

SECOND EDITION

PATHFINDER SOCIETY



YEAR OF
**CORRUPTION'S
REACH**

Scenario #2-01

Levels 1–4

**CITADEL OF
CORRUPTION**

By Scott D. Young





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HOW TO PLAY



PLAY TIME: 4–5 HOURS



LEVELS: 1–4



PLAYERS: 3–6



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GM RESOURCES

Campaign Home Page: pathfindersociety.club

Books: *Pathfinder Core Rulebook*, *Pathfinder Bestiary*, and *Pathfinder Gamemastery Guide*

Maps: *Pathfinder Flip-Tiles: Dungeon Starter Set* and *Pathfinder Flip-Tiles: Haunted Woodlands Expansion*

Online Resource: Pathfinder Reference Document at paizo.com/prd

SCENARIO TAGS

Scenario tags provide additional information about an adventure's contents. For more information on scenario tags, see the *Guide to Organized Play: Pathfinder Society* at organizedplayfoundation.org/paizo/guides



METAPLOT

SUMMARY

The PCs begin at a Pathfinder encampment on the edge of Finadar Forest with hundreds of other Pathfinders, all present to explore the ruins of the ancient cyclops city of Min-Khadaim. The PCs can collect gossip and rumor from other Pathfinders and speak to the leaders of the Envoy's Alliance and Grand Archive factions. After being briefed by Decemvirate members Sapphire and Shrike, the PCs receive their orders from Venture-Captain Jorsal of Lauterbury, who assigns them a section of the ruined city to explore and clear of threats.

The PCs survey the surface buildings within their assigned area, mapping the site and recording information with a series of skill checks. In an overgrown plaza, the PCs might encounter the spirit of a dragon who laired here long after the city was abandoned. While exploring the pyramidal Temple of the Eternal Eclipse, the PCs force their way through a series of sealed portals to gain access to the lower levels. Once inside the subterranean complex, they deal with dangerous fungi that have become corrupted by an unknown power before locating a lost library containing ancient records of the city's cyclops civilization. Within, research allows them to discover critical information before the fragile scrolls and brightly painted mural-records decay with exposure to air from the surface. As they uncover the clues, a strangely sentient undead guardian arrives to defend the library.

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ADVENTURE BACKGROUND

Over the past year, the Pathfinder Society has worked to rebuild its membership, make new allies, and strengthen its lodges across the Inner Sea region and beyond. The Society's mysterious and anonymous leadership, the Decemvirate, have decided the time is ripe for a new call to action: a year-long campaign of exploration into the dragon-infested forests of Iobaria to seek out and catalog the land's ancient secrets. A coalition of Pathfinders from across Golarion have embarked for the Iobarian wilderness to explore the ruins of the former cyclops city of Min-Khadaim, establishing a base camp at the ancient metropolis. To underscore the importance of this initial foray, two masked members of the Decemvirate are accompanying the expedition personally.

The philosophers and historians that founded Min-Khadaim did so after fleeing the decaying empire of Ghol-Gan, far to the south. The founders hoped that the city, along with the new cyclops empire of Koloran that then stretched across what is now Iobaria, would become a utopian society, one that would reject the type of corruption that had infected Ghol-Gan after its war of conquest into the Darklands turned its people away from their gods. Unfortunately, the cyclopes of Min-Khadaim ultimately succumbed to their own form of corruption. The empire of Koloran fell into decadence and violent debauchery as its leaders turned to demonic patrons and foul pacts; in the century leading up to Earthfall, Min-Khadaim devolved into a capitol of terror and death.

In the city's final days, a cyclops seer named Valgomorus was granted one of the last prophecies to ever come to pass: he foresaw his city's fall in fire and ash. Valgomorus was a minor functionary in Min-Khadaim's great library, maintained by a hopeful few despite the cyclopes' loss of respect for traditional teachings. The insight was too much for Valgomorus to bear, and he went on a murderous rampage through the library, slaying his colleagues out of a sense of what he construed as mercy. Guards finally overpowered and locked him in a reading room, but Earthfall cut short any justice. When the city was abandoned in the wake of that cataclysm, Valgomorus was left, forgotten, to his fate.

WHERE ON GOLARION?

This scenario occurs on the western edge of Finadar Forest in northwestern Iobaria. A gazetteer of Iobaria appears in *Pathfinder Adventure Path #33: The Varnhold Vanishing*, part of the *Kingmaker Adventure Path*.



Over the more than 10,000 years that followed, the Finadar wilderness reclaimed Min-Khadaim. In 3610 AR, a major earthquake felled the city's spires and buildings that had poked above Finadar's trees; with its visibility thus removed, the ruined city, though once known well by Iobarian sages, fell into obscurity. Ever since the first of the great plagues reduced the population of Iobaria and drove its people apart, inaccessible sites like Min-Khadaim have been largely forgotten.

A recent report from agents traveling through Iobaria brought the ancient site to the Pathfinder Society's attention last year, and an initial survey revealed the tremendous scope of the ruins. Not only will the site likely provide invaluable insight into the cyclops empire of Koloran, but once cleared of threats, it could serve as a perfect locale for the Society's first lodge in Iobaria.

GETTING STARTED

The PCs begin the scenario in a large encampment on the outskirts of Finadar Forest. Hundreds of Pathfinders have traveled from across Golarion to the untamed

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wilderness of Iobaria as part of this major Society initiative. While the PCs know of this sizeable foray into Iobaria, venture-captains have kept exact details of the task at hand quiet.

Once the PCs are settled, read or paraphrase the following to begin the adventure.

Dozens of tents and the half-built frames of several future buildings encircle a newly constructed longhouse. The tent city looks down on a dense forest of blood-red pine trees, Iobaria's iconic bruorsivi, dotted with the occasional wisp of smoke here and there. At the forest's edge, huge cut stones nearly overgrown with vegetation and covered in creeping moss hint at ancient ruins reclaimed by nature.

Even in the chill of the early morning, the camp swarms with activity. More tents are being set up, and the smell of breakfast emanates from a large cook tent. Agents greet each other and swap stories in the mess tent, and rumors fly through the crisp morning air.

Before they are briefed, the PCs have a few hours to mingle with other Pathfinders who are also at the encampment if they wish. If they do, they learn that while Venture-Captain Jorsal of Lauterbury is currently in charge of the camp organization, he has not yet formally begun the expedition. Instead, he is waiting for representatives of the Decemvirate, the Pathfinder Society's 10 masked leaders, to announce their objectives.

The following are some of the prominent Pathfinders the PCs may encounter if they explore the encampment, any of whom can provide this information.

Fola Barun (N female half-elf negotiator): An Ekujae elf from the Mwangi Expanse, Fola has battled the Aspis Consortium and fought for better support for the Society's field agents. She is now the leader of the Envoy's Alliance faction. She can be found in the main mess tent, encouraging her agents before they take to the field. A PC who Makes an Impression on Fola with a successful DC 17 Diplomacy check (DC 20 in Levels 3–4) is invited to join the Envoy's Alliance faction if they are not already members. See the *Guide to Organized Play: Pathfinder Society* for further details on Fola and the Envoy's Alliance.

Gorm Greathammer (LN male dwarf prince): The boisterous leader of the Grand Archive is easy to find: his deep baritone voice and belly laugh can be heard across the encampment. The dwarven noble is on an extended leave from duty at his home, the Sky Citadel of Kraggodan, and is anxious to begin the exploration of Min-Khadaim. Any PC who shows an interest in the scholarly pursuit of knowledge within Gorm's hearing is invited to join the Grand Archive faction. See the *Guide to Organized Play: Pathfinder Society* for further details on Gorm and the Grand Archive.

Head Initiate Janira Gavix (N female halfling polymath): Pathfinders who have recently completed their training are sure to recognize Janira. As Head Initiate of the Pathfinder Society, she is responsible for connecting each new crop of trainee Pathfinders to the resources they need to be successful, from

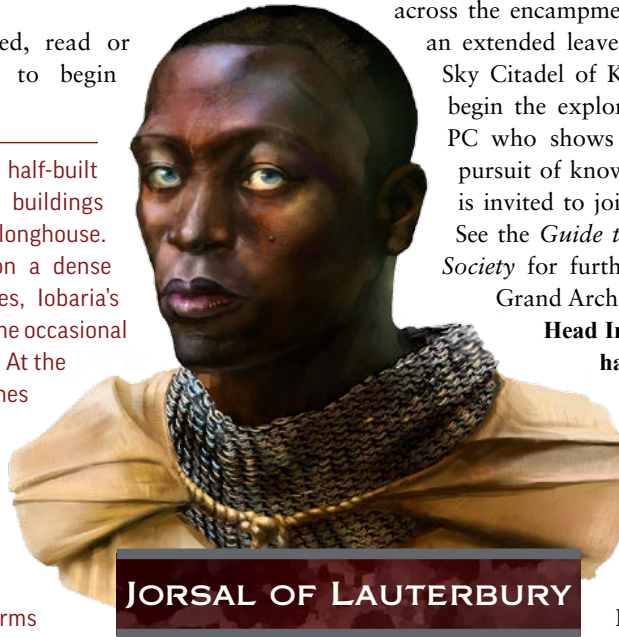
securing housing, basic provisions, and opportunities for mentorship to helping the trainees adjust to their new lives. The expedition to Iobaria includes many Pathfinders who have only recently become full agents, and she wants to help them start off on the right foot. Always cheerful, she happily shares her knowledge on nearly any subject. Janira appears in Pathfinder Society scenario #1-01: *The Absalom Initiation*, as well as in several Pathfinder Society First Edition scenarios, including #5-08: *The Confirmation* and #6-10: *The Wounded Wisp*.

Art of each of these Pathfinders appears on page 22.

After interacting with other Pathfinders, the PCs are summoned to a meeting with Venture-Captain **Jorsal of Lauterbury** (LG male human warrior-scholar). The meeting takes place in under a large open-air awning that provides a spectacular view of the Icerime Peaks to the west and Finadar Forest to the south and east.

Read or paraphrase the following once the PCs are ready to move on.

"Welcome to Iobaria!" Venture-Captain Jorsal smiles and spreads his arms wide, gesturing to the expansive view before him. The sun glints off the snow-capped mountains to the west, though it does little to warm the air around you. Below the camp, the occasional clearing or stone structure dots the endless foliage of Finadar Forest, a huge expanse of blood-red bruorsivi pines.



JORSAL OF LAUTERBURY

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"Used to the chill yet? Iobaria takes some getting used to. Between the dry air and the winds off the peaks, you'd best wear your warmer clothes." He waves you over to his worktables, where a series of maps and documents sit weighted down with books, a *wayfinder*, and several large rocks.

"We live in exciting times. As you may know, the Society has recently been exploring the wilds of Iobaria. There are so many mysteries here! The ancient cyclops empire of Koloran has left ruins that have weathered the ages. The early Iobarian kings maintained their power through dragon-riding knights, and dragons still lurk in the forests and hills all around. Plagues, wars, ancient magic.... Iobaria has seen it all."

"As you may know, we've had some dealings in Iobaria recently, but the time has come to mount a major exploration. To do that, we need a good base of operations in the area, something more permanent than a couple of rooms in an inn in Mishkar."

The venture-captain slides a large map across the table, rearranging the rocks and books to prevent it from flying away in the breeze. "Down there, deep in Finadar Forest, is the city of Min-Khadaim, an ancient complex of ruins that dates from the cyclops empire of Koloran, abandoned since the Age of Darkness thousands of years ago. Not only is it an amazing archaeological find, but it also is superbly located to serve as a base for further operations in Iobaria. Cyclopean architecture is built to last, so we'll undoubtedly find something here to serve our needs. Once we explore and clear the ruins, we can then establish the Society's first Pathfinder Lodge in Iobaria!"

Jorsal turns to you again and grows serious. "This is an important operation for the Society's future, and we have the support of the Decemvirate themselves! In fact...."

Jorsal suddenly seems to focus on something behind the PCs, and he trails off. Two figures walk into the tent, both wearing helms that completely cover their faces. One is short and stocky, wearing a sapphire-studded helmet that covers their upper face. The other is a taller figure whose face is completely hidden by a flowing sheet of water that disappears into mist just past their neck. A successful DC 5 Pathfinder Lore check to Recall Knowledge allows the PCs to realize that the helms mark these individuals as members of the Decemvirate, the mysterious leadership of the Pathfinder Society.

"Yes, Jorsal, the Decemvirate understands the importance of this season of exploration in the wilds of Iobaria," states the shorter of the two in a scratchy voice that sounds older than the speaker looks. "You may call me Sapphire, and you may call them Shrike." The speaker strides quickly to the table and

indicates the large map, which shows a large area of forest subdivided into regular squares.

"Based on a preliminary survey, the ruins of Min-Khadaim have been divided into sections. Each team will explore and clear their assigned section—Jorsal will provide the details."

They turn to you. "You may be relatively new recruits, but we, the Decemvirate, need you to understand the importance of this operation. There are mysteries here in Iobaria that go far beyond plagues and dragons. The cyclopes of Koloran fled here when their homeland of Ghol-Gan fell under the sway of evil forces. Those brave and determined souls that made the trip were determined to escape the mistakes of their kindred, yet their descendants still fell into decadent decay as well, long before Earthfall ended their empire. The question of what laid them low at the height of their power is one of Golarion's greatest unsolved mysteries."

Sapphire is a supportive Pathfinder who treats the PCs as promising new members. Shrike is far more cynical and seems to be of the mind that only experienced agents should be assigned to explore Min-Khadaim. Rather than waiting for the PCs to ask questions, Shrike begins to grill them with questions, randomly selecting a PC for each question and not being satisfied until they answer.

"What do you know about modern cyclops culture?" PCs can attempt a DC 22 Society or Cyclops Lore check to provide a suitable answer, or a DC 22 Deception check to fake one. If players have any in-game lore knowledge, they can use this even if their character does not have the appropriate skill; assume it is a tidbit of knowledge they recall from their training or from earlier discussions with other Pathfinders in the camp.

"If trouble arises, how will you protect and preserve the priceless artifacts or records you find?" This question serves as a reminder that Min-Khadaim is an archaeological site, and destructive combat could cause irreparable damage to literally irreplaceable sources of culture and information. Shrike listens to whatever answers the PCs provide and reacts with incredulity at any mention of area-effect spells or abilities that could damage fragile records. ("You do know that the painted murals that the cyclopes used to record their history will be more than ten thousand years old, yes? Perhaps explosions that burn the paint off the walls might make them slightly harder to read, yes?")

"What was your grade in Master Shaine's 'Basic Archaeological Principles' class? Did you even take 'Basic Archaeological Principles'?" At this point, Sapphire intervenes, laying a hand on Shrike's arm. "Be at ease; they know what they must do. Trust in their skills." Shrike pauses to give the PCs one last look. "Don't mess up," they state bluntly before striding off to the next tent.

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Jorsal and Sapphire also answer the PCs' questions, if they have any. Likely inquiries and answers are given below.

Who are the masked people? Jorsal frowns slightly, "The Decemvirate are the ten leaders of the Pathfinder Society. Most agents at your pay grade never get to even see one from afar, let alone receive a personal briefing from two of them. If you have further questions about the Society's organization, please direct them to Head Initiate Gavix. She's quite accustomed to helping trainees with such questions."

Why set up a new Lodge in a ruin? Sapphire answers. "The political situation in Iobaria is... complex," they explain. "In the past, recurrent plagues have encouraged a dispersed and isolated population. Avoiding large population centers seems like a wise choice, especially with so many of us from across the Inner Sea and beyond. And we'll need to build up significant infrastructure at the ruin site to support its exploration. We might as well build it to last."

What can we expect to find? Jorsal shrugs. "If we knew, we wouldn't need to send you! But there are three likely sources of trouble. First, the cyclopes could have surviving defenses in their city: traps, constructs, magical defenses. More likely, we'll find other creatures that have moved into the ruins in more modern times. And of course, there are the standard hazards of exploring ruins: loose rocks, tunnels with bad air, green slime... the usual."

Once the PCs have finished asking questions, Sapphire departs. Read or paraphrase the following as a reminder to the PCs on what their task is.

Jorsal picks up a sheet from a pile of similar documents and hands it over, along with a rough map. "Now, as relatively junior members of the Society, your job will be scouting and mapping the initial sites we've selected. Take this to the quartermaster and he'll provide you some basic equipment for exploration. Explore everything in your assigned area and make an accurate map. Explore all the buildings on the surface, inside and out. Find any entrances to underground levels and explore them as far as is practical. Keep an eye out for any threats and neutralize them. Clear your area so it's safe for the follow-up scholars to go in and begin the detail work. Understood?"

Jorsal provides the PCs with a list of equipment and a survey map (reproduced as **Handout #1** and **Handout #2**, respectively) and wishes them good luck.

PREPARATIONS

The PCs can make further preparations before they head to their assigned site.

The Quartermaster's Warehouse: In addition to providing PCs the equipment listed on **Handout #1**, the quartermaster's store has equipment normally available to the PCs for purchase. The camp counts as a settlement of more than 5,000 people, but only for purposes of non-magical equipment, consumables, and spell-casting services. If asked, Quartermaster **Aram bin-Kaleel** (LN male human supplier) can offer advice on useful gear for the mission ahead, with alchemical antidotes, elixirs of life, and 10-foot poles topping the list.

Historical Perspective: The PCs might also know something about Iobaria or the cyclops empire of Koloran from their previous studies. PCs can attempt a DC 18 Society or Cyclops Lore check to Recall Knowledge, or a DC 15 Diplomacy check to Gather Information from other Pathfinders, such as the prominent agents listed on page 4. The knowledge they receive is based on the results of their check.

Critical Success As success, plus the PCs learn that the Koloran Empire fell into decline when their leaders turned away from the traditional ways to embrace dark and mysterious powers from beyond Golarion.

Success The cyclops empire of Koloran covered this area of Iobaria until about 10,000 years ago. The ancient cyclopes' civilization was incredibly advanced civilization, but their modern descendants are known for violent behavior and a voracious appetite for flesh.

THE CYCLOPEAN RUINS

The PCs' assigned section of the ruins is located just a few hundred yards inside the forest, and advance teams have already cleared a path to the location. The site consists of a square approximately 500 yards on a side, heavily overgrown with brush and creeping vines. Here and there, gigantic basalt stonework pokes through the vegetation. Read or paraphrase the following.

A large stone wall looms out of the forest ahead. Made of titanic stone blocks cut and fitted with precision, it feels ancient in a way that surpasses mere age. Creeping vines and moss cover most of the surfaces, but here and there bare stone reveals carved symbols along the wall's surface. A massive entrance archway a hundred feet wide is the only break visible in the wall as it stretches between stands of the fiery bruorsivi pines. Above the archway, looking down on all who would enter, is a carving of a single gigantic eye.

The PCs are required to map the surface buildings of their assigned area, cataloging each one and entering them if they can. Each building's interior is to be fully explored, with any upper or lower levels also mapped and cleared of hazards.

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Exploring the Ruins: To facilitate gameplay, mapping the city is handled in Exploration Mode as a series of skill checks. To complete their task, the PCs must visit each of the numbered locations below and on page 9. At each location, each PC can attempt a single skill check or Perception check, as listed in the location's description. If at least one PC succeeds, the PCs earn 1 Exploration Point. Instead of rolling their own check, a PC can attempt to Aid by rolling the same skill (DC 15 in Levels 1–2 and DC 18 in Levels 3–4). Keep track of the total number of Exploration Points the PCs earn, as it affects the adventure's Primary Objective (page 13).

The GM is encouraged to reward creative use of skills and abilities. For example, PCs with Cyclops Lore can use that skill for several of the checks in this section. If a PC can justify how or why they should be able to use a given skill, use your discretion, and set the DC up to 2 higher or lower than the listed skill depending upon how appropriate it is for the situation. If the PCs use a particularly relevant ability or spell, the GM can allow them to automatically earn an Exploration Point without rolling a check.

Each area requires 2 hours to explore and map.

A1. DISTRICT ENTRANCE

This grand archway stands 100 feet tall and is made of enormous blocks of basalt set together without mortar. The exterior faces are carved with astronomical images, with sun and moon symbols dominating. From this vantage point, the stand of bruorsivi pines blocks the view of the amphitheater (area A4), the ziggurat (area A7), the storehouses (area A8), and the planetarium (area A9).

Exploration Points: A PC who succeeds at a DC 20 Athletics check (DC 22 in Levels 3–4) finds and uses a reliable path to Climb the archway without damaging it and documents the finer details of the astronomical images.

A2. DISTRICT WALL

The district wall stands 60 feet tall and is 60 feet wide at the base, narrowing to a width of 30 feet at the top. The walls are made of the same massive blocks as the entrance arch. Though battered and shaken by earthquakes over the centuries, the wall is still largely intact, except for one area that has collapsed.

Exploration Points: A PC who succeeds at a DC 18 Crafting check (DC 20 in Levels 3–4) determines that the stones making up the collapsed portion of the wall have partially melted.

A3. WATCH TOWER

Each tower is 80 feet across and 80 feet tall. The inner floors have collapsed, leaving each an empty, cylindrical shell mostly open to the sky.

Exploration Points: A PC who succeeds at a DC 20 Acrobatics check (DC 22 in Levels 3–4) safely leaps between the remaining platforms in the watch tower and surveys the surrounding area. From here, they can easily map the complex from above.

A4. AMPHITHEATER

This oval-shaped building is completely surrounded by thick brush and red bruorsivi pines. A thick layer of fallen pine needles and other organic matter has coated the stonework. This was once an open-air theatre with stone bench seating in the round.

Exploration Points: The central stage area seems large enough to be used for team sports, but a PC who succeeds at a DC 18 Survival check recognizes a layer of ash on the stone: evidence of a massive fire on the arena floor. Such PCs also know that there's no way that ash would have remained here for thousands of years; whoever or whatever caused the fire must have done so fairly recently.

A5. GRAND PLAZA

This was once a broad paved roadway leading from the archway to the great temple in the distance. The edges of the plaza are defined by decorative stone pillars and fragments of statuary. The road surface itself is covered with grass and a thick layer of soil, requiring some digging to expose the original paving stones.

Exploration Points: Many of the statues are so eroded as to be featureless, but a PC who succeeds at a DC 18 Occultism or Society check (DC 20 in Levels 3–4) recognizes that they are not humanoid in basic design.

A6. DRAGON SPIRIT

LOW

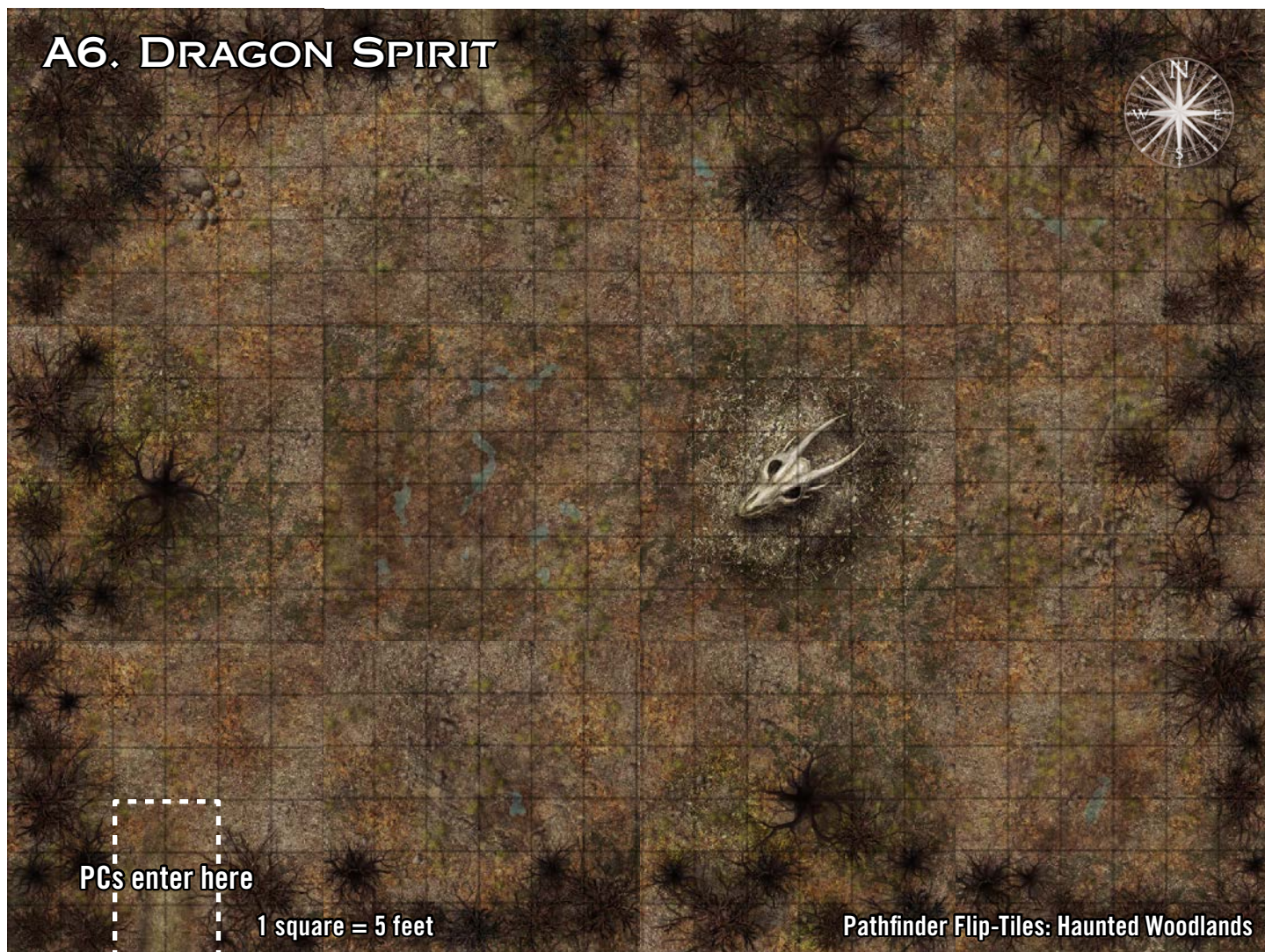
After Min-Khadaim's fall, the forest began to slowly reclaim the land. Bruorsivi pines grew into a large stand of trees stretching from the wall (area A2) and amphitheater (area A4) across the Grand Plaza (area A5), obstructing the view of the ziggurat (area A7) from the main gate.

The bruorsivi pine forest opens into a clearing 30 yards across. Although the cyclopean plaza's stone tiles are covered by several inches of soil, no vegetation grows here. A pile of large bones sits near the center of the clearing, topped by an immense skull. With its enormous jaws and swept-back horns, the skull is unmistakably that of a dragon. The empty eye sockets stare directly at the only entrance to the clearing.

The clearing marks the place where the silver dragon Isythysus succumbed to one of Iobaria's recurrent plagues. Isythysus was drawn to the ruins by a rumor that the cyclopes of Koloran sought to unleash an evil power upon the world in the days before Earthfall.

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A6. DRAGON SPIRIT



Delving in the caverns beneath the city, the dragon fell afoul of the corrupting rot in the lower levels. Eschewing aid, Isythysus remained at the ruins, feverishly trying to uncover the cyclopes' planned ritual before returning to the surface just in time to die in the sunlight.

Hazard: Isythysus's tragic and selfless death was twisted by the fell powers the cyclopes worshipped. The dragon's essence infused the place where she died, producing a haunt that lashes out at any living creatures that approach the dragon's skull.

Creatures: On the edges of the clearing are the bones of a dozen more recent would-be squatters, goblins who were cut to ribbons by the haunt. One round after the haunt triggers, some of the skeletons animate and move to attack any living creatures in sight. As mindless creatures and a fixed haunt, the creatures do not use intelligent or complex tactics. (In Levels 3–4, the goblin skeletons are replaced by hobgoblin skeletons.)

LEVELS 1–2

DRAGON'S DEATH

HAZARD 3

Page 14, art on page 23

GOBLIN SKELETONS (2)

CREATURE –1

Page 14

LEVELS 3–4

DRAGON'S DEATH

HAZARD 5

Page 18, art on page 23

HOBGOBLIN SKELETONS (2)

CREATURE 1

Page 18

Reward: The first animated skeleton carries a *wand of comprehend language*. In Levels 3–4, a small cluster of silver scales that still maintain their luster are piled

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under the dragon's skeleton; in total, these scales are worth 50 gp.

Exploration Points: A PC who succeeds at a DC 20 Arcana check (DC 22 in Levels 3–4) recognizes that the magically sustained bones come from a silver dragon.

A7. TEMPLE OF THE ETERNAL ECLIPSE

This stepped pyramid rises nearly to the treetops, a hundred and fifty feet above. Each layer of stone is assembled from huge blocks of basalt, mostly covered in moss and vines. Richly carved pictographs adorn the stone, wherever visible among the patches of vegetation. A steep staircase sized for giants rises up one face of the ziggurat to the upper platform, where a small building crowns the summit.

This ziggurat was once dedicated to the Moon, one of the cyclopes' most beloved deities. As the cyclopes turned to evil and brutality, the temple was repurposed, with harsher paintings splashed over the finely detailed originals. The Moon was no longer seen as a peaceful entity, but the Devourer of Light, She Who Would Eat the Sun. The temple became a place of violent, sacrificial rituals which reached their height during the time of a solar eclipse.

The only passable entrance to the subterranean levels is through the ziggurat's central shaft. PCs must climb the exterior of the structure, force a way through the partially collapsed doorway into the shrine on top, and then lower themselves down the shaft.

The exterior staircase is at a 60-degree angle; Climbing it requires a successful DC 10 Athletics check. At the top, a 40-foot square platform is covered with grass and moss, with a 20-foot-square shrine in the center. The entranceway of this shrine has been blocked by debris that fell during the earthquake that toppled the city's spires. It can be Forced Open with an DC 18 Athletics check or repaired with a DC 18 Crafting check (taking 1d4 hours); these both become DC 20 for Levels 3–4. Alternately, a Medium or smaller PC could use Acrobatics to Squeeze through a hole in the damaged roof and then clear the debris from the inside, granting a +2 circumstance bonus to the Athletics check to Force it Open.

The inside of the shrine is nearly bare, although the walls were once painted with colorful murals inlaid with precious stones and silver. In the center of the room, a circular shaft 10 feet in diameter descends 20 feet before turning into a 10-foot-wide spiraling staircase that leads down into area **B1**. The walls of the shaft are smooth, requiring a successful DC 20 Athletics check to Climb down. If the PCs seem to

have forgotten, the GM can remind the players that equipment they were issued includes plenty of rope and a block and tackle, which makes the climbing process much easier.

Reward: One item of value remains in the shrine, missed by the priests who desecrated the temple and turned it to another use. A PC who succeeds at a DC 16 Perception check to Seek (DC 19 in Levels 3–4) locates a piece of lapis lazuli worth 6 gp along the inside edge of one of the stone blocks. In Levels 3–4, the lapis lazuli is instead worth 15 gp.

Exploration Points: A PC who succeeds at a DC 20 Religion check (DC 22 in Levels 3–4) deciphers the imagery of the Moon on the ziggurat and determines both its original and mutated religious significance (see above).

A8. STOREHOUSES

These rows of low stone buildings were once used to hold grain, but as the cyclopes abandoned their former way of life, they were turned to other purposes. Just before Earthfall they were used to hold those from the surrounding lands that the cyclopes had captured and enslaved to be used as either sacrifices or food.

Exploration Points: A PC who succeeds at a DC 22 Perception check (DC 24 in Levels 3–4) notices that these storehouses break the regular pattern of alignment of the rest of the buildings in the complex, suggesting that they were built later.

A9. PLANETARIUM

This squat round building with a domed roof served as a place for cyclopean seers to predict and make use of celestial portents. On the roof is a large stone sphere half-set into the floor and perforated with thousands of tiny holes. The lower part of the sphere is supported by thousands of stone bearings. By Squeezing through from an entrance hatch in the southern end, a Large creature can stand within the sphere and see light entering through the holes. These holes are precisely located to recreate the constellations of Golarion's night sky as seen 10,000 years ago. The sphere is perfectly balanced, so that a Large creature can walk in the sphere and rotate it under their weight, almost like a water wheel. A series of pictographs along the circumference of the sphere allowed the cyclopes astronomers to recreate the constellations for any time of the year.

Exploration Points: A PC who succeeds at a DC 20 Nature check (DC 22 in Levels 3–4) uncovers the fact that there are some stars shown on the dome that do not exist in the modern sky. Either these stars are no longer visible, or no longer exist.

CITADEL OF CORRUPTION

CATACOMBS

The city of Min-Khadaim once had extensive underground chambers, exceeding the usable space of the upper city. Repeated earthquakes have caused extensive damage to these subterranean areas, with many now collapsed or cut off from surface access. In the PCs' assigned sector, only a small underground area is still accessible, from the bottom of the shaft leading to the Temple of Eternal Eclipse. Use the map on page 11 for these areas.

Unless otherwise indicated, all tunnels are 15 feet high and all rooms are 20 feet high. Walls and floors are chiseled out of the bedrock and inscribed with decorative patterns of stars, suns and moons. All areas are unlit, so PCs without darkvision require a light source.

B1. PIT OF SACRIFICE

The bottom of the shaft is covered with a thick layer of fine, grayish-white dust. A few scattered fragments of bone protrude from the dust. The northern wall is carved with a huge bas relief of a massive beast eating the sun, while a huge stone portal is centered in the south wall.

The dust is all that remains of the bones of the many victims tossed down the sacrificial well from the top of the Temple of Eclipses.

The bas relief shows the sun (depicted as a single cyclopean eye) being chased and devoured by a huge, many-headed and -tentacled beast. PCs can attempt a DC 18 Cyclops Lore or DC 22 Society check to Recall Knowledge, with information based on the results of their roll.

Critical Success As success, plus the PCs notice that some of the iconography is reminiscent of obscure demon lords. This information gives all PCs a +1 circumstance bonus to checks made to research in the Lost Library (area B3).

Success Cyclopes at the height of their empire revered the sun, moon, and stars, and saw eclipses as a celebratory event, a communion of two heavenly bodies. This bas relief seems to celebrate an eclipse as a time of destruction and darkness—very out of character for traditional cyclopean theology.

Failure No information.

Critical Failure The bas relief indicates that past cyclopes were brutal and violent, contrary to today's myth of a society of enlightened philosophers. This false information confuses the PC who critically failed, imposing a -1 circumstance penalty on their checks made to research in the Lost Library (area B3).

The stone door in the southern wall is 3 feet thick (Hardness 14; HP 56 (Break Threshold 28)). While it

is not entirely barred, it has become stuck. The PCs can Force Open the door with a successful DC 20 Athletics check (DC 22 in Levels 3–4). Note that the PCs have a pair of crowbars in the equipment provided by Venture-Captain Jorsal, which allows one PC to Aid another without either of them taking the -2 item penalty to Athletics for not having an appropriate tool (*Core Rulebook* 242). The DC of the check to use the Aid reaction is 15. If the PCs fail the check to Force Open the door at least 3 times, or if they break the door down, the abyssal fungi in area B2 are on high alert; this grants the fungi a +2 circumstance bonus to initiative rolls during that encounter.

B2. FUNGAL OOZE

**MODERATE
OR SEVERE**

The stairs end in a long hallway that ends in a stone door. A pool of slimy liquid covers the floor to a depth of a few inches, covered in a multicolored carpet of fungal blooms and spores.

Creatures: The influence of the cyclopes' fell patrons has corrupted the underground levels of Min-Khadaim. Abyssal energy has infused the fungal blooms that grow throughout the ruins, and here they have taken on an unholy existence. The abyssal fungi hang on the tunnel ceiling, appearing as nothing more than a thick growth of multicolored mushrooms. They leap to attack any living creature that passes beneath.

Each of these fungi can deal persistent damage to the PCs. Note that if a PC would gain more than one persistent damage condition with the same damage type, the higher amount of damage overrides the lower amount; this means that there is no need to keep track of how many exposures a PC has to the persistent damage—just whether they are taking persistent damage or not.

LEVELS 1-2

WEAKENED ABYSSAL FUNGI (2)

CREATURE 1

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LEVELS 3-4

ABYSSAL FUNGI (4)

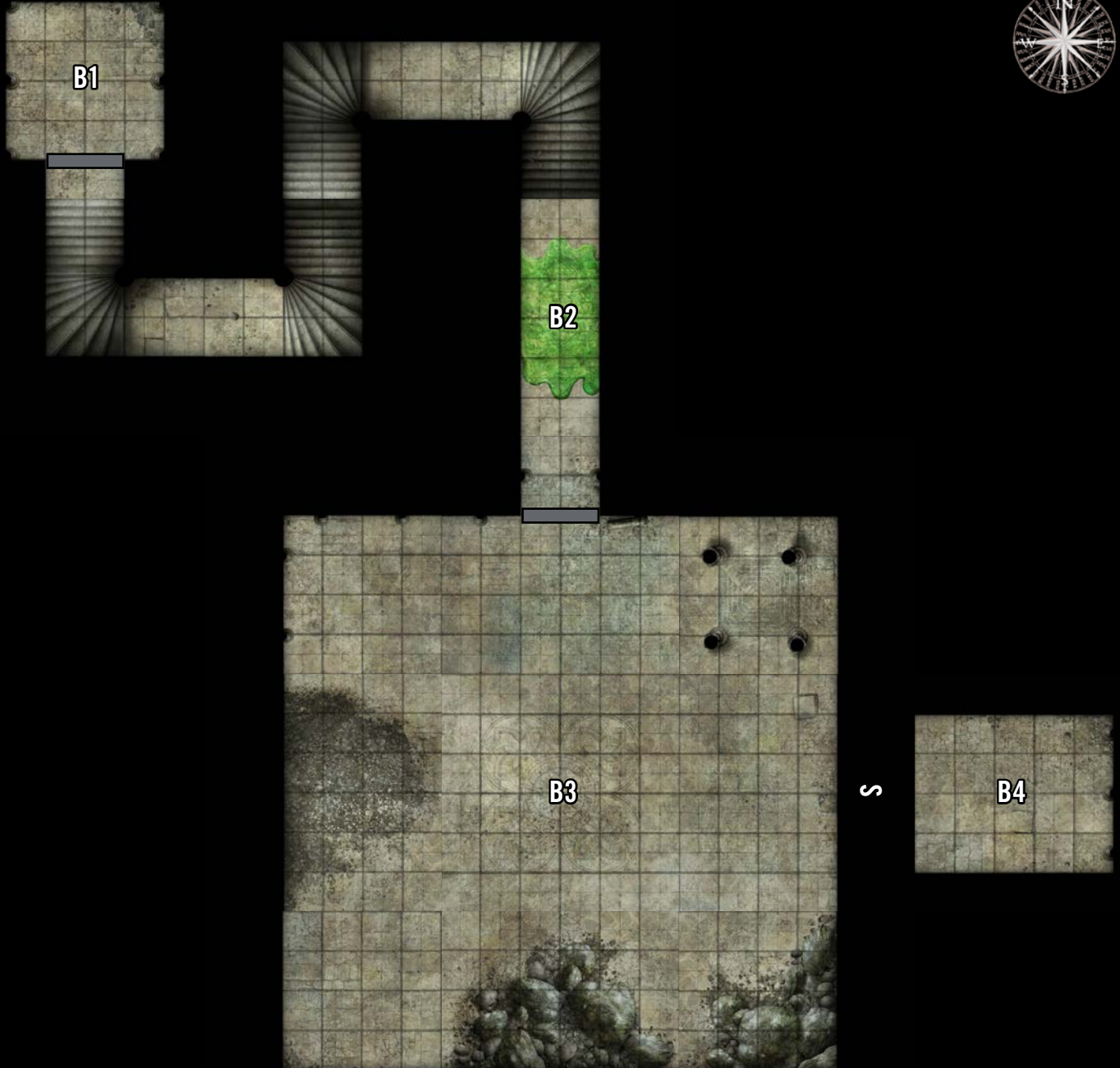
CREATURE 2

Page 19

Reward: This room contains several fragments of silver, which seem to have been spattered around the room in a molten state. In total, the fragments are worth 8 gp (28 gp in Levels 3–4).

CITADEL OF CORRUPTION

B. CATACOMBS



1 square = 5 feet

Pathfinder Flip-Tiles: Dungeon Starter Set

CITADEL OF CORRUPTION

B3. THE LOST LIBRARY

This cavernous chamber seems to have been used for an academic purpose. Large stone tables are arranged in a rough square around the center of the room, with giant-sized stone stools and chairs throughout. The eastern wall is covered by an amazingly intricate mural painting, the colors and details preserved in the sealed environment. In the walls, shelves contain rotted scroll tubes and worm-eaten books, although a few shelves seem to contain thin sheets of stone in haphazard piles. In an alcove, a large glass orb about a foot in diameter rests on a pillar. On the floor, the original tiled mosaic has been hacked and defaced, covered with crude painted depictions of flame and a single unblinking eye.

As outside air swirls into the room for the first time in centuries, creeping discoloration begins to spread across the murals and writings before your very eyes. The fog of history will undoubtedly reclaim them once again, and soon.

While incomplete, this library preserves a substantial quantity of cyclops history and lore. Unfortunately, the unsealing of the doorway in area **B1** exposed the materials to the outside air for the first time in millennia, and the images and texts are quickly oxidizing. The PCs must record and recover what they can immediately, before critical details are lost to history.

Carved into the southern wall is a message in several languages: Aklo, Azlanti, Celestial, Cyclops, Draconic, and Jotun. The message reads, “The enlightened follow the eye into darkness.” All of the material in the library is written in each of these languages, and PCs need familiarity with at least one of these languages to study the Stone Tablets of Ai’Sheen. PCs who lack such familiarity can use the *wand of comprehend language* from one of the hobgoblin skeletons in area **A6** or spend 1 hour to return to the base camp and secure an NPC Pathfinder to assist with translation.

Use the Research subsystem (*Gamemastery Guide* 154) to adjudicate this event. Each round of research takes an hour. For each hour that passes, whether from research rounds or the PCs resting, reduce the maximum RP value of the Map-Mural by one, as fresh air from the surface causes the rapid oxidation and peeling of the delicate paint and lacquer.

If the PCs make loud noises while in this room, they alert Valgomorus in area **B4** to their presence. Valgomorus then cries out to be released, but hearing these cries through the thick stone door requires a successful DC 22 Perception check.

LEVELS 1-2

LOST LIBRARY OF KOLORAN

LIBRARY 3

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LEVELS 3-4

LOST LIBRARY OF KOLORAN

LIBRARY 5

Page 20

Development: The PCs can spot a secret door in the eastern wall that leads to area **B4** with a successful DC 22 Perception check to Search (DC 25 in Levels 3–4), but to open it, a PC must find the correct glyph on the wall to press with a successful DC 25 Thievery check to Deactivate Device (DC 28 in Levels 3–4). It’s far more likely that the PCs will discover this door by inadvertently opening it during their research instead.

Reward: If the PCs earn at least 20 Research Points, they earn 10 gp each from the Society’s paymaster for a job well done (30 gp each in Levels 3–4).

B4. DANGEROUS KNOWLEDGE

MODERATE

This room appears to have been the cell of a desperate prisoner. The walls are covered with scratches and feverish writing in a brownish-red fluid, and the stone furniture has been shattered into fragments. The room is cold and humid, with condensation forming on every surface.

Creatures: Trapped here is Valgomorus, last seer of the cyclopean empire of Koloran. After being abandoned by his kin and slowly starving to death, Valgomorus rose as a wight. Still trapped in this room, he has spent the last 10,000 years alternately raging against the stone walls of his prison or spending decades lying motionless on the floor.

As soon as the secret door opens, Valgomorus charges out to attack intruders in an unreasoning fury. During combat, Valgomorus mutters to himself and to the PCs, alternating through the languages he knows. If he gets responses in a given language, he uses that language exclusively. Some of the phrases he repeats include “...the time is nigh... Time! Time!”; “The ritual must begin! Will YOU dare stop it?”; “... the fire, the fires, burning, burning like the Eye...” He seems to believe that the PCs are the only thing preventing him from beginning a ritual, but he doesn’t know anymore what the ritual is or what it involves, beyond fire and death. Any questions enrage him, and each round he attacks whoever spoke to him last.

CITADEL OF CORRUPTION

LEVELS 1–2

VALGOMORUS

Page 17

LEVELS 3–4

VALGOMORUS CREATURE 5

Page 21'

Reward: The wight wears a silver and obsidian torc worth 12 gp (35 gp in Levels 3–4).

CONCLUSION

After defeating the various guardians and exploring the entire complex, the PCs return to the base camp with their research notes and maps.

As the sun sits low on the horizon, the sound of a great disturbance comes from the edge of the base camp. A mysterious pillar of energy erupts skyward from an area near the quartermaster's warehouse, filling the sky with crackling black lightning. Sapphire, the member of the Decemvirate, can be seen inside the pillar, grappling with a nebulous, shadowy figure. It's unclear whether the creature is attacking Sapphire, or if the Decemvirate member is restraining the shadowy creature. As you watch, Sapphire's eyes lock with yours, and they nod grimly. "Stand back!" they shout, pulling a small item from their belt.

The pillar of energy suddenly implodes, collapsing into a single point of intense negative space before exploding outward, sending Pathfinders and tents flying away from the epicenter of the blast. When the dust and smoke clear, Sapphire is gone. An empty suit of leather armor; a battered set of traveling clothes; and a scorched, sapphire-studded mask are all that remain.

Jorsal and Shrike rush forward and take charge of the situation, immediately recovering Sapphire's Decemvirate helm and other gear. Other Pathfinders help to clear the area of debris and begin restoring the camp to some semblance of order. Jorsal sends the PCs to the medical tent to be checked over. After an hour or so, he returns, visibly shaken but tight-lipped about the cause of the pillar or what happened to the Decemvirate member.

CREATURE 3



SAPPHIRE'S HELM

Jorsal listens absentmindedly to the PCs' stories, only showing interest in the description of the haunt's effects in area A6. He wonders if the shadowy figures the PCs saw during that encounter could be related to the figure that grappled with Sapphire inside the pillar of energy.

After hearing their report, Jorsal mumbles a "good job" before leaving the PCs and going off to find the other venture-captains.

REPORTING NOTES

There are no specific reporting notes for this scenario.

PRIMARY OBJECTIVES

The PCs fulfill their primary objectives if they create a complete map of the entire complex and clear it of threats. To do this, they must earn at least 4 Exploration Points in area A; groups with 12 or more Challenge Points in Levels 1–2 or 23 or more Challenge Points in Levels 3–4 must instead earn 5 Exploration Points.

(Challenge Points are a tool for scaling encounters that is described in the GM Basics Section of the *Guide to Organized Play: Pathfinder Society*.)

They must also complete all of the combat encounters. They do not need to permanently destroy the haunt in area A6 to achieve this. Doing so earns each PC 2 Reputation for their chosen faction.

SECONDARY OBJECTIVE

The PCs fulfill their secondary objective if they earn at least 20 Research Points in area B3 and discover the link between the ancient cyclops ritual and the demon lord UrxehI. Doing so earns each PC 2 Reputation for their chosen faction.

CITADEL OF CORRUPTION

APPENDIX 1: LEVEL 1-2 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 1st-level PCs. If your group has a different composition or size, refer to the GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*.

If a creature is marked “(0)”, don’t include it in the encounter unless specified (likely in the scaling sidebars).

ENCOUNTER A6 (LEVELS 1-2)

DRAGON’S DEATH

HAZARD 3

HAUNT

Stealth DC 21 (expert)

Description The pile of bones transforms into a Large silver dragon, while the PCs appear to transform into dark, shadowy figures of alien physique. The dragon’s flesh appears to slowly dissolve into lines of black smoke, which trail away toward the PCs and appear to be absorbed into their bodies. Once the dragon is stripped of flesh, its skeleton explodes in a shower of bone fragments.

Disable Religion DC 20 (trained) to exorcise the spirit (two actions), or Diplomacy DC 23 to calm the spirit momentarily (two actions).

Shower of Shards ⤵ (attack, necromancy) **Trigger** A creature comes within 15 feet of the dragon skull; **Effect** All living creatures within 20 feet of the nest are peppered with bone shards and take 2d10+7 points of slashing damage (DC 20 basic Reflex save).

Reset 1 minute, as the bone fragments slowly move back into a neat pile with the skull on top.

SCALING ENCOUNTER A6

To adjust for the PCs’ overall strength, make the following adjustments.

11+ Challenge Points: Add one goblin skeleton to the encounter for every 3 Challenge Points above 8 the party has.

GOBLIN SKELETONS (2)

CREATURE -1

NE SMALL MINDLESS SKELETON UNDEAD

Perception +2; darkvision

Skills Acrobatics +7, Athletics +2

Str +0, **Dex** +5, **Con** +0, **Int** -5, **Wis** +0, **Cha** +0

Items dogslicer

AC 17; **Fort** +2, **Ref** +9, **Will** +2

HP 4, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Speed 25 feet

Melee ⤵ dogslicer +8 (agile, backstabber, finesse, goblin, uncommon), **Damage** 1d6 slashing

Melee ⤵ claw +8 (agile, finesse), **Damage** 1d4 slashing

CITADEL OF CORRUPTION

ENCOUNTER B2 (LEVELS 1-2)

WEAKENED ABYSSAL FUNGI (2)

CREATURE 1

CE **SMALL** **FUNGUS**

Perception +5; darkvision

Languages Abyssal (can't speak)

Skills Athletics +7, Nature +6, Stealth +7

Str +1, **Dex** +2, **Con** +2, **Int** -2, **Wis** +2, **Cha** +0

AC 16; **Fort** +7, **Ref** +7, **Will** +5

HP 25; **Weaknesses** cold iron 3, good 3

Spore Burst ➤ When an abyssal fungus dies, it triggers its Spore Cloud ability immediately.

Speed 25 feet, climb 20 feet

Melee ➤ slam +9 (agile, finesse), **Damage** 1d6+2 bludgeoning

Ranged ➤ spore pod +7 (range increment 30 feet), **Damage** 1d6+1 bludgeoning plus spores

Spore Cloud ➤➤ (poison) An abyssal fungus can unleash a cloud of spores that irritates the eyes and throats of non-fungus creatures in a 15-foot emanation. Each creature must succeed at a DC 12 Fortitude save or take 1d4 persistent poison damage. A creature has its vision reduced as long as the persistent damage continues and can see only within 20 feet (10 feet on a critical failure).

Spores A creature that takes damage from an abyssal fungus' ranged spore pod Strike must attempt a saving throw with the same DC and effect as its Spore Cloud ability.

ABYSSAL FUNGI (0)

CREATURE 2

CE **SMALL** **FUNGUS**

Perception +6; darkvision

Languages Abyssal (can't speak)

Skills Athletics +8, Nature +6, Stealth +8

Str +3, **Dex** +3, **Con** +2, **Int** -2, **Wis** +2, **Cha** +0

AC 18; **Fort** +8, **Ref** +9, **Will** +6

HP 45; **Weaknesses** cold iron 5, good 5

Spore Burst ➤ When an abyssal fungus dies, it triggers its Spore Cloud ability immediately.

Speed 25 feet, climb 20 feet

Melee ➤ slam +11 (agile, finesse), **Damage** 1d6+4 bludgeoning

Ranged ➤ spore pod +9 (range increment 30 feet), **Damage** 1d6+2 bludgeoning plus spores

Divine Innate Spells DC 16; **2nd** darkness

Spore Cloud ➤➤ (poison) An abyssal fungus can unleash a cloud of spores that irritates the eyes and throats of non-fungus creatures in a 15-foot emanation. Each creature must succeed at a DC 14 Fortitude save or take 1d4 persistent poison damage. A creature has its vision reduced as long as the persistent damage continues and can see only within 20 feet (10 feet on a critical failure).

Spores A creature that takes damage from an abyssal fungus' ranged spore pod Strike must attempt a saving throw with the same DC and effect as its Spore Cloud ability.

SCALING ENCOUNTER B2

To adjust for the PCs' overall strength, make the following adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Replace one of the weakened abyssal fungi with an abyssal fungus.

12-13 Challenge Points: Replace both of the weakened abyssal fungi with abyssal fungi.

14-15 Challenge Points: Add one abyssal fungus to the encounter.

16-18 Challenge Points (5+ players): The PCs fight three abyssal fungi.

CITADEL OF CORRUPTION

ENCOUNTER B3 (LEVELS 1-2)

LOST LIBRARY OF KOLORAN

LIBRARY 3

GIANT

OCCULT

Map-Mural of Koloran 40-foot painted mural of the Koloran Empire's history; **Maximum RP** 15

Research Checks DC 13 Art Lore, DC 18 Society, DC 20 Occultism

Special At the end of each research round, the Map-Mural's Maximum RP value decreases by one, as the delicate painted details begin to oxidize in the outside air.

Stone Tablets of Ai'Sheen A collection of thin hexagonal sheets of basalt, chiseled in Aklo by the cyclops seer Ai'Sheen; **Maximum RP** 10

Research Checks DC 13 Abyss Lore, Academia Lore, or Library Lore, DC 18 Occultism, DC 20 Arcana or Religion

Special A PC can attempt to use the tablets to assist another character performing research with a DC 20 Athletics check to Aid; this represents physically moving the heavy tablets to help correlate the research.

Ocularity This crystal cyclops eye offers visions to those who gaze within; **Maximum RP** 5

Research Checks DC 18 Occultism, DC 23 Perception

Special A PC who conducts research using the Ocularity must attempt a DC 17 Will save. Failure deals 2d4 mental damage. On a critical failure, the researcher is stupefied 1 for 1 day.

4 Research Points The PCs learn the basic history of the Koloran Empire, from its founding by refugees fleeing the declining Ghol-Gan Empire to their descendants' demise during Earthfall. They learn that, like the Ghol-Gan from which they fled, the Koloran leaders also eventually turned to various demonic patrons and even fouler entities from the Dark Tapestry to try to stave off their fall.

8 Research Points The PCs learn that cyclopes' core understanding of their ability to see the future centered on the importance of their single eye. A cyclops seer lived in the present and the future simultaneously and could see events centuries before they occurred, though this ability was rare and in decline near the end of Koloran's history.

12 Research Points The PCs learn that as prophecies began to fail them, even the Koloran cyclopes began to seek powerful beings from outside the planes to inform their prophecies. Unfortunately, this knowledge came at a price; as the PCs become aware of these nameless entities, they attract this attention themselves. All research DCs increase by 1 from this point forward. In addition, the next successful research roll made on the Map-Mural accidentally opens the secret door to area **B4**.

16 Research Points The PCs learn that Valgomorus, a cyclops seer, had uncovered a ritual that he believed could bring

SCALING ENCOUNTER B3

To adjust for the PCs' overall strength, make the following adjustments.

10+ Challenge Points: For every 2 Challenge Points above 8, add 1 to each of the Research Point thresholds to learn each tier of information, as well as to the maximum RP in the Map-Mural. This increase also applies to all thresholds for rewards and objectives listed in the scenario.

back the lost power of prophecy. The ritual required a great sacrifice to an extraplanar being.

20 Research Points The PCs learn that the cyclopes of Koloran planned a ritual designed to draw on the power of the demon lord Urxehl, a troll-like being who revels in catastrophes. The nature of this ritual is not in any of the tomes located here, though it seems likely that it would require a sacrifice of truly monumental proportions.

25 Research Points The PCs learn about the nature of chaos that dwells at the heart of the cosmos. Each PC making a research roll during the round when this threshold is reached must attempt a DC 16 Will save. On a failure, the PC is stunned for 1 round (confused for 1 round on a critical failure). They have preserved as much of Koloran's history as possible.

CITADEL OF CORRUPTION

ENCOUNTER B4 (LEVELS 1-2)

VALGOMORUS

CREATURE 3

NE LARGE CYCLOPS UNDEAD WIGHT

Perception +12; darkvision

Languages Aklo, Azlanti, Celestial, Cyclops, Draconic, Jotun

Skills Athletics +12, Intimidation +9, Religion +10

Str +3, **Dex** -2, **Con** +4, **Int** +2, **Wis** +3, **Cha** +2

Items greataxe

AC 17; **Fort** +11, **Ref** +6, **Will** +10

HP 50, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Flash of Insight ◆ (divination, occult, fortune) **Frequency** once per day; **Trigger** Valgomorus is about to roll a d20; **Effect** The cyclops peers into an occluded spectrum of possible futures. He gets a success (but not a critical success) on the roll instead of rolling.

Speed 20 feet

Melee ◆ greataxe +12 (reach 10 feet, sweep), **Damage** 1d12+5 slashing

Melee ◆ claw +12, **Damage** 1d8+5 slashing plus drain life

Drain Life (divine, necromancy) When Valgomorus damages a living creature with his claw Strike, he gains 3 temporary Hit Points and the creature must succeed at a DC 16 Fortitude save or become drained 1. Further successful claw Strikes increase the drained value by 1 on a failed save, to a maximum of drained 4.

Swipe ◆◆ (flourish) Valgomorus makes a melee Strike and compares the attack roll result to the AC of up to two foes, each of whom must be within its melee reach and adjacent to each other. Roll damage only once and apply it to each creature hit. A Swipe counts as two attacks for Valgomorus's multiple attack penalty, but the penalty does not increase until after both attacks are resolved.

SCALING ENCOUNTER B4

To adjust for the PCs' overall strength, make the following adjustments. These adjustments are not cumulative.

10-11 Challenge Points: Increase Valgomorus's Hit Points by 15.

12-13 Challenge Points: Apply the elite adjustments to Valgomorus.

14-15 Challenge Points: Apply the elite adjustments to Valgomorus, and then give Valgomorus 15 additional Hit Points.

16-18 Challenge Points (5+ players): As 14-15 Challenge Points; additionally, give Valgomorus the Attack of Opportunity reaction.

CITADEL OF CORRUPTION

APPENDIX 2: LEVEL 3-4 ENCOUNTERS

The statistics presented in this appendix include full stat blocks for creatures and hazards appearing in this scenario. These encounters are written for four 3rd-level PCs. If your group has a different composition or size, refer to GM Basics section of the *Guide to Organized Play: Pathfinder Society* for instructions on how to use the scaling sidebars to adjust the encounters for your group.

Some scaling sidebars reference the elite or weak adjustments. Rules for these adjustments appear on page 6 of the *Pathfinder Bestiary*.

ENCOUNTER A6 (LEVELS 3-4)

DRAGON'S DEATH

HAZARD 5

HAUNT

Stealth DC 24 (expert)

Description The pile of bones transforms into a Large silver dragon, while the PCs appear to transform into dark, shadowy figures of alien physique. The dragon's flesh appears to slowly dissolve into lines of black smoke, which trail away toward the PCs and appear to be absorbed into their bodies. Once the dragon is stripped of flesh, its skeleton explodes in a shower of bone fragments.

Disable Religion DC 23 (trained) to exorcise the spirit (two actions), or Diplomacy DC 26 (trained) to calm the spirit momentarily (two actions).

Shower of Shards ☞ (divine, necromancy) **Trigger** A creature comes within 15 feet of the dragon skull; **Effect** All living creatures within 20 feet of the nest are peppered with bone shards and take 4d8+10 points of slashing damage (DC 22 basic Reflex save). On a critical failure, the creature is blinded for 1d4 hours.

Reset 1 minute, as the bone fragments slowly move back into a neat pile with the skull on top.

SCALING ENCOUNTER A6

To adjust for the PCs' overall strength, make the following adjustments.

22+ Challenge Points: Add one hobgoblin skeleton to the encounter for every 6 Challenge Points above 16 the party has.

HOBGOBLIN SKELETONS (2)

CREATURE 1

NE MEDIUM MINDLESS SKELETON UNDEAD

Perception +6; darkvision

Skills Acrobatics +5, Athletics +5

Str +3, **Dex** +3, **Con** +0, **Int** -5, **Wis** +0, **Cha** +0

Items chain mail, longsword, steel shield (Hardness 5, HP 20, BT 10)

AC 17 (19 with shield raised); **Fort** +5, **Ref** +8, **Will** +3

HP 15, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Attack of Opportunity ☞

Shield Block ☞

Speed 25 feet

Melee ☞ longsword +7 (versatile P), **Damage** 1d8+3 slashing

Melee ☞ claw +6 (agile), **Damage** 1d4+3 slashing

CITADEL OF CORRUPTION

ENCOUNTER B2 (LEVELS 3–4)

ABYSSAL FUNGI (4)

CREATURE 2

CE **SMALL** **FUNGUS**

Perception +6; darkvision

Languages Abyssal (can't speak)

Skills Athletics +8, Nature +6, Stealth +8

Str +3, **Dex** +3, **Con** +2, **Int** –2, **Wis** +2, **Cha** +0

AC 18; **Fort** +8, **Ref** +9, **Will** +6

HP 45; **Weaknesses** cold iron 5, good 5

Spore Burst ☞ When an abyssal fungus dies, it triggers its spore cloud ability immediately.

Speed 25 feet, climb 20 feet

Melee ☞ slam +11 (agile, finesse), **Damage** 1d6+4 bludgeoning

Ranged ☞ spore pod +9 (range increment 30 feet), **Damage** 1d6+2 bludgeoning plus spores

Divine Innate Spells DC 16; **2nd** darkness

Spore Cloud ☞☞ (poison) An abyssal fungus can unleash a cloud of spores that irritates the eyes and throats of non-fungi creatures in a 15-foot emanation. Each creature must succeed at a DC 14 Fortitude save or take 1d4 persistent poison damage. A creature has its vision reduced as long as the persistent damage continues and can see only within 20 feet (10 feet on a critical failure).

Spores A creature that takes damage from an abyssal fungus' ranged spore pod Strike must attempt a saving throw with the same DC and effect as its Spore Cloud ability.

SCALING ENCOUNTER B2

To adjust for the PCs' overall strength, make the following adjustments.

20+ Challenge Points: Add one abyssal fungus to the encounter for every 4 Challenge Points above 16 the party has.

CITADEL OF CORRUPTION

ENCOUNTER B3 (LEVELS 3-4)

LOST LIBRARY OF KOLORAN

LIBRARY 5

GIANT **OCCULT**

Map-Mural of Koloran 40-foot painted mural of the Koloran Empire's history; **Maximum RP** 15

Research Checks DC 15 Art Lore, DC 20 Society, DC 22 Occultism

Special At the end of each research round, the Map-Mural's Maximum RP value decreases by one, as the delicate painted details begin to oxidize in the outside air.

Stone Tablets of Ai'Sheen A collection of thin hexagonal sheets of basalt, chiseled in Aklo by the cyclops seer Ai'Sheen; **Maximum RP** 10

Research Checks DC 15 Abyss Lore, Academia Lore, or Library Lore, DC 20 Occultism, DC 22 Arcana or Religion

Special A PC can attempt to use the tablets to assist another character performing research with a DC 20 Athletics check to Aid; this represents physically moving the heavy tablets to help correlate the research.

Ocularity This crystal cyclops eye offers visions to those who gaze within; **Maximum RP** 5

Research Checks DC 20 Occultism, DC 25 Perception

Special A PC who conducts research using the Ocularity must attempt a DC 19 Will save. Failure deals 2d4 mental damage. On a critical failure, the researcher is stupefied 1 for 1 day.

4 Research Points The PCs learn the basic history of the Koloran Empire, from its founding by refugees fleeing the declining Ghol-Gan Empire to their descendants' demise during Earthfall. They learn that, like the Ghol-Gan from which they fled, the Koloran leaders also eventually turned to various demonic patrons and even fouler entities from the Dark Tapestry to try to stave off their fall.

8 Research Points The PCs learn that cyclopes' core understanding of their ability to see the future centered on the importance of their single eye. A cyclops seer lived in the present and the future simultaneously and could see events centuries before they occurred, though this ability was rare and in decline near the end of Koloran's history.

12 Research Points The PCs learn that as prophecies began to fail them, even the Koloran cyclopes began to seek powerful beings from outside the planes to inform their prophecies. Unfortunately, this knowledge came at a price; as the PCs become aware of these nameless entities, they attract this attention themselves. All research DCs increase by 1 from this point forward. In addition, the next successful research roll made on the Map-Mural accidentally opens the secret door to area **B4**.

16 Research Points The PCs learn that Valgomorus, a cyclops seer, had uncovered a ritual that he believed could bring

SCALING ENCOUNTER B3

To adjust for the PCs' overall strength, make the following adjustments.

20+ Challenge Points: For every 4 Challenge Points above 16, add 1 to each of the Research Point thresholds to learn each type of information, as well as to the maximum RP in the Map-Mural. This increase also applies to all thresholds for rewards and objectives listed in the scenario.

back the lost power of prophecy. The ritual required a great sacrifice to an extraