has already been lost.

Sapphire Harbor: Named for the shimmering waters at the mouth of its cove, as well as the reflective gemstones that breach the stony surface along the inner edge of the cove's walls, the Sapphire Harbor is perhaps the best-defended naval outpost on Lake Encarthan. Docks jut out at regular intervals, and dozens of great naval vessels float in varying stages of construction or repair throughout the harbor. The irrepressible and always charming Shipmaster Zaboff tends to the ongoing rigors of managing the comings and goings of visiting ships. The gnome has spent the last hundred years at this post, staving off the Bleaching thanks to the surprisingly unpredictable rigors of managing Detmer's ongoing shipping schedule. His most arduous task is providing expedited support for the black-and-gold Mercenary League cutters that routinely return from skirmishes

DETMER

LN small city

Corruption +1; **Crime** +0; **Economy** +1; **Law** +3;
Lore +0; **Society** +5

Qualities construction hub, insular, prosperous, strategic location

Danger +5; **Disadvantages** overly dedicated

DEMOGRAPHICS

Government council

Population 8,200 (4,590 humans, 2,160 dwarves, 520 undines, 930 other)

NOTABLE NPCs

Chief Administrator Karleif (LN male human oracle^{APG} 6)

Eradi Vesand (NE female undine^{B2} alchemist^{APG} 2/rogue 2/occultist^{DA} 4)

Shipmaster Zaboff (N male venerable gnome expert 3/sorcerer 3)

MARKETPLACE

Base Value 6,000 gp; **Purchase Limit** 37,500 gp;

Spellcasting 6th

Minor Items 4d4; **Medium Items** 3d4; **Major Items** 1d6

SPECIAL QUALITIES

Construction Hub Detmer is the hub of Druma's naval might. Construction on the Mercenary League's cutters, the Kalistocracy's trade barges, and many other commissioned naval vessels occurs here. The protected and expansive docks make Detmer the most sought-after repair yard in the Lake Encarthan region. (*Law* +2, *increase base value* by 20%)

Overly Dedicated The sheer tenacity of Detmer's shipbuilders has resulted in an abundance of shipwrights and a dearth of merchants who might bring in trade and culture from other nations. (*Economy* -2)

Druma, Profit and Prophecy

Overview

The Lands of Druma

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with pirates and Razmiran faith barges sailing too close to Druma's shores.

Upper City Center: Though less committed to trade than other Drumish settlements, Detmer still maintains a brisk locale of open markets at the heart of its upper city. Under the watchful eye of the Resplendent Bureaucracy's governing halls, stalls and open buildings alike cater to the needs of those visiting Detmer. Vendors in the city center change routinely as ships undergo retrofitting and eventually depart, taking their crews and traveling merchants with them. Information and jobs are perhaps the upper city's most lucrative trade goods, with wealthy patrons and ship captains from across the realm searching the city center's taverns for crew members to go on lucrative expeditions or adventures around Lake Encarthan and beyond—even voyages to the infamous Isle of Terror, though rare are those who return from such expeditions.

Vesand's Sublime Antiquary Endeavors: Anyone who knows anything about Detmer always takes the time to stop by Eradi Vesand's Sublime Antiquary Endeavors. The office's proprietor, Eradi Vesand, maintains a business as varied as her talents. She collects goods and information from across the Inner Sea, subsequently finding those items new homes in exchange for raw currency. Her unscrupulous nature means that she accepts everything—including obviously evil-touched items and cursed objects if she believes they can be exchanged for gold or more expensive goods. Even simple rumors of hidden treasures are enough to pique Eradi's interest, and she regularly employs adventurers to venture out on missions across the Lake Encarthan region in search of potential relics, offering a third of the full payment up front.

Other Settlements

The Argent Reach is home to dozens of small thorps and villages, each of which supports a major trade route or specializes in a specific trade. Besides the construction yards of Detmer, the town of Twingate is the largest of Druma's northern settlements, not to mention one of the nation's more iconic stopping points for those seeking admittance into the Kalistocracy. Other smaller settlements support specific markets, with almost a dozen minor settlements relying solely on quarries and mining expeditions along the western plains.

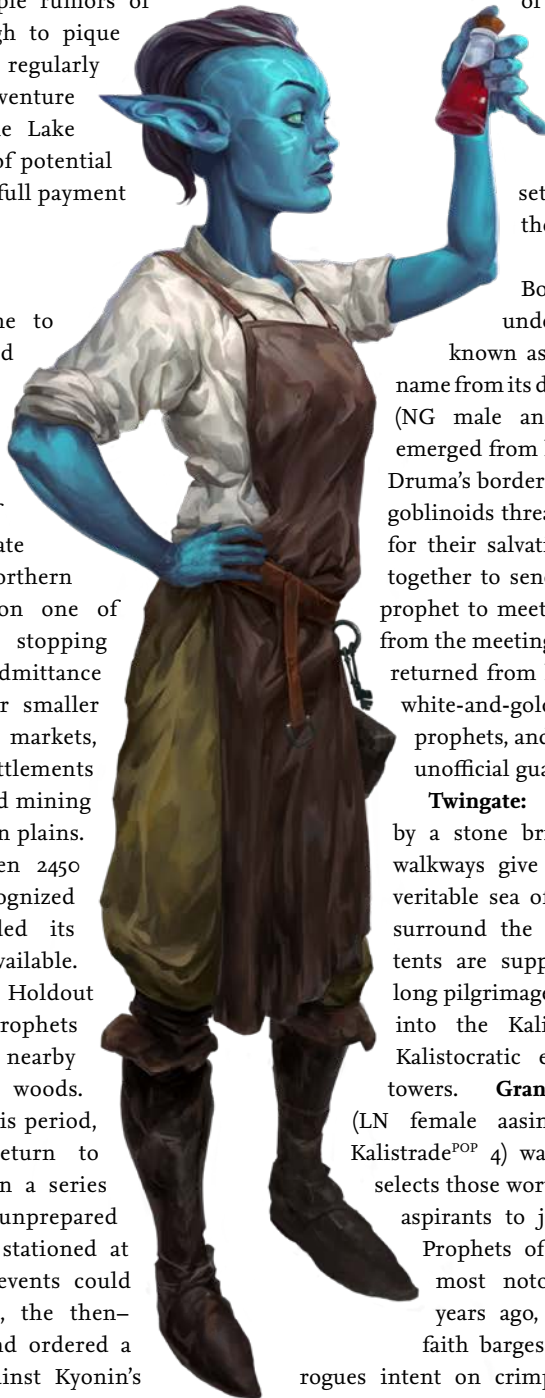
Cutter's Holdout: Between 2450 and 2632 AR, the recently recognized nation of Druma expanded its influence by every means available. The village of Cutter's Holdout came about from greedy prophets seeking to exploit the nearby Fierani Forest for precious woods. The town boomed during this period, but the elves' sudden return to Golarion quickly resulted in a series of decisive defeats for the unprepared Mercenary League soldiers stationed at this fringe colony. Before events could spill into outright warfare, the then-high prophet stepped in and ordered a cessation of aggression against Kyonin's

returning forces. Today, Cutter's Holdout endures as an odd village that numbers just under 200 souls who maintain a professed pride in residing within territory whose control both Druma and Kyonin routinely dispute. Despite this, the people of Cutter's Holdout maintain a cordial relationship with their nearest elven neighbors in the Kyonin settlement of Riverspire. The two communities routinely plant national flags on the opposing sides of the Endowhar River, along with assorted gift baskets for one another. Over a century ago, a group of demons slipped out of the nearby Tanglebriar, and a force of Mercenary League soldiers and Kyonin archers working in tandem ambushed the force before it could threaten either settlement, further cementing the towns' unorthodox alliance.

Matriculum's Charge:

Boasting a population of just under 500, the settlement formerly known as Hillsprung takes its current name from its draconic protector, **Matriculum** (NG male ancient occult dragon^{B5}), who emerged from his lair in the foothills west of Druma's border to fend off a host of displaced goblinoids threatening the town. In exchange for their salvation, the townspeople banded together to send letters petitioning the high prophet to meet with the dragon. What came from the meeting is unknown, but Matriculum returned from his visit to Kerse wearing the white-and-gold robes associated with the prophets, and he now serves as the village's unofficial guardian.

Twingate: Two stone towers linked by a stone bridge and ringed by wooden walkways give this settlement its name. A veritable sea of alabaster-white canvas tents surround the towers. Dwelling within the tents are supplicants who have made the long pilgrimage to Druma to seek admittance into the Kalistocracy by entreating the Kalistocratic elite who dwell within the towers. **Grand Prophet Shalebreetias** (LN female aasimar magus^{UM} 6/prophet of Kalistrade^{POP} 4) watches from her balcony and selects those worthy from among the tent city's aspirants to join the lowest ranks of the Prophets of Kalistrade. The settlement's most notorious incident occurred 12 years ago, when a group of Razmiran faith barges disgorged a host of brutish rogues intent on crimping the hopeful applicants.



Shalebreetias and her allies unleashed a savage assault of magic and steel that scattered the Razmirans and spared the settlement. Many aspirants viewed the event as a clear display of the Kalistocracy's might, though whispered conversations suggest the prophets won the battle only due to a distinct lack of magical healing available to the Razmiran force.

Sites of Interest

The wide fields of Druma's Argent Reach hide untold ruins and archaeological sites dating back to pre-dwarven Kellid civilization. Even older examples, some dating back to the Macridi Blade culture, can be found in the form of toppled stones and the occasional fragment of a stone wall. Following their emergence at the end of the Quest for Sky, the dwarves also established several colonies and outposts that were abandoned for one reason or another over the course of thousands of years.

Mourning Burrows: This ancient ruin was once a mass burial ground for the Kellids who dwelt in Druma before the emergence of the orcs. Honored and important dead are interred within the mounds, encased in stone coffins filled with mud that has since hardened to clay. Having little value to the dwarves or the Kalistocrats who came to control the region, the mounds were left alone as an archaeological oddity. In recent years, Razmiran insurgents, mostly consisting of survivors from a failed raid on Twingate, have taken residence within the mounds' interconnected tunnels. The Razmirans have yet to make any significant move against Druma since their arrival, likely a result of the repeated—not to mention bloody—changes in leadership that have occurred among their numbers. The latest change occurred when the previous leader believed to have discovered “the true Living God” dwelling deep beneath the burrows—a claim that has garnered interest from those outside the faith as well as within.

Old Detmer: The ruins of an old civilization can be found in the lake just a few miles northeast of Detmer. Known by locals as “Old Detmer,” this site is believed to be from the same strand of civilization as the Macridi Blade culture, though they developed more than 100 miles apart. Scattered standing stones and antimagic wards complicate exploration of the site, and only powerful diving equipment seems to be of any use in long-term exploration of the submerged ruins. Crude statues and spectral undead are known to inhabit the sunken city, though these monsters are only hostile toward explorers who try to desecrate or steal from the ruins.

Razghora's Camp: The most recent invasion of Molthune and Nirmathas—and subsequent rout of the hobgoblin-led Ironfang Legion—have led to

inordinate numbers of displaced goblinoids not seen since the end of the Isgeri Goblinblood wars. The warlord **Razghora** (CN male hobgoblin inquisitor^{APG} 9) is responsible for bringing together the largest group within Druma's borders. Although his goblinoid band seemed poised to pillage the western reaches not long ago, the timely intervention of the prophet **Alestria** (LN female human psychic^{OA} 10/prophet of Kalistrade^{POP} 2) stopped any attack. Alestria's skilled negotiations achieved little, so she instead chose to psychically dominate Razghora. Now secretly under the command of Alestria, the hobgoblins guard the border against any possible Molthuni aggression, acting as intermediaries to mitigate the risk of bringing Druma into a full-scale war. The hobgoblins seem content with this arrangement, happy to dissuade Molthuni raiders from crossing the border, looting the corpses of any who fail to heed their warnings.

The Jailed Emergence: This sinkhole in otherwise pristine open fields leads straight down into the depths of the Darklands. A set of stout stone towers surrounds the hole, though their defenses face inward rather than out. Public perception is that the site is one of the original emergence points used by the orcs during their first surface arrival during the Age of Darkness and that the Mercenary League guards the location so other subterranean monsters can't use it to do the same. The hole descends far deeper than the upper Darklands of Nar-Voth, reaching well into the second layer of Sekamina and ending only a short distance from the drow settlement of Giratayn. A conglomerate of prophets supports funding for the protective walls, though their reasons are far from altruistic—the same prophets each maintain hidden ties with the Darklands elves, offering slaves in the form of mercantile or religious enemies in exchange for drow-crafted arms and magical items.

Vault of the Impostor Goblin: Newly inducted members of the Kalistocracy believe this to be a fictitious site spoken about by prophets as a form of hazing. Regardless of belief, the looming edifice in Druma's western fields does exist. Covered in crude graffiti and carvings that display almost comical images of goblins, the vault has a single stone entryway that connects to a larger complex below. Records report that the vault belonged to an old prophet alleged to have been revealed as a goblin sorcerer of previously unheard intellect. Following the sudden unveiling by Kalistocrat peers, this purported goblin retreated into the vault complex, never to be heard from again. Some believe the tales to be exaggerations, and that the interior is merely one of Druma's traditional burial vaults. Others believe the site to be a corrupted version of Kalistrade's vision of the afterlife: a vision changed by a goblin's views of the prophecies.

Druma, Profit and Prophecy

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PROPHET'S HOME



RHUZAM

Once a stronghold of dwarven occupation beyond the Five Kings Mountains, Rhuzam has evolved into a fiercely loyal region within Druma. The area takes its name from the old dwarven provincial title it once held in the days when it was ruled by Five Kings Mountains. The presence of the settlement Prophet's Home and the mercenaries who train here make Rhuzam, despite its open plains, the second best-guarded and patrolled region within the nation, after Kerse. The lack of crime and the presence of well-trodden trade paths has encouraged renewed growth, and dozens of small villages have established themselves over the past 3 centuries. Along with these newfound settlements, ancient dwarven and Kellid ruins are scattered throughout Rhuzam, hidden within and under the plains.

Prophet's Home

Prophet's Home is among Druma's best-defended settlements and is Rhuzam's undisputed regional capital. Guarded by an army of Mercenary League soldiers, the city doubles as the training ground for the internationally renowned Blackjackets. While the Mercenary League maintains its primary headquarters in Kerse, their agents train and study within the walls of Prophet's Home, a city divided between a vast military machine and a more traditional settlement.

A stout stone wall runs around the edge of Prophet's Home, and the city is physically divided into two halves. Between the two sides, at the center of the walls, lies the immense fortress of Thousand Shields, which acts as the Mercenary League's ultimate citadel. Those among the Prophets of Kalistrade who stationed or living within Prophet's Home rent wings of the immense fortress, living under the watchful eyes of their Mercenary League protectors while otherwise concerning themselves with mercantile matters.

Cadarabi Villa: Once a decrepit building in danger of repossession by the local civic authorities, the Cadarabi Villa was one of the first structures within Prophet's Home to be owned by a Kalistocrat. The recent purchase of the site by Prophet Nishitani Mihari led to a stunning renovation that's turned the building into a local tourist attraction. Nishitani, an immigrant from distant Po Li, takes great pride in the structure's restoration and modifications, bringing it a distinctly Tien aesthetic. Nishitani takes a personal role in villa tours, welcoming visitors, showing them the changes to the villa, and giving a primer on his own homeland. What he neglects to mention is his former ties to Po Li's oracular council and a stunning discovery that forced him to flee his homeland.

Muster Grounds: Dozens of communal barracks and mess halls fill the military partition of Prophet's Home's.

Each building caters to a different cadre of aspirants who seek to join one of the most prestigious military organizations in Golarion. The closer the structure is located to Thousand Shields, the higher ranked the aspirant. Those buildings located closest to the central fortress house actual Mercenary League members on assignment to Prophet's Home or undergoing specialized training. Following High Prophet Kelldor's recent "Edict of Preparation," the ranks of soldiers training on the grounds have swelled in number, with some trainees run to the point of collapse or even death. The current scuttlebutt around the grounds is the ongoing return of soldiers stationed outside Druma for specialized combat training. Aspirants visiting the city's civic partition for scheduled leave have also discussed a rash of disappearing corpses, universally from failed aspirants. Rumors have spread indicating that some believe the School of the Arcane is collecting these bodies.

Prolec Arms and Armor: Owner of the only smithy within Prophet's Home that is not owned by the Mercenary League, **Andrei Prolec** (NG male old human expert 5) has plied his craft for the past 3 decades, training under his uncle before taking over the family business. Unlike his uncle, Andrei maintains discreet ties with dissidents in Druma's southern foothills, and forges weapons for them in the visually distinct style of the Macridi Blade culture that the southerners have taken as inspiration. Andrei has also kept his ears open for rumors about the recent increase in Mercenary League recruitment, concerned that the league might be secretly massing for a strike against his allies in the south.

School of the Arcane: Known colloquially as "the Scar," this blackened tower stands atop Thousand Shields. Ostensibly used for training the Mercenary League's relatively small cadre of attached spellcaster support, the tower currently acts as the personal testing grounds of the Respected Magistram Yhule Vadat. The half-elf first came to the attention of the Mercenary League when she was caught on Lake Encarthan, fleeing from Ustalav aboard a smuggler's ship bound for Thronestep. Vadat found sanctuary with the league after relating her exploration of the Whispering Tyrant's old capital of Adorak. Whatever she found within those ruins led the Mercenary League to provide her with a tower for her studies, which the high marshal and several prophets maintain a keen interest in.

Thousand Shields: This fortress of reflective white stone shines in the sun, catching the eyes of citizens throughout the city. The seat of the Mercenary League's military might on Golarion, Thousand Shields is named for the several hundred shields embedded along the fortress' outer frame; each shield

PROPHET'S HOME

LN small city

Corruption +1; **Crime** +0; **Economy** +3; **Law** +3;

Lore +2; **Society** +1

Qualities insular, magically attuned, prosperous, strategic location

Danger +5

DEMOGRAPHICS

Government military

Population 6,900 (4,830 humans, 1,380 dwarves, 690 other)

NOTABLE NPCs

High Marshal Randalson (LE female dwarf fighter 7/stalwart defender^{APG} 5)

Prophet Nishitani Mihari (LN male human oracle^{APG} 8)

Respected Magistram Yhule Vadat (N female half-elf arcanist^{ACG} 10)

MARKETPLACE

Base Value 6,600 gp; **Purchase Limit** 42,500 gp;

Spellcasting 8th

Minor Items 4d4; **Medium Items** 3d4; **Major**

Items 1d6

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having belonged to a Mercenary League member or a famous hero from Druma's past. While Blackjackets forgo the use of shields in their standard training, many keep such implements in their ownership, hoping that their actions in life will earn their vanity shield a place upon the walls. High Marshal Randalson is a cunning dwarven woman who's managed the Mercenary League's rigorous training regimen for the past half century. Under her guidance, the league has expanded its membership and provided protection to more prophets than at any point in its past. While Randalson's successes are lauded in Kerse, southern dissidents call out her brutal training regime as also being responsible for the highest death toll among Mercenary League aspirants.

Other Settlements

Rhuzam is a mix of locales, some of which date back to dwarven occupation, while others are newer villages. Trade paths crisscross the region, allowing easy access between these sites.

Gulshire: Far from the prying eyes of larger settlements and the estates of reclusive prophets, the hamlet of Gulshire is renowned among Druma's social elite. A few scattered buildings surrounding a series of fenced enclosures make up the settlement, which relies on regular deliveries for food and other essentials. The long waiting list to become one of Gulshire's suppliers is a result of the hamlet's sole focus: the breeding and training of a host of ostentatious animals, from the majestic bacallias and

reptilian keulia to the social tauhoti (see page 62). Gulshire's animal handlers are considered the most skilled in Druma. The prophets and socialites who supply the town with essential goods aren't guaranteed one of Gulshire's immaculately groomed animals, but instead receive a small discount and a higher lottery chance to attend events when sales decisions are made. Would-be buyers are brought in small groups at strictly appointed times, with Gulshire's handlers personally deciding who is allowed first pick of the available animals; creatures that have been previously displayed or who have won accolades at exclusive competitions periodically appear among the livestock, and are the hotly desired prize. Still, the chance to receive any of Gulshire's prestigious animals is reason enough for prophets to cover the yearly food and resource costs of the settlement.

Lyperro: Located near the Five Kings Mountains, the village of Lyperro sits just north of the Great Goldpan River. From dawn until dusk, scores of

young children rush to the shores of the nearby river with metal pans in the hopes of finding some of the river's legendary golden ore. While discoveries remain exceedingly rare, those who do come across such treasures are approached by agents of prophet **Olastia Vihn** (LN female human rogue 7) who owns a remote manse in the plains north of the village. Olastia and her family have spent the last four generations collecting any gold they can find from the river, placing it in a vault in their estate. Far beyond the collection of material wealth, Olastia instead seeks to reconstitute the destroyed armor of her great-great-grandfather as part of a generation-spanning oath to the deceased patriarch. What Olastia doesn't know is that she's reconstituting more than an impressive set of armor, for her ancestor opted to eschew the traditional Kalistocrat's death and performed a ritual to transform into a graveknight!

Peddlegate: Founded in the years following the Kerse Accord, the Silver Bat Mines were one of the earliest and most lucrative ventures between the dwarves of the Five Kings Mountains and the humans of Druma. The profits earned from the mines, which are named for the metallic dust-coated vermin who make their home within the ever-expanding network of shafts, funded the arming of the Mercenary League. It came as a sudden shock when the mines ran dry, but neither the Drumish people nor the resident dwarves saw reason to leave. The stockpiles of ore they'd accumulated would take centuries to properly process. Building a settlement around the dry mines, the dwarves and humans coined the name "Peddlegate" for the site, where members of both nations could come and peddle their wares.

Today, Peddlegate is the official embassy between Druma and the Five Kings Mountains. Representatives from various Sky Citadels and other dwarven enclaves inhabit the upper reaches of the old mines, convert them into forges and living quarters, and hire well-armed and experienced adventurers to clear out deeper shafts for future expansions. The remaining citizens inhabit the surface reaches of the settlement, which has developed spires and manses worthy of the nation's most influential Kalistocrats. Several notable prophets maintain temporary homes within Peddlegate for trade negotiations with influential merchants from the Five Kings Mountains.



Sites of Interest

Rhuzam saw much dwarven expansionism following the Quest for Sky. Today, dwarven ruins and markers are plentiful, as are ancient Kellid sites from before the dwarves' arrival. The abundance of open terrain here isolates some of Druma's private and austere locales, and prophets purchase land here for their less public endeavors.

Ashen Bulwark: Around 350 years ago, in a dark period for the Five Kings Mountains, theocrat Ordrik Talhirk seized the nation and converted it to the veneration of Droskar, the dwarven deity of toil. As a result, many dwarves fled their ancestral homeland and settled in Druma, but Talhirk refused to let such a slight go unpunished. The theocrat ordered the construction of an immense stone fortress just past the borders between the two kingdoms, a clear affront and sign of aggression to Druma. The high prophet and Mercenary League commanders were astonished by the speed with which the edifice arose, but before any offensive could be mounted, Druma's leadership decided an attack against the structure would be a waste. Decades later, Talhirk's theocracy fell apart, and his loyal troops abandoned the fortress they'd come to know as the Ashen Bulwark. The immense black-gray edifice has remained untouched since.

Folly of the Feast: Druids know the dreaded site called Folly of the Feast, one of the earliest orc settlements. After their emergence ahead of the dwarven Quest for Sky, orcs delighted in terrorizing the Kellid people who sheltered in the long darkness that followed Earthfall. Driven by their shamans, the orcs rounded up 782 Kellids from the surrounding lands and brought them to the heart of a temporary settlement as part of a grand sacrifice to Nulgreth, the orc demigod of blood. What the orcs did not realize was the Kellids had equally vicious tendencies, and they had allowed many of their number to be captured as part of a greater plan. As Kellid blood mixed with the soil, the lands rose up, and spikes of hardened clay and stone shot up from the ground to impale the blood-drunk orcs. The ominous land of stone spikes and eerily preserved orc skeletons remains to this day, and many believe the site bears the presence of powerful ancient Kellid spirits who can be communed with using the correct magical rites.

Grand Grounds of the Splendid Statuary: Both a display of talent and a showroom for sales, this immense estate attracts viewers from across the nation and beyond. Statues of all descriptions fill the outer buildings of the estate, ever ready for presentation and sale to interested buyers. While most of these are simply the result of diligent crafting, the greatest incorporate magic into the construction process, lending the constructs minor animation or

even the ability to respond to commands. **Prophet Jurgan Khrest** (LN male dwarf expert 5/prophet of Kalistrade^{POP} 3) owns the estate and hires sculptors and spellcasters from across the Inner Sea region to supply him with the best creations their minds can come up with. Though Khrest's works bring in many potential buyers, the dwarf's operations have hit a rough patch, and sales no longer match the expense of hiring the caliber of crafters he's used to. In order to compensate for this recent drop in profits, Jurgan recently authorized the installation of remote scrying sensors into his statues. He plans to use these sensors to discover the secrets and weaknesses of fellow prophets, secrets he can promptly resell to other interested parties.

Torch Orchard: This stunning retreat spans a small section of land across the edge of the Profit's Flow river, just north of the Palakar Forest. Admittance into the site requires special permission that is only gained from repeated visits to Kerse's famous Aerie Club. The Torch Orchard's structures have distinctly Galtan-style construction, while the vineyards are thought to produce only mediocre wines. Beneath the veneer of tempered extravagance, however, the Torch Orchard's true purpose is as a meeting site for followers of Mephistopheles, the archdevil of contracts and secrets. The Aerie Club venerates the archdevil and uses its influence to subvert other prophets to their cause; with each passing season, they lure more members of the Kalistocracy into their fold. The Torch Orchard hides the worst of this growing cult's actions. The group's latest endeavors include calling fiendish allies to assist in their ongoing efforts to subvert the Prophecies of Kalistrade and the reigning Kalistocracy.

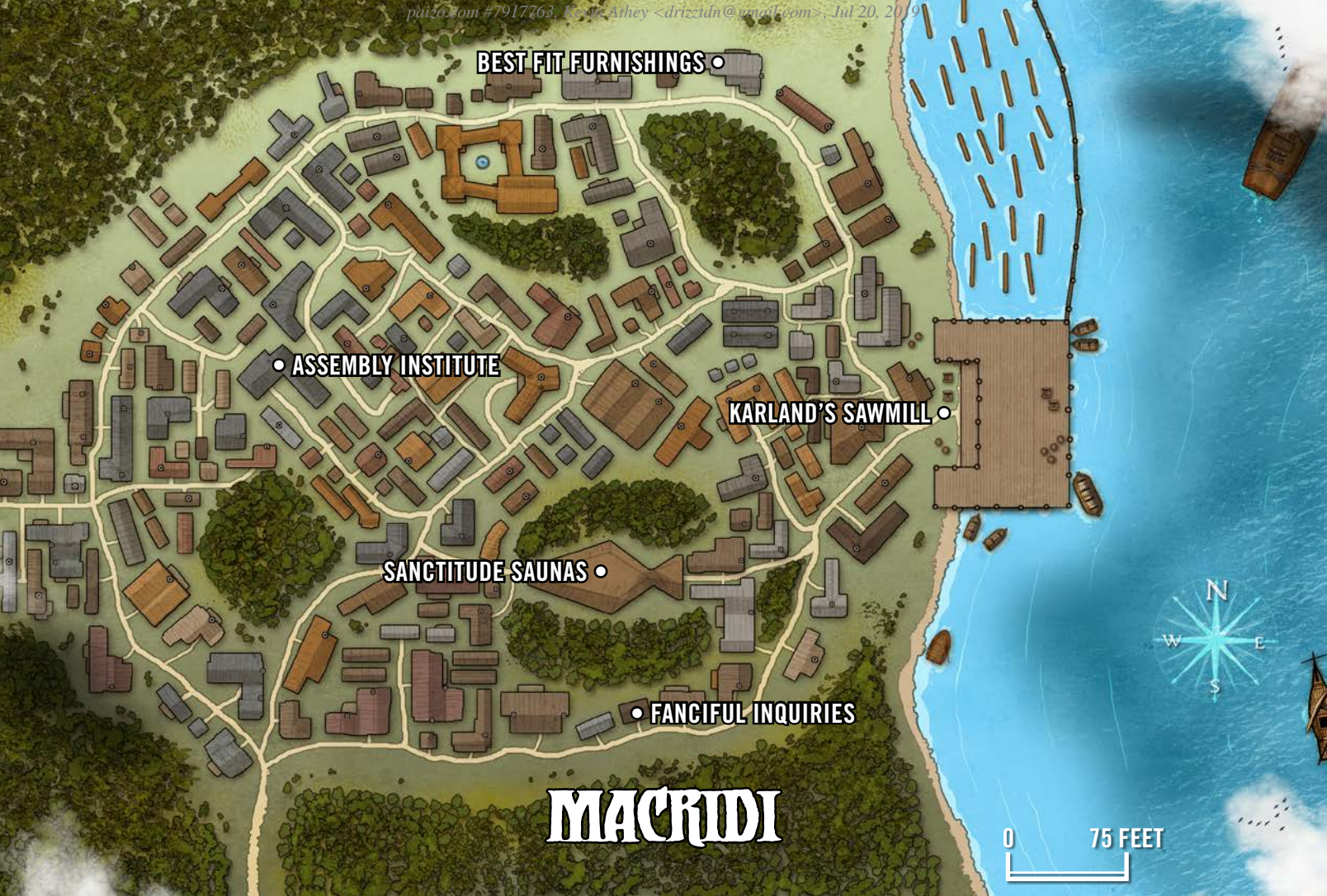
Vault of the Forgotten Prophet: Many prophets follow Kalistrade's teaching to a rigid standard, including eventual interment in a well-protected vault complex. While some prophets rely on reputation and skilled architects to protect their personal afterlife, others rely on secrecy. Hidden somewhere under the plains of western Druma, the Vault of the Forgotten Prophet is the only name given to the site that houses the vault of one of Druma's oldest prophets. Covered with a magical landscape that makes it invisible to outside detection, the only reliable way to access the vault is potent teleportation magic. Only a single landing chamber intended for emergency maintenance remains accessible, as the rest of the compound is warded against magical intrusions. A breadcrumb path of information beginning in the libraries of Kerse and ending with a painting owned by the ruler of distant Goka is the only hope one might have of uncovering the sole route into this now-forgotten complex.

**Druma, Profit
and Prophecy**

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PALAKAR FOREST

The mighty Palakar Forest spreads across Druma's center, having stoically endured the events of Earthfall and the ensuing dwarven occupation. A variety of fey dwell within the forest, with three distinct courts occupying unofficial subregions naturally carved from the Profit's Flow and Great Goldpan River. Only the Charcoal Wars of the distant Age of Anguish threatened the forest. This was a time when the dwarves lost their ordered temperament while negotiating with Palakar's native fey populace and burned much of the forest in a war that cost both sides dearly. Signs of the conflict remain visible today deep beneath the fertile soil, with the charred and burned husks of many trees forming a dark stratum in the earth. Other stories come from these woods, reminding outsiders not to trifle with Palakar's defenders, as well as reminding the fey of the consequences of battling the outside world.

Macridi

The town of Macridi stands at the center of Palakar Forest, at the confluence of the Great Goldpan River and the Prophet's Flow. Long held to be one of the oldest settled regions in Druma, Macridi is reputed for archaeological digs that have uncovered the remains of an ancient pre-Earthfall Kellid culture archaeologists and historians refer to as the Macridi

Blade culture. The modern Macridi settlement is dedicated to three major endeavors: crafts, logging, and trading. Wood of varying qualities is carefully harvested from the surrounding forest, manufactured into a dizzying assortment of goods by skilled Macridi artisans, and traded along the adjacent rivers.

Long-term agreements with the three fey courts that surround Macridi, known as the "Oath of Everlasting Friendship," ensures the town continues to thrive. The oath builds off previous treaties agreed to by Druma's older Kellid populace and the dwarves that followed. By performing only the most conservative of logging and agreeing to replant trees as directed, the workers of Macridi maintain surprisingly good relations with the nearby fey, who even work alongside the laborers to decide on the best trees and resources to pick from the surrounding area. This relationship sits well with the settlement's logging moguls, all members of the Kalistocracy, who recognize how the arrangement matches the more conservative tenets of the Prophecies of Kalistrade.

Assembly Institute: Silver filigree lines the outer walls of this otherwise utilitarian multi-level stone building. Inside, prophets and blackjackets alike participate in intensive training to work alongside one another. Blackjackets study the prophets daily to anticipate needs and commands, as well as the

potential actions of rival prophets. Conversely, prophets learn when to defer to Mercenary League soldiers in matters of personal protection and combat tactics. While originally established in Macridi to avoid cosmopolitan influences, the presence of Palakar's more capricious fey has led to several unexpected "learning opportunities" between paired blackjackets and prophets. Occasionally the fey go too far in these pranks, and the city hires adventurers to handle the situation and maintain the ongoing accord between Macridi and the fey.

Best Fit Furnishings: The deaf elven carpenter **Pheyess** (N male elf sorcerer 5) works late nights in this shop to craft the Inner Sea's most exquisite darkwood furniture. Demand has long outstretched Pheyess' capabilities, and the elf suffers under the strain of both keeping up with his clients and ensuring impeccable quality. He hired assistants several months ago to help, but an imperfection in a recent delivery led a Kerse prophet to demand an expensive replacement order. While Pheyess struggles to make amends, the prophet has dispatched a group of mercenaries to ensure the elf meets his quota.

Fanciful Inquiries: In a city surrounded by fey, the people blame the fey for their woes. The most serious claimants bring their concerns to Fanciful Inquiries. **Sorzmig Koob** (CN female gnome rogue 3/sorcerer 3) acts as the organization's intermediary with local fey courts, navigating the mutable attitudes of each court to solve mysteries. The cost of an investigation is astounding, but many of Macridi's wealthy open investigations only to eventually find a mundane cause for their grievance. Because of these costs, Fanciful Inquiries recognizes that many of Macridi's citizens will hire adventurers at a cheaper rate. This sits well enough with Sorzmig and her associates, who offer their services on retainer to adventurers who need guides into the nearby forest.

Karland's Sawmill: Resting along Macridi's eastern edge, the Karland Sawmill remains one of Macridi's most iconic sites. The mill accepts only enough trees to maintain a single work shift that runs from dawn until dusk. In evening and nighttime hours, loggers in southern Palakar place magical lights on felled trees and transport them to the Profit's Flow. The mill's late-night crew then collects the glowing trees. This efficient combination of collection and processing ensures that while the mill isn't processing trees at all hours, the staff remain vigilant. Recently, the mill's owner, prophet **Danum Karland** (LN male human expert 2/ranger 4), has considered reaching out to new arrivals for help with a growing problem: the mill staff has uncovered several drowned bodies, both locals and fey, tied to the bottom of the lumber arriving from upstream.

MACRIDI

LN large town

Corruption +0; **Crime** -1; **Economy** +2; **Law** +1; **Lore** +0;
Society +0

Qualities insular, prosperous, strategic location

Danger +5

DEMOGRAPHICS

Government autocracy

Population 3,200 (1,920 humans, 544 dwarves, 320 half-elves, 416 other)

NOTABLE NPCs

Danum Karland (LN male human expert 2/ranger 4)

Pheyess (N male elf sorcerer 5)

Sorzmig Koob (CN female gnome rogue 3/sorcerer 3)

MARKETPLACE

Base Value 2,800 gp; **Purchase Limit** 15,000 gp;

Spellcasting 5th

Minor Items 3d4; **Medium Items** 2d4; **Major Items** 1d4

Sanctitude Saunas: This communal structure consists of a series of public and private chambers intended for relaxation and spiritual cleanliness. The steam and heat from magically-powered springs blast onto heated coals, with each room divided by glass bricks thick enough to obscure vision. Prophets can enjoy the private rooms for prolonged periods, and frequent sessions are considered a display of personal piety. Local workers can freely come and go from larger communal chambers which are funded by the prophets. Many outsiders incorrectly view the prophet-funded portions of the saunas as charity, but in truth the prophets recognize the importance of offering amenities to Macridi's workers in order to maintain the settlement's distinguished quality of goods and labor. The saunas also provide a unique local attraction for visitors who are weary from the road, as well as an opportunity to meet locals and gossip about the latest news and rumors.

Other Settlements

The most concentrated populations in the forest, beyond the Druman settlement of Macridi, are Palakar's three distinct fey courts. Other permanent settlements within the forest are difficult to sustain, and misunderstandings between fey and non-fey have led to the disappearance of more than one would-be hamlet. Today, mutually agreed-upon and non-permanent logging camps remain the only accepted settled spaces beyond Macridi.

Cedar Court: Notable home of Palakar's dryad population, this fey court is less of a true settlement than a congregation of the oldest dryads' trees. The most reclusive of all the fey courts, the Cedar Court resides somewhere deep within northwestern Palakar.

Druma, Profit and Prophecy

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Ryauhm (NG male advanced dryad druid 9) is one of Palakar's oldest residents, and it's believed that he can trace his tree's lineage back to a time before Palakar existed. The elder dryad has become a leader among the chaotic dryads, and under his influence the dryads of Palakar came together to join the Oath of Everlasting Friendship.

Recently, a foul flaking rot has taken hold of several trees within the forest, the same taint that overtook Reiver's Right, though within the Cedar Court only Ryauhm's tree shows any sign of infection. While many dryads worry for their leader's health and desperately

seek some means to remove the disease, outsiders worry about the impact of Ryauhm's death and what unknown elements might replace his stabilizing influence should he perish.

Court of Endless Revelry: The satyrs of eastern Palakar dwell in scattered bands that roam in search of enjoyment. Over several hundred years, many of these satyr bands have merged together to form the closest thing to an official court for Palakar's satyr populace—the so-called Court of Endless Revelry. Tracking this ever-moving party is almost impossible, save for the raucous sounds that can be heard from miles away and the visual assault as the roaming mob approaches. Those confronted by the revelry have two options: quickly get out of the way or join in the fun! Though satyrs make up the majority of the moving celebration, they are so enraptured with their joyous travels that they allow almost any non-hostile creature to join them. The Endless Revelry lacks any centralized leadership; its movements through Palakar result from shouts of "Hey, this way!" by a drunken, stumbling satyr. Luckily for the rest of the forest, the division of the Profit's Flow and Great Goldpan River contains the ongoing celebrations and prevents it from spilling into the courts of other fey. Many satyrs have foolishly attempted to cross the river in displays of alcohol-fueled bravado, only to tumble down the river and end up miles from the festivity, albeit with a good story to tell!

Court of Seasons: While the dryads of Palakar remain reclusive but open to negotiations, and the satyrs act as a jubilant force of nature, the nymphs of southern Palakar actively dissuade others from entering their domain without explicit permission. As part of joining the Oath of Everlasting Friendship, the nymphs offered a small section of Palakar to Macridi's loggers, but firmly refused to have any dealings with the other fey. **Cyrella** (CN female advanced nymph rogue 7) presides over the oldest nymph family within southern Palakar. She maintains a great glade of rocks, rushing water, and sturdy trees that acts as the seat of the nymphs' realm—the Court of Seasons. Presiding mothers from nearly two dozen nymph families meet at this site each season to discuss ongoing events of concern in the forest. Most of these discussions are detailed and scandalous descriptions of interactions



with those who intrude upon southern Palakar. In most cases, the nymphs merely gently steer wanderers away, but in other circumstances they permanently blind the worst intruders—particularly when it comes to lecherous satyrs who cross from their court into this region.

Logging Camp: Macridi business ventures maintain over a dozen logging encampments within Palakar. Groups of 30 to 60 workers inhabit these camps, each based around one or two permanent structures and a handful of buildings that can be moved depending on the needs of the crew. Sanick's Point resides along the southern edge of western Palakar and is the prime producer of darkwood logs that flow down to Macridi's mill. Fort Redstone rests firmly within the satyrs' realm and, despite firm stone walls around the encampment, the presiding prophet has sought out Alkenstari firearms to dissuade drunken satyr celebrations. Axefall is famous among workers seeking their first assignment due to its location within southern Palakar, due to a plethora of stories that are more wishful thinking than reality— young and aspiring lumberjacks come to Axefall in hopes of meeting (and seducing) the fabled nymphs, though such pairings are all but unheard of due to the nymphs' resentment of the tree-felling operations within their domain.

Sites of Interest

The dizzyingly tall trees of Palakar Forest conceal secrets dating back to Earthfall and before. All manner of hidden discoveries await adventurers within Palakar, though most relate to one of three historical inhabitants: the Kellids of the Macridi Blade culture, the remains of dwarven incursions, and the personal domains of fey.

Desolation Blade Mounds: These auspicious mounds of hardened clay rise up from the ground just north of the Profit's Flow, near the western edge of Palakar. Spread out over miles of land, archaeologists and historians first confused them for mounds belonging to the Macridi Blade culture, only to uncover several differences that indicated a different subset of Kellid civilization. While a full investigation has yet to take place due to ongoing negotiations with the dryads, those who've seen the mounds have returned with magical serrated flint knives and stone markers bearing the symbol of a pale hand and a blackened blade.

Pulgari Estate: The Pulgari Estate (*Pathfinder Campaign Setting: Heaven Unleashed* 12) rests within the depths of Palakar Forest and stands atop the site of an ancient portal to Hell left over from Asmodeus and his time aiding the other deities against Rovagug. An entrepreneur from Macridi named Bridden Pulgari

constructed his mansion in the hopes of contacting the archdevil Mammon, to whom he was sworn. Instead, the ritual failed, and the portal consigned Bridden to an unsavory fate. Bridden's meddling left the portal to Hell open, however, attracting attention from both the heavens and Palakar's native fey. The gate archon Ambithas (*Pathfinder RPG Bestiary* 535) has devoted itself to guarding the site, along with a host of local fey who refuse to allow the portal to be used for ill effect.

Reiver's Right: The most recent Macridi logging encampment to suddenly stop reporting in, Reiver's Right was once a boisterous community of over 50 inhabitants. Explorers who sought to discern the encampment's fate reported no sign of the workers, but that oddly shaped trees had emerged in strange places, and the few buildings that once belonged to the loggers seemed placed in a manner that doesn't account for the tree's presence. The nature of these trees is far more insidious than one would think: the trees are several of the community's former inhabitants. A malicious forest blight (*Pathfinder RPG Bestiary* 641) used its lignification to transform the settlement's inhabitants and now uses its *hallucinatory terrain* power to mask the decrepit and rotting nature of the buildings. The blight is recently formed, a conjuration by druids who were hired by a secretive prophet, but has so far consumed three of Palakar's logging camps. The blight seeks to destabilize the nearby fey and consume their realms one-by-one. It waits in Reiver's Right for now, biding its time and preparing to assault other outposts and convert local plants to its destructive cause.

The Tearways: The agreements between the fey and the people of Druma are thought to be of mutual benefit, though the fey have a secret reason for keeping the involvement of outsiders contained. The Tearways, known only to the oldest fey of Palakar, are rips in the fabric of reality that open temporary portals into the First World, the primal home of the fey. Travelers through Palakar can stumble into a Tearway unaware and end up trapped in the First World without any means to return. Despite the danger these portals present, the fey keep their presence a secret—the forest's fey accept that these disappearances may be unjustly blamed on them, but they would rather accept these wrongful accusations than allow the Kalistocrats to exploit these temporary portals. The eldest of Palakar's fey, the dryad Ryauh, has also recognized a connection between the frequency of these tears and the logging that occurs within the region. Were the Oath of Everlasting Friendship to end and a greater exploitation of the forest begin, it could spell disaster for Palakar's residents, or even create a permanent portal to the First World.

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PETITIONER'S PORT



KAHLEHLIN

Most often described by Drumans as simply the Southern Hills, Druma's southlands are referred to in the records of the Resplendent Bureaucracy by their former dwarven title, Kahlehlín, or the "Southern Metal Hills," a reference to the abundance of mineral wealth found there. The dwarves of the Five Kings Mountains never exploited these resources and established mines only a short time before the Kerse Accord granted Druma independence. Dwarven-engineered mines remain in use to this day and are a regular sight for adventurers and merchants alike who travel paths through the dry hills.

Brigands, freedom fighters, and renegades hide within this treacherous and rocky terrain. Those disenfranchised by the Kalistocracy come south to find a place far from the prophets. In an odd sort of duality, the south also houses the settlement most notorious for admitting newcomers and putting them on the path of prophecy.

Petitioner's Port

Petitioner's Port rests at the mouth of the Profit's Flow and connects to the rest of Druma by riverboat services and well-worn trade paths. The port has existed for six centuries, though its history as an important site dates to Taldor's Armies of Exploration, when the port was

a military fort established in case Taldan aggression spilled over from Isgar. The port town has always existed on the fringes of Drumish society and has a small population. Locals believed the death of Aroden would bring an influx of new adherents to the region and increase the port's prominence, but the hasty construction of Alabastrine (see page 52) quashed those hopes.

Today, Petitioner's Port continues to be the southern gateway to Druma, and it receives regular travelers from Isgar and nations further away. Riverboats routinely travel the Profit's Flow down to Kerse and back, with stops in Macridi. Roads and paths connect the port to Palakar Forest, the mining settlements of the south, and even northern settlements like Detmer and Matriculum's Charge. The Path of Commencement, intended for those travelling into Druma by way of Isgar, leads southwest into the nearby mountains. The closest foreign settlement to Petitioner's Port is the Isgeri town of Dustpaw, and the two have remained steady trade partners over the years.

Petitioner's Port is one of Druma's less ostentatious locales, with buildings constructed from hearty redwood harvested near Macridi. The town is clustered around the northern edge of the Profit's Flow, and the source of the river is an impressive waterfall that emerges from the mouth of a Dwarven aristocrat

carved into the side of the distant mountains. Sturdy wooden docks jut out at all angles to support riverboats of varying size and design. Above the town, on an escarpment that grants a stunning view, is the Executive Seat, which houses the port's assigned governor and aides from the Resplendent Bureaucracy.

The Executive Seat: This stone edifice looms above Petitioner's Port from its high position northwest of the settlement. **Chief Administrator Wurnbrandt** (LN male dwarf wizard 5) presides over the necessary governance of Petitioner's Port from within the building, attended by a staff of two dozen archivists and clerks. The Executive Seat acts as both a seat of governance and a seat of judgement, as Wurnbrandt also attends to the settlement's sporadic judiciary needs. The no-nonsense dwarf is a self-described "lifelong servant of the Resplendent Bureaucracy" and takes his post extremely seriously. Extensive vaults under the Executive Seat contain archives filled with records from past generations. Most of these records are from immigrants applying for the Kalistocracy or for local businesses, though a sizable portion detail major business transactions and trade agreements made in and around the settlement over the past several centuries.

Petitioner's Port: The port is a site of constant activity. Workers move goods to and from riverboats that arrive daily. Ships bound for Alabastrine and Macridi are the most common, and most Macridi-bound vessels make the full tour of the Profit's Flow down to Kerse. A jubilant woman, **Hensa Scafsworth** (CN female half-orc swashbuckler^{ACG} 4) routinely offers her services as a high-priced guide or premium protector to those visiting from other parts of the nation. While Petitioner's Port is a city with barely any crime, Hensa takes advantage of the settlement's reputation for remoteness by playing up the need for visitors to have hired help.

Cyneheard Imports: After leaving his homeland of Cheliix in his early teens, **Celnus Cyneheard** (LN male human magus^{UM} 5) sought out a better life in Druma. In the decade since, Celnus has spent time in Twingate and trained alongside senior prophets in both Kerse and Macridi. Left to his own path, Celnus came to Petitioner's Port in the hope of using his contacts in Cheliix and Isgar to establish a trading house specializing in goods from both those nations. Cyneheard Imports is one of the largest mercantile enterprises in southern Druma, and its seal can be found on most crates loaded onto outbound ships. Recently, however, Celnus and his import warehouse have fallen under hard times. A sudden feud with the well-established Petronax family over a contract with riverboat transports has forced increasing shipping costs that Celnus can no longer afford.

PETITIONER'S PORT

LN small town

Corruption +0; **Crime** +2; **Economy** +3; **Law** +1; **Lore** +0; **Society** +4

Qualities port of entry, tourist attraction

Danger +0

DEMOGRAPHICS

Government overlord (appointed Resplendent Bureaucracy Member)

Population 1,300 (910 humans, 195 dwarves, 130 halflings, 65 other)

NOTABLE NPCS

Celnus Cyneheard (LN male human magus^{UM} 5)

Chief Administrator Wurnbrandt (LN male dwarf wizard 5)

Hensa Scafsworth (CN female half-orc swashbuckler^{ACG} 4)

Tativan Petronax (NE male human sorcerer 6)

MARKETPLACE

Base Value 1,200 gp; **Purchase Limit** 5,000 gp;

Spellcasting 4th

Minor Items 3d4; **Medium Items** 1d6; **Major Items** none

SPECIAL QUALITIES

Port of Entry Petitioner's Port is renowned for being a port accessible to the nations of the Inner Sea via Isgar. For those unable to purchase naval transportation and who make the treacherous trek on foot, Petitioner's Port is their first view of Drumish civilization. (*Crime* +2, *Economy* +2, *Society* +4)

To offset these unexpected costs, Celnus has reached out to adventurers and former friends in Cheliix to come and help him reestablish his business before it becomes defunct.

Petronax Villa: The esteemed Petronax family maintains a modest home within Petitioner's Port, despite their proper estate being located many miles away. Hired half-orc servants tend to the estate as a maintenance crew but also watch for those attempting to pry secrets from the villa. **Tativan Petronax** (NE male human sorcerer 6), Vayde Petronax's youngest nephew, routinely visits to expand his ever-growing operations in Petitioner's Port. Unlike his uncle and other senior family members, Tativan shows little restraint in his methods and, in addition to beginning an overt mercantile feud with the local prophet Celnus Cyneheard, he has also begun experimenting with rituals he's discovered in the villa's sizable library. The most recent ritual conjured forth a strange outsider cloaked in shadow that refers to itself only as The Voice of Reason; it has spent its captivity within the villa's cellar instructing Tativan on how to pursue his campaign against Celnus.

**Druma, Profit
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Vhinigan's Fineries: Many new visitors to Druma are first exposed to the opulence of the Kalistocracy at Vhinigan's Fineries. **Salya Vhinigan** (NG female human expert 4) and her wife **Tamaya Vhinigan** (LN female halfling rogue 2) operate a reputable store that caters to the port's clothiers. Buttons, pins, and harvested materials cover the wooden walls of the quaint storefront. In colder seasons, the two sell winter goods, such as socks and gloves made from the luscious fur of bacallias. Many townsfolk and cunning merchants make time to stop in and chat with the owners, as it's something of an open secret in Petitioner's Port that Tamaya hears many rumors from her guests and enjoys sharing them with anyone who wants to listen. Tamaya's wife is less inclined to share her social discoveries, though her observations are known to be far more astute, so getting Salya to talk provides more pertinent information.

The Sturdy Sword: Something of a local legend, **Alfar Thormgild** (CG male human barbarian 3/bard 2) is a bear of an Ulfen man who came to Petitioner's Port under mysterious circumstances two decades ago. He quickly used his sizable financial reserves to open a smithy that also dabbled in the purchase and sale of arms and armor. Many dwarven locals with similar trades saw the upstart human as a threat, but in the intervening years, most of these dwarves have learned that Alfar is as charming as he is skilled with a forge, closed their respective businesses, and gone to work for the boisterous Ulfen. Anyone looking for well-made equipment can find it within the Sturdy Sword, though custom commissions can take weeks to complete, as Alfar maintains a compulsive desire to provide his clients with only the best.

OTHER SETTLEMENTS

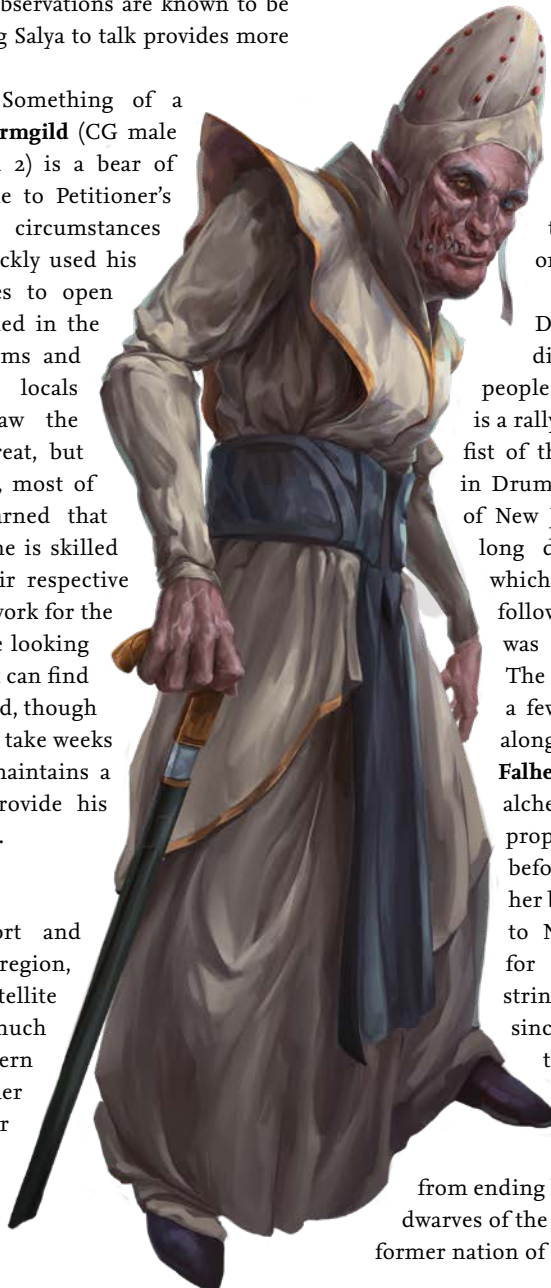
Beyond Petitioner's Port and the surrounding region, mining outposts and satellite settlements occupy much of Druma's southern reaches. A few smaller settlements exist for those disillusioned with the prophecies, though they are poor places, in constant need of

adventurers, and without the means to properly pay those whose help they so desperately need. The ongoing state of these southern settlements appeals to the prophets, who view their existence as a way to reinforce the Kalistocracy's greatness and entice those who fear living in squalor to flock to Druma's more metropolitan locales.

Alabastrine: Constructed by a group of eager prophets in the wake of Aroden's death, Alabastrine is a city that was intended to house the masses of former Aroden worshippers expected to flood into Druma. When immigration stopped, and the immigrants' numbers proved insufficient to populate Alabastrine, construction on the city was abruptly halted. In the year 4711, High Prophet Keldor purchased Alabastrine and began to auction off governance of the city to interested parties. Today, politics in Alabastrine shift on the winds, as each district regularly changes ownership due to new factions purchasing them for personal projects and ongoing advancement schemes.

New Jelheg: For many, the Fourth Druman Rebellion is something discussed only in textbooks. To the people of New Jelheg, Druma's history is a rallying cry against the white-gloved fist of the ruling Kalistocracy. Residing in Druma's southern foothills, the town of New Jelheg takes its name from the long defunct Meritocracy of Jelheg, which maintained a small nation following the Druman Rebellion but was quashed by the ire of dwarves. The settlement is little more than a few crude dirt and stone mounds along with camouflaged tents. **Falheer Suvasti** (CN female human alchemist^{APG} 4/fighter 4) served the prophets in Kerse for many years before an alchemical accident led to her banishment. She eventually came to New Jelheg, a renowned haven for those avoiding the prophets' stringent customs and laws. She's since risen to lead New Jelheg and the wider insurgency against the Kalistocracy, though she recognizes her actions must be subtle to keep the prophets

from ending her growing rebellion, just as the dwarves of the Five Kings Mountains ended the former nation of Jelheg.



Gildside: Over a century and a half ago, prospectors found deposits of gold, platinum, and other valuable ores within the side of the Rancor Canyon in southern Druma. The Petronax family has long maintained ownership rights over the canyon, and they quickly capitalized on the discovery by shifting their moderate mercantile efforts into mining the uncovered precious gems and ore. Gildside is a vertical town: pulleys and lifts connect the six levels of stone and wooden planks that make up the settlement. Carved vaults act as storage sites and homes for Gildside's population, most of whom are miners who routinely delve down into the mine shafts littering the canyon's base. The town's seemingly precarious position sprang from the mind of a brilliant Petronax-sponsored architect who believed that hugging the inner canyon wall could protect the settlement from natural weather phenomena and provide easy defense should the miners uncover Darklands tunnels or other unexpected dangers.

Sites of Interest

Much of Druma's southern hills are barren land, save for the infrequent abandoned mine or old Kellid ruin hidden within the earth. Estates and villas dot the countryside beyond Petitioner's Port. Those few landmarks that do exist tend to be incredibly old sites hidden underground or those established in more recent years by insurrectionist elements.

Petronax Estate: Located southeast of Petitioner's Port, the Petronax family home rests on the foothills just outside the Five Kings Mountains. The immense multi-story building looks east, providing a broad view of the impressive expanse of Druma that stretches out to Palakar forest and the southern foothills. Hostile cold weather near the peaks prevents all but the most prepared travelers from venturing to the Petronax Estate, which is itself protected by powerful magic wards. The estate is made up of three major structures, each composed of various levels dedicated to the needs of the family. Lower levels dig into the mountainside, and both the existence and contents of these deep levels are known only to members of the Petronax family.

The family's patriarch, **Vayde Petronax** (NE venerable male tiefling magus^{UM 14}), seldom leaves the estate, and only his closest family attend him, while other Petronax heirs perform their work throughout Druma. Vayde's grimspawn tiefling heritage comes from his great-grandmother's dealings with Abaddon. Since that union, the Petronax family has come to see the Prophecies of Kalistrade and its promised afterlife as a sham, for eventually all things end and even the Kalistocrats must still face Pharama's judgement. Vayde tirelessly works to complete the efforts of his

predecessors, intent on achieving a true ascension after death by offering up the sealed and preserved afterlives of Druma's Kalistocracy to the demonic harbinger Braismos (see page 58).

Crimsonlight Dig: One of the few archaeological sites to be found in southern Druma, the Crimsonlight Dig is cosponsored by several silent partner prophets and a small delegation of specialists from the Pathfinder Society. Only opened within the last year, the dig has the potential to reveal secrets relating to the Macridi Blade culture. A prospecting team unearthed the ruins almost two years ago, when they struck an obsidian menhir buried close to the surface. Since then, the area has expanded, and teams have dug tunnels that they hope will connect to a larger site. So far, the dig site has uncovered several hunks of glowing red stone that give the area its name. Rather than unearth all of these stones, the diggers move around them and use them as additional lighting in their excavations. Along with the strange stones, the team has uncovered dozens of blades matching the style of the Macridi Blade culture, though these ancient tools all seem to have been discarded outside of the obsidian walls of a currently unknown structure that the team has yet to fully unearth.

Ruins of Rhuvasi: Following the Meritocracy of Jelheg's sound defeat at the Battle of Scattered Ash, the dwarves of Taggoret forced settlers in Rhuvasi to return to other parts of the nation. The dwarves lacked the time to fully demolish the city, and so they performed only rudimentary deconstruction and left a small force to keep bandits or rebels from claiming the site. The dwarves maintained their vigil until the Kerse Accord, at which point they left the ruined city and never looked back. Since that time, ownership of the site has been a source of dispute. The High Prophets have always maintained official ownership over Rhuvasi's ruins, though they keep the location as it is, believing it to be a symbol to rebellious southern elements. If the Kalistocrats really know about these rebels in the south, they seem to be willing to tolerate their existence.

The ruins currently host meetings between the most radical inhabitants of New Jelheg and their allies across the nation. Those who've performed the most heinous actions in service of the anti-Kalistocracy rebellion often find themselves exiled with nowhere else to go, and they try to make a living in the toppled stones of Rhuvasi. An abnormally intelligent hill giant named **Hrogrst** (NE male advanced hill giant fighter 2) claims ownership of the ruins and press-gangs exiles and bandits alike into his growing force. Though he does little beyond extort explorers and rebels, Hrogrst's force continues to grow and might soon become a threat to nearby settlements.

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BESTIARY

“If you’re entering Druma from Isger, you’ll probably get on a boat to Macridi right when you reach Petitioner’s Port. Watch out for things lurking in the river—I’ve heard all manner of odd tales coming out of the south lately. When you reach Macridi, don’t tarry, and whatever you do, don’t go out into the woods. You’re just as likely to kiss a beautiful fey as get torn apart by one. Otherwise, when you finally get to Kerse, remember not to touch anything. Seriously, I mean it, don’t touch anything. The last person I knew who visited Kerse got a little too close to a gold statue and ended up turned into stone!

“Speaking of which, if you ever end up in Kerse’s Manor District, I have a favor to ask...”

—Rabustahn II, Isgeri merchant

Whether walking along the murky shores of Lake Encarthan, exploring the ruins that dot Rhuzam, or wandering the opulent streets of Kerse, travelers are more than likely to encounter monsters, ne'er-do-wells, and members of violent factions during their forays across Druma. Though the Prophets of Kalistrade and their hired Blackjacket guards do their best to ensure the safety of Druma's mercantile activities, safety from every threat and danger is beyond the power of even money to buy. The encounter tables on this page are designed to help GMs run encounters of varying difficulty levels for adventuring parties in the five main regions of Druma (see pages 32–53), including several unique encounters described below.

Blackjacket Patrol (CR 8): Dedicated groups of Mercenary League soldiers ensure Druma's trade routes remain secure. While these well-paid mercenaries generally succeed at this goal, they are loyal to the Kalistocracy and not necessarily to Druman citizens and visitors. Each Blackjacket patrol generally consists of four league soldiers (misguided paladins; *Pathfinder RPG Villain Codex* 48) and an attached political officer (guard captain; *Villain Codex* 52).

Insurrectionists (CR 7): Raiders can sometimes be found within Druma's southern regions, lured by promises of Druma's unequalled wealth. These may be simple brigands seeking to swipe gold from wandering merchants, or they could be members of New Jelheg's growing movement against the ruling Kalistocracy. These groups consist of 1d4 armed guards (charlatans; *Pathfinder RPG NPC Codex* 145) and one negotiator (con artist; *NPC Codex* 29).

Wandering Devotees (CR 10): Throughout Druma's more metropolitan areas, one may come across a Prophet of Kalistrade performing her daily routine with a retinue of supplicants. Though the prophets avoid physical contact or violence, their political power is not to be underestimated. These groups, which consist of a wandering prophet (divine loremaster; *NPC Codex* 224) and 1d4 followers (cruel devotees; *NPC Codex* 98), tend to be small, though their presence can be felt all around.

ARGYLE REACH ENCOUNTERS

d%	Result	Avg. CR	Source
1–15	2d6 dire rats	2	<i>Bestiary</i> 232
16–35	1d4 giant crabs	4	<i>Bestiary</i> 50
36–41	1d4+1 skum	5	<i>Bestiary</i> 253
42–47	1d4+1 pards	6	<i>Bestiary</i> 4 211
48–55	1d3 globsters	6	<i>Bestiary</i> 3 131
56–70	Blackjacket patrol	8	See above
71–80	1 dragon turtle	9	<i>Bestiary</i> 112
81–88	1d3 giant flytraps	11	<i>Bestiary</i> 134
89–95	1 vouivre	12	<i>Bestiary</i> 4 270
96–100	1 shipwrecker crab	13	<i>Bestiary</i> 3 60

KERSE ENCOUNTERS

d%	Result	Avg. CR	Source
1–19	1d4 garden oozes	4	<i>Bestiary</i> 3 122
20–33	1 mimic	4	<i>Bestiary</i> 205
34–43	1d4 wax golems	5	<i>Bestiary</i> 4 133
44–51	1d6 animated objects	6	<i>Bestiary</i> 14
52–57	1d4 danthiennes	7	<i>Bestiary</i> 6 80
58–63	1d8 living topiaries	8	<i>Bestiary</i> 4 181
64–72	2d6 caryatid columns	8	<i>Bestiary</i> 3 46
73–84	Wandering Devotees	10	See above
85–92	1d8 glass golems	12	<i>Bestiary</i> 2 138
93–97	1d6 tophets	13	<i>Bestiary</i> 3 271
98–100	1 gold golem	15	<i>Bestiary</i> 6 140

KHALEHLIN ENCOUNTERS

d%	Result	Avg. CR	Source
1–8	1d4 rust monsters	5	<i>Bestiary</i> 238
9–20	1d4 junk golems	6	<i>Bestiary</i> 4 132
21–29	1 ceustodaemon	6	<i>Bestiary</i> 2 65
30–45	Insurrectionists	7	See above
46–53	1 hydrodaemon	8	<i>Bestiary</i> 2 67
54–68	1d6+1 gearghosts	9	<i>Bestiary</i> 4 123
69–81	1d6 spire drakes	10	<i>Bestiary</i> 4 81
82–91	2d4 bulettes	11	<i>Bestiary</i> 39
92–95	1 carnivorous crystal	11	<i>Bestiary</i> 3 45
96–100	1d4+1 rift drakes	12	<i>Bestiary</i> 3 106

YALAKAR FOREST ENCOUNTERS

d%	Result	Avg. CR	Source
1–12	1d4 fauns	3	<i>Bestiary</i> 3 114
13–18	1 grizzly bear	4	<i>Bestiary</i> 31
19–28	1d3 korreds	5	<i>Bestiary</i> 2 173
29–36	1d6 dryads	6	<i>Bestiary</i> 116
37–40	1 nymph	7	<i>Bestiary</i> 217
41–56	1d3 dire bears	8	<i>Bestiary</i> 31
57–73	1d6+2 forest drakes	9	<i>Bestiary</i> 2 107
74–84	2d4+1 satyrs	9	<i>Bestiary</i> 241
85–94	1d4 treants	10	<i>Bestiary</i> 266
95–100	1 goliath spider	11	<i>Bestiary</i> 4 252

RHUZAM ENCOUNTERS

d%	Result	Avg. CR	Source
1–4	1 almiraj	1	<i>Bestiary</i> 4 8
5–14	1d3 ankhegs	4	<i>Bestiary</i> 15
15–25	1d3 river drakes	4	<i>Bestiary</i> 3 107
26–37	1d4 scarecrows	6	<i>Bestiary</i> 2 238
38–46	1d4+1 gargoyles	7	<i>Bestiary</i> 137
47–64	Blackjacket patrol	8	See above
65–78	1 aurumvorax	9	<i>Bestiary</i> 2 35
79–88	1d6 goliath stag beetles	12	<i>Bestiary</i> 2 44
89–94	1 wickerman	13	<i>Bestiary</i> 4 277
95–100	1 death coach	14	<i>Bestiary</i> 5 67

Druma, Profit
and Prophecy

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AUROSATH

This obscenely bloated and stretched human corpse jingles as it moves. Coins tumble from its mouth and from the exposed wounds that cover its hideously distended body.

AUROSATH

CR 5



XP 1,600

NE Large undead

Init +1; Senses darkvision 60 ft.; Perception +11

DEFENSE

AC 19, touch 10, flat-footed 18 (+1 Dex, +9 natural, -1 size)

hp 59 (7d8+28)

Fort +5, Ref +3, Will +6

Defensive Abilities smeltable; **DR** 5/slashing; **Immune** undead traits; **Resist** electricity 10

OFFENSE

Speed 30 ft.

Melee 2 slams +8 (1d8+4 plus grab)

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

Special Attacks strangle, suffocating wealth

STATISTICS

Str 18, **Dex** 13, **Con** —, **Int** 11, **Wis** 12, **Cha** 17

Base Atk +5; **CMB** +10 (+16 grapple); **CMD** 21 (23 vs. grapple)

Feats Improved Grapple, Improved Natural Attack (slam), Power Attack, Toughness

Skills Climb +14, Intimidate +13, Perception +11, Stealth +7

ECOLOGY

Environment any

Organization solitary, pair, or entombment (3-12)

Treasure double

SPECIAL ABILITIES

Smeltable (Ex) When an aurosath takes 5 or more points of fire damage in a round, a significant amount of its constituent coins melts into molten gold. The aurosath gains the following abilities for 1d4 rounds plus 1 additional round for every 5 additional points of fire damage it took that round.

- Speed is reduced to 20 feet.
- DR changes to DR/—.
- Slam attacks deal an additional 1d6 points of fire damage.
- Creatures grappled by the aurosath reduce the number of rounds they can hold their breath by 3 instead of 1 at the end of each round.

Suffocating Wealth (Ex)

A creature affected by an aurosath's strangle ability cannot breathe. A strangled creature must hold its breath as it is suffocated by the flood of coins that spill from the undead's open mouth and onto the victim's face.

Aurosaths arise from individuals who die tragic deaths caused by immense wealth, such as an explorer who would rather die beneath a collapsing tomb's roof than forfeit the hoard of gold he's just discovered. The avarice that motivated these people in life continues into undeath as negative energy fuses their souls with the riches they so desperately clung to, transforming them into horrific walking treasure troves that hunger for ever more gold even as it overflows from their bulging bodies.

The average aurosath stands 15 feet tall and weighs almost 1,100 pounds.



DAEMON, BIBLIODAEEMON

Flowing black robes hang all around this four-armed, weasel-faced humanoid. Feathers that resemble quills emerge from each knuckle of its clawed upper hands.

BIBLIODAEEMON

CR 8



XP 4,800

NE Medium outsider (daemon, evil, extraplanar)

Init +3; **Senses** darkvision 60 ft., *detect thoughts*; Perception +15

DEFENSE

AC 22, touch 14, flat-footed 18 (+3 Dex, +1 dodge, +8 natural)

hp 85 (10d10+30)

Fort +6, **Ref** +10, **Will** +9

DR 10/good or silver; **Immune** acid, death effects, disease, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 19

OFFENSE

Speed 30 ft.

Melee +1 light mace +15/+10 (1d6+4/19-20), 2 claws +8 (1d6+1)

Special Attacks final verdict

Spell-Like Abilities (CL 10th; concentration +12)

Constant—*detect thoughts* (DC 13)

At will—*erase*, *identify*, *secret page*

3/day—*acid arrow*, *dispel magic*, *greater teleport*, *slow* (DC 14)

1/day—*corrosive consumption*^{UM}, *lesser geas* (DC 16), *misdirection*, *modify memory* (DC 16)

STATISTICS

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

Base Atk +10; **CMB** +13; **CMD** 27

Feats Dodge, Improved Critical (light mace), Mobility, Vital Strike, Weapon Focus (light mace)

Skills Bluff +15, Intimidate +12, Knowledge (nobility) +15, Linguistics +15, Perception +15, Profession (barrister) +15, Sense Motive +15, Spellcraft +15

Languages Abyssal, Infernal; telepathy 100 ft.

ECOLOGY

Environment any (Abaddon)

Organization solitary, partners, or firm (3-8)

Treasure standard (+1 light mace, other treasure)

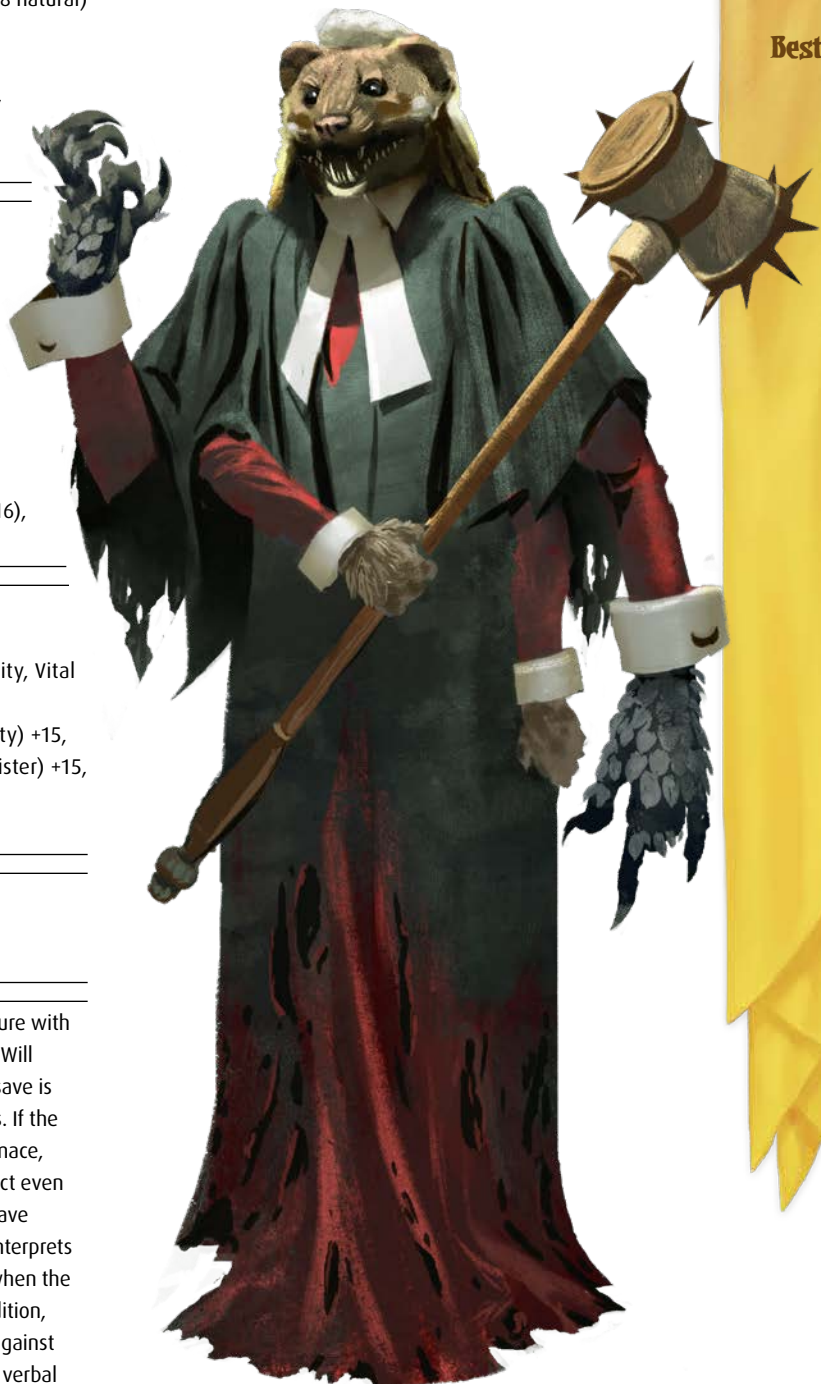
SPECIAL ABILITIES

Final Verdict (Su) When a bibliodaemon hits a creature with its light mace, the target must succeed at a DC 17 Will save or be cursed. A creature that succeeds at its save is immune to that bibliodaemon's curse for 24 hours. If the bibliodaemon confirms a critical hit with its light mace, the save DC increases by 4, and the curse can affect even creatures that have already succeeded at a prior save against this effect. A creature that fails this save interprets any contract as favorable to itself, even in cases when the contract is one-sided and potentially lethal. In addition, an affected creature takes a -4 penalty on saves against spells and effects reliant on spoken commands or verbal

contracts, such as *geas*. A *remove curse* or more powerful spell can remove this curse. The save DC is Charisma-based.

Bibliodaemons are daemons that personify death by paperwork. A village that starves due to bureaucracy-delayed aid or an innocent person sent to hang because of a transcription error—these and more are the domain of bibliodaemons. These daemons actively work to ensure such deaths, forging important documents or duping others into deadly contracts.

A bibliodaemon is 6 feet tall and weighs 200 pounds.



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DAEMONIC HARBINGER, BRAISMOIS

This humanoid fiend has an overly long torso, black eyes, and a mouth full of razor-sharp teeth. It wears black robes that cover most of its rotting, frostbitten flesh.

BRAISMOIS

CR 22



XP 614,400

NE Medium outsider (daemon, evil, extraplanar)

Init +14; **Senses** darkvision 60 ft., *true seeing*; Perception +38

Aura fine print (120 ft.)

DEFENSE

AC 40, touch 28, flat-footed 30 (+8 deflection, +10 Dex, +12 natural)

hp 377 (26d10+234)

Fort +17, **Ref** +25, **Will** +24

DR 20/good and silver; **Immune** acid, charm, compulsion, death effects, disease, emotion, enchantments, mind-reading, poison; **Resist** cold 30, electricity 30, fire 30; **SR** 33

OFFENSE

Speed 30 ft., burrow 60 ft., fly 60 ft. (perfect)

Melee toxic quill +41/+36/+31/+26 (3d6+15/17-20 plus poison)

Ranged toxic quill +41 (3d6+15/17-20 plus poison)

Spell-Like Abilities (CL 26th; concentration +35)

Constant—*true seeing*

At will—*dimension door*, *mirror image*

3/day—*displacement*, quickened *mirror image*, *power word blind*, *power word stun*, *symbol of insanity* (DC 27), *symbol of persuasion* (DC 25), *symbol of strife*^{UM} (DC 28), *symbol of stunning* (DC 26)

1/day—quickened *mass hold person* (DC 26), *overwhelming presence*^{UM} (DC 28), quickened *power word kill*

STATISTICS

Str 21, **Dex** 30, **Con** 28, **Int** 25, **Wis** 28, **Cha** 29

Base Atk +26; **CMB** +31; **CMD** 59

Feats Ability Focus, Combat Casting, Combat Expertise, Deadly Aim, Greater Vital Strike, Improved Critical (dagger), Improved Initiative, Improved Vital Strike, Quicken Spell-Like Ability (*mass hold person*), Quicken Spell-Like Ability (*mirror image*), Quicken Spell-Like Ability (*power word kill*), Vital Strike, Weapon Finesse

Skills Appraise +20, Bluff +38, Diplomacy +38, Disguise +35, Fly +34, Intimidate +38, Knowledge (history) +20, Knowledge (nobility) +33, Knowledge (planes) +23, Linguistics +36, Perception +38, Profession (barrister) +38, Sense Motive +38, Spellcraft +33, Stealth +39

Languages Abyssal, Common, Dwarven, Elven, Gnome, Halfling, Infernal; telepathy 300 ft.

SQ daemonic harbinger traits, deft of hand

ECOLOGY

Environment any (Abaddon)

Organization solitary

Treasure triple

SPECIAL ABILITIES

Daemonic Harbinger Traits A daemonic harbinger is

a powerful daemon that has not yet made the full transition from unique daemon to a horseman. It has several traits, as summarized here.

- Immunity to acid, charm and compulsion effects, death effects, disease, and poison.
- Resistance to cold 30, electricity 30, and fire 30.
- Telepathy 300 feet.
- The harbinger's natural weapons, as well as any weapon it wields, are treated as evil for the purpose of overcoming damage reduction.
- The harbinger can grant spells to its worshipers. Granting spells does not require any specific action on its behalf. Braismois grants access to the domains of Evil, Knowledge, Rune and Trickery. His favored weapon is the light mace.

Deft of Hand (Ex) Braismois wields his quill as both an instrument of ensnarement and a deadly weapon. He always adds his Dexterity bonus to damage rolls with his toxic quill. In addition, Braismois can add his Dexterity bonus to any skill check related to writing. As a swift action, Braismois can attempt a Profession (barrister) check to write a full contract for any situation. The result of this check is the DC for creatures attempting a Linguistics or Profession (barrister) check to identify loopholes or flaws within the contract in Braismois's favor.

Fine Print Aura (Su) All written texts within the radius of this aura become unintelligibly dense and convoluted. Scrolls used within the aura automatically risk a mishap; the DC of the Wisdom check required to negate the mishap is 15 instead of DC 5. A scroll's user can spend a move action to attempt a DC 30 Linguistics or Profession (barrister) check to parse the text and use the scroll normally; failing this check results in a mishap.

Toxic Quill (Su) Braismois's quill is a manifestation of his spirit and is treated as a +5 dagger that functions as a natural attack and deals 3d6 points of piercing damage on a hit. Braismois can throw the quill as a ranged attack against any creature within 120 feet. As a full-round action, he can instead make a ranged attack against all foes within 60 feet. Braismois can instantly re-form his toxic quill as a free action. For each attack Braismois makes with the quill, he can select one of the following poisons to apply to the attack. If the attack is a confirmed critical hit, the DC of the poison increases by 6 and can affect creatures with poison immunity. The save DCs are Constitution-based.

- *Broken Oath*: injury; save Fort DC 32; frequency 1/minute for 10 minutes; effect 1d6 Wis and controlled by Braismois as per *dominate monster* for the duration of the poison; cure 2 consecutive saves.
- *Promise of Power*: injury; save Fort DC 32; frequency 2/round for 3 rounds; effect 2d6 Str; cure 2 consecutive saves or agree to telepathically transmitted contract with

Braismois, which acts as a *geas* and instantly heals the applied ability damage.

- *Silence*: injury; save Fort DC 32; frequency 1/round for 6 rounds; effect 2d4 Con damage and cannot speak until the ability damage is healed; cure 2 consecutive saves.

Braismois, the Silent Quill, sometimes referred to as the Toxic Quill by those misinterpreting his weapon as his title, is the daemonic harbinger of broken deals, fine print, and unfair bargains. A being of immense power, Braismois currently serves Trelmarixian, the Horseman of Famine, though only to fulfill an ongoing contract with the horseman. Braismois appears as a frostbitten human with weasel-like features, bedecked in ink-smeared clothing. His followers are generally administrators, barristers, clerks, or those highly placed in judicial or political environments. Braismois preys on mortals unable to fully grasp his contracts, though he enjoys a challenge and seeks out haughty nobles or intellectuals who believe themselves immune to such treachery. He frequently appears to powerful and influential mortals to seed contracts and deals across the Material Plane.

The harbinger of broken deals rules from the Silent Nation, an expansive set of tunnels dug into the bottom of a glacier in Abaddon. Deep within the glacier, Braismois maintains a vast library of all the contacts and documentation on his various schemes throughout the cosmos, with each plane and world tended to by its own unique bibliodaemon caretaker (see page 57). Braismois also keeps the true versions of many historical records that he and his agents have altered or replaced over the years as vainglorious trophies within his archival sanctum.

Those who serve Braismois in life end up as hunted petitioners doomed to roam the mazelike tunnels of the Silent Nation's lowest depths. Petitioners struggle eternally to decipher detailed but purposely inaccurate directions carved into the walls; those who fail to recognize the directions as falsehoods wander forever, those who recognize them as lies are quickly consumed by warden daemons, and those who put up misleading directions of their own to lead others into harm are elevated to the ranks of lesser daemonhood.

Over a century ago, Braismois turned his attention to the nation of Druma and its Kalistocracy. A member of the esteemed Petronax family had come to learn the truth of the Kalistocracy's promised afterlife and saw it as little more than delaying an inevitable judgment by Pharasma. This prophet betrayed the Kalistocracy and, using ancient Kellid rituals and profane tools uncovered in the Palakar Forest, communed with Braismois to share the discovery.

Braismois fumed at the Kalistocracy's subversion of death, as any daemon would in their role as the would-be enders of all life. Having learned one of the greatest secrets on Golarion, Braismois has kept the information to himself, using the well-positioned Petronax family to weaken the Kalistocracy and pave the way for a daemonic incursion into the heart of the nation. It is through this culminating scheme that Braismois hopes to unearth the hidden tombs of Kalistrade's prophets and gorge on the untold number of souls removed from the cycle of death—an act that Braismois hopes will grant him enough power to challenge and supplant Charon as the Horseman of Death.



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FAILED PROPHET

A spider-webbing network of fine golden veins covers the body of this skinless, stony-eyed humanoid.

FAILED PROPHET

CR 11

XP 12,800

Human failed prophet mesmerist 10 (*Pathfinder RPG Occult Adventures* 38)

LE Medium construct (augmented humanoid)

Init +8; **Senses** darkvision 60 ft., silver scent; Perception +18

DEFENSE

AC 24, touch 14, flat-footed 20 (+5 armor, +4 Dex, +5 natural)

hp 88 (10d8+40); fast healing 10

Fort +3, **Ref** +11, **Will** +13; +4 vs. mind-affecting

Defensive Abilities revel in wealth; **DR** 10/bludgeoning and magic; **Immune** cold, construct traits (except mind-affecting effects), electricity

OFFENSE

Speed 30 ft.

Melee 2 claws +12 (1d6+5 plus greedy grab) or greedy grab +12 touch

Ranged earth blast +11 (5d6+10) or metal blast +11 (10d6+15)

Space 5 ft.; **Reach** 10 ft.

Special Attacks aurokinesis (kinetic blast—earth blast [5d6+10], metal blast [10d6+15]; burn [3 points/round, maximum 8]; infusions—impale, kinetic blade, magnetic infusion, rare-metal infusion; kinetic blast; gather power), bold stare (disorientation, timidity), greedy grab (1,000 gp), hypnotic stare (-3), manifold tricks (3), mental potency (+2), mesmerist tricks 10/day (astounding avoidance, compel alacrity, false flanker, levitation buffer, mesmeric mirror, spectral smoke), painful stare (+7 or +4d6+7)

Mesmerist Spells Known (CL 10th; concentration +15)

4th (2/day)—*enervation*, *hold monster* (DC 19)

3rd (4/day)—*bestow curse* (DC 18), *confusion* (DC 18), *dispel magic*, *ray of exhaustion* (DC 18)

2nd (5/day)—*blindness/deafness* (DC 17), *detect thoughts* (DC 17), *false life*, *glitterdust* (DC 17), *mirror image*

1st (7/day)—*beguiling gift*^{APG} (DC 16), *comprehend languages*, *ill omen*^{APG}, *ray of enfeeblement* (DC 16), *vanish*^{APG} (DC 16)

0 (at will)—*detect magic*, *detect psychic significance*^{OA}, *ghost sound* (DC 15), *mage hand*, *open/close* (DC 15), *prestidigitation*

STATISTICS

Str 20, **Dex** 18, **Con** —, **Int** 14, **Wis** 12, **Cha** 20

Base Atk +7; **CMB** +12 (+16 greedy grab); **CMD** 26

Feats Combat Reflexes, Improved Initiative, Intense Pain^{OA}, Intimidating Glance^{OA}, Point-Blank Shot, Toughness

Skills Appraise +19, Bluff +23, Diplomacy +18, Intimidate +18, Knowledge (arcana) +14, Knowledge (religion) +14, Perception +18, Sense Motive +18, Stealth +20, Use Magic Device +18; **Racial Modifiers** +4 Appraise, +4 Knowledge (arcana), +4 Knowledge (religion), +4 Perception, +4 Sense Motive, +4 Stealth

Languages Common, Dwarven

SQ consummate liar +5, personal vault, plutophage, touch treatment 8/day (greater)

ECOLOGY

Environment any underground or urban

Organization solitary

Treasure double (+1 chain shirt, headband of alluring charisma +2, other treasure)

When a Kalistocrat performs the final rites to create her idealized afterlife (see page 27), the likelihood of success depends on how stringently she adhered to Kalistrade's teachings and how much wealth she sacrificed to serve as an occult anchor for her will. It's not always apparent which prophets succeed, and mere weeks after death, the mindscapes of those prophets who failed begin to collapse. For most, their souls become untethered and join the River of Souls, but others cling tenaciously to their failed dream, and their consciousness escapes into and animates their gold-veined bodies.

Some of these so-called failed prophets eventually slip out of their shells and accept Pharsma's judgment. Others refuse to accept their own failure and attempt to perform the ritual again after accumulating far more wealth than before. These failed prophets often break out of their mausoleums to hunt down the wealthy and steal their treasure—or worse, dismantle the precious bodies of other Kalistocrats for scrap, sending the mindscapes of their onetime allies hurtling to the Astral Plane to be torn apart by predators or astral weather.

Creating a Failed Prophet

"Failed prophet" is an acquired template that can be added to any living creature with 5 or more Hit Dice. A failed prophet retains all the base creature's statistics and special abilities except as noted here.

CR: The base creature's CR + 2.

Type: The creature's type changes to construct with the augmented subtype. The failed prophet retains all subtypes except alignment subtypes (such as good). Do not recalculate BAB, saves, or skill ranks.

Senses: A failed prophet gains darkvision 60 feet as well the following ability.

Silver Scent (Ex): A failed prophet can sense valuable materials as if using the scent universal monster rule. A failed prophet can attempt a DC 20 Appraise check as a free action to identify the relative values of detected wealth.

Armor Class: A failed prophet has a +5 natural armor bonus or the base creature's natural armor bonus, whichever is better.

Hit Dice: Change all of the base creature's racial Hit Dice to d10s. All Hit Dice derived from class levels remain unchanged. As constructs, failed prophets gain bonus hit points based on their size.

Defensive Abilities: A failed prophet gains DR 10/bludgeoning and magic, a +4 bonus on saving throws

against mind-affecting effects, and immunity to cold and electricity. The failed prophet also gains the immunities normally granted by her construct traits, except for the construct type's immunity to mind-affecting effects. Failed prophets also gain the following defensive ability.

Revel in Wealth (Ex): A failed prophet gains fast healing equal to her Hit Dice so long as she has wealth stored in her personal vault (see below) worth at least 1,000 gp.

Melee Attack: A failed prophet gains two claw attacks if the base creature didn't already have them. These claws have a reach equal to the base creature's natural reach plus 5 feet and deal damage as if the prophet were one size larger than she actually is. In place of making a claw attack, a failed prophet can instead attempt a touch attack that deals no damage but allows her to use her greedy grab special attack. The failed prophet's natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Special Attacks: A failed prophet gains the following special attacks.

Aurokinesis: A failed prophet can hurl shards of her body, gaining the gather power and kinetic blast abilities of a kineticist (*Occult Adventures* 10) with a level equal to the prophet's CR - 2. She also gains the earth blast kinetic blast and a number of infusions equal to $\frac{1}{3}$ the prophet's CR (rounded up). A failed prophet of CR 10 or higher also gains the metal blast composite blast. If a failed prophet already has the kinetic blast class ability, she can instead either gain the internal buffer class ability of a kineticist whose level is equal to the prophet's CR or increase the number of points her internal buffer can store by 2; in either case, she restores her buffer to its maximum capacity every 24 hours.

For the purpose of calculating the save DCs and damage for her kineticist abilities, the prophet chooses either her Intelligence, Wisdom, or Charisma score and uses that in place of her Constitution score. Once this choice is made, it cannot be changed.

Greedy Grab (Ex): When a failed prophet hits a creature with her claw attack or a touch attack, she can attempt a free steal^{APG} combat maneuver with a +4 racial bonus to steal the target's wealth; this does not provoke an attack of opportunity. If successful, the prophet grabs mundane valuables from the target equal to $100 \text{ gp} \times$ the failed prophet's Hit Dice, shoveling them into her personal vault (see below). A failed prophet cannot steal more wealth than her target has.

Personal Vault (Ex): A failed prophet can stow small objects and mundane valuables within her body, up to $500 \text{ gp} \times$ her Hit Dice. Creatures can steal individual objects from this extradimensional space with a successful steal^{APG} combat maneuver

or Sleight of Hand check, though either of these checks takes a -5 penalty.

Plutophage (Ex): A failed prophet can siphon the value from the valuables in her personal vault equal to $100 \text{ gp} \times$ her Hit Dice to negate 1 point of burn whenever she would accept burn from her aurokinesis.

Ability Scores: Str +6, Dex +2, Int +2, Wis +4, Cha +2. A failed prophet has no Constitution score.

Skills: Failed prophets have a +4 racial bonus on Appraise, Knowledge (arcana), Knowledge (religion), Perception, Sense Motive, and Stealth checks. A failed prophet's skills are the same as those of the base creature, except she treats Knowledge (arcana) and Knowledge (religion) as class skills as well.



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OSTENTATIOUS ANIMALS

Drumans' wealth encourages numerous luxury industries. They have bred certain indigenous animals to serve as prestige pets, lavish mounts, or luxury familiars.

Bacallia

This animal resembles an alpaca with voluminous, shiny wool.

BACALLIA	CR 1	  
XP 400		
N Medium animal		
Init +1; Senses low-light vision; Perception +5		
Aura dazzling (10 ft.)		
DEFENSE		
AC 12, touch 12, flat-footed 11 (+1 Dex, +1 natural)		
hp 13 (2d8+4)		
Fort +5, Ref +4, Will +1		
Defensive Abilities pristine wool		
OFFENSE		
Speed 40 ft.		
Melee 2 hooves +3 (1d4+2)		
Special Attacks spit		
STATISTICS		
Str 15, Dex 13, Con 14, Int 2, Wis 12, Cha 13		
Base Atk +1; CMB +3; CMD 14		
Feats Nimble Moves		
Skills Acrobatics +5, Perception +5		
ECOLOGY		
Environment temperate hills or mountains		
Organization solitary, pair, or majesty (3–18)		
Treasure none		
SPECIAL ABILITIES		
Dazzling (Ex) While uninjured and in normal or bright light, a bacallia's wool reflects light in distracting ways. All non-bacallias within 10 feet take a –1 penalty on saving throws against effects that would dazzle or fascinate them.		
Pristine Wool (Ex) Most impurities bead and slide off a bacallia's dense wool, leaving it gleamingly clean. This grants the bacallia a +2 racial bonus on saving throws against contact poisons and effects that would entangle it. It also gains a +1 bonus to its touch AC.		
Spit (Ex) Once per hour, a bacallia can spit its foul stomach contents at a single target within 10 feet. The target must succeed at a DC 13 Fortitude save or be sickened for 1d4 rounds. The save DC is Constitution-based.		

Bacallias are alpine camelids with luxuriously soft wool, expressive eyes, and short tempers. First domesticated by the dwarves of Tar Taargadth, bacallias became critical herd animals in supplying meat, milk, and wool to both the dwarves and their Kellid neighbors. The creatures are adequate pack animals, capable of bearing modest loads or light riders. Selective breeding has refined the texture and luster of bacallias' already-thick coats,

which naturally repel rainwater and refract sunlight in scintillating patterns.

A typical bacallia weighs about 150 pounds and has a market price of 25 gp. Bacallias with exceptionally soft wool, famous pedigrees, or both can sell for 500 gp or more, and the status of owning such an animal sometimes drives the price dramatically higher.




BACALLIA

Starting Statistics: Size Medium; Speed 40 ft.; AC +1 natural armor; Attack 2 hooves (1d4); Ability Scores Str 13, Dex 13, Con 13, Int 2, Wis 12, Cha 13; Special Attacks spit; Special Qualities low-light vision, pristine wool.

4th-Level Advancement: Ability Scores Str +2, Con +2; Aura dazzling (10 ft.); Feats Nimble Moves.

Keulia

This small, frilled reptile has a squat body with smooth scales.

KEULIA	CR 1/4	  
XP 100		
N Tiny animal		
Init +1; Senses low-light vision; Perception +5		
DEFENSE		
AC 13, touch 13, flat-footed 12 (+1 Dex, +2 size)		
hp 4 (1d8)		
Fort +2, Ref +3, Will +1		
OFFENSE		
Speed 20 ft., burrow 5 ft.		
Melee gore –1 (1d3–3)		
Space 2-1/2 ft.; Reach 0 ft.		
STATISTICS		
Str 5, Dex 12, Con 11, Int 1, Wis 12, Cha 7		
Base Atk +0; CMB –1; CMD 6 (10 vs. trip)		
Feats Stealthy		
Skills Escape Artist +3, Perception +5, Stealth +11		
SQ custom camouflage		
ECOLOGY		
Environment temperate or warm forests		
Organization solitary, pair, or masquerade (3–30)		
Treasure none		
SPECIAL ABILITIES		
Custom Camouflage (Ex) While in an area with ample debris, a keulia can spend 1 hour adhering pieces of debris to its scales. This grants the keulia a +2 racial bonus on Stealth checks while in that environment. A keulia can shed its current camouflage with 1 hour of work; otherwise, it sheds it gradually over the course of 1d6 weeks.		

The keulia is an omnivorous lizard with a hermit crab's penchant for acquiring and covering itself in useful detritus. This is primarily a camouflage function, allowing the reptile to blend in with its surroundings. However, more than a millennium of domestication has resulted in a less timid creature that rarely scampers or bites. Keulias today

are prestige pets that Kalistocrats groom with all the care one would pay a bonsai tree, delicately coaxing the lizards to absorb gems and precious metals into their hides. They naturally shed their camouflage, and so intermittently shed a few jewels every month. Drumans have developed several superstitions and sayings about these events, considering it good luck for such a gem to fall at one's feet.

A spellcaster can select a keulia as a familiar. The master gains a +3 bonus on Disguise checks as a special ability.

Tauhoti

This fluffy squirrel has a round body with long tufts atop its ears.

TAUHOTI

CR 1/6



XP 65

N Diminutive animal

Init +3; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 size)

hp 3 (1d8-1)

Fort +1, **Ref** +5, **Will** +2; +2 vs. Intelligence and Wisdom damage

OFFENSE

Speed 20 ft., burrow 5 ft.

Melee bite -1 (1d2-5)

Space 1 ft.; **Reach** 0 ft.

STATISTICS

Str 1, **Dex** 16, **Con** 8, **Int** 2, **Wis** 15, **Cha** 9

Base Atk +0; **CMB** -1; **CMD** 4 (8 vs. trip)

Feats Alertness

Skills Perception +8, Sense Motive +4

SQ excellent memory

ECOLOGY

Environment temperate forests or hills

Organization solitary, pair, or emporium (3-8)

Treasure none

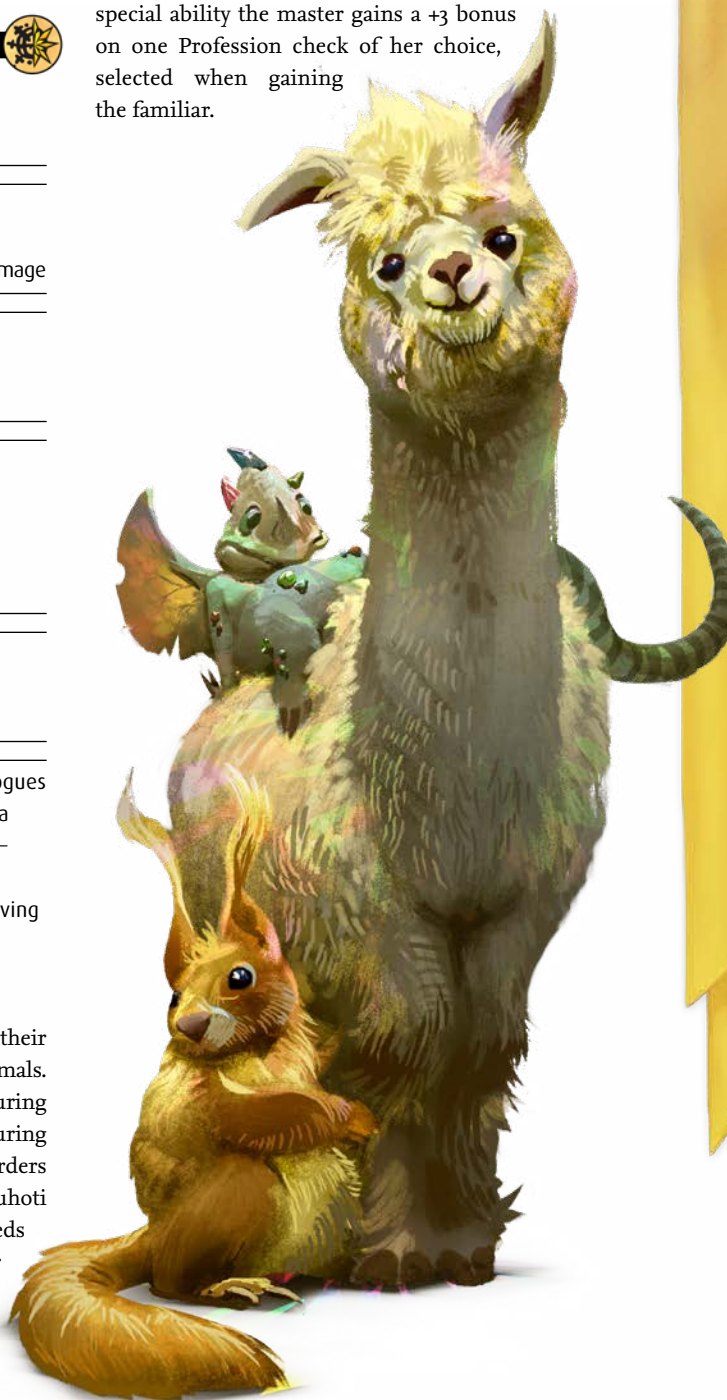
SPECIAL ABILITIES

Excellent Memory (Ex) A tauhoti's brain readily catalogues information that it can recall much later, granting it a +4 bonus on Intelligence checks to remember facts—typically the location of caches or identities of other animals. A tauhoti also gains a +2 racial bonus on saving throws against effects that would damage, drain, or reduce its Intelligence or Wisdom ability scores.

Tauhotis are ground squirrels famed for their humanoid-like proclivity for trading with other animals. Tauhotis avidly cache food across a wide territory during warmer seasons so they have ample food to eat during the winter. Though tauhotis share their plentiful larders with other animals in distress, this is no gift. A tauhoti can remember the scent and appearance of hundreds of animals, and it recalls which ones have taken or given it food. The following season, the tauhoti watches for its debtors, at first chirping at them and then nipping them until they provide some

repayment. Some birds and mammals maintain mutual relationships with tauhotis, bringing them offerings of hard-to-access food either in exchange for something else the tauhoti has or to gain the rodent's assistance in burying a morsel for later. Tauhotis' mercantile habits are endearing to most Drumans. It's a common belief that anyone who can maintain a tauhoti as a pet is trustworthy, for the rodents practically never forget a slight and eagerly reward upstanding companions. Selective breeding has produced an albino variety that especially appeals to Kalistocrat owners.

A spellcaster can select a tauhoti as a familiar. As a special ability the master gains a +3 bonus on one Profession check of her choice, selected when gaining the familiar.



Druma, Profit and Prophecy

Overview

The Lands of Druma

Bestiary

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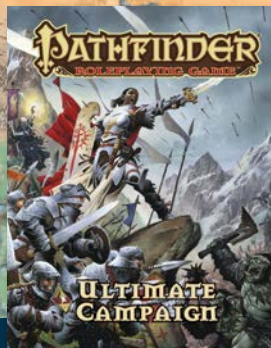


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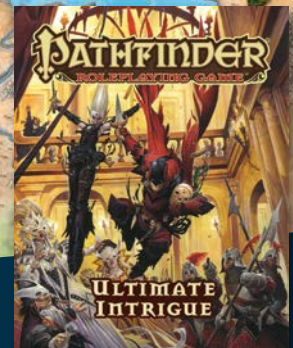
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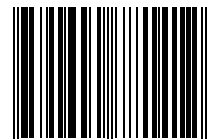


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Printed in Canada. PZO92116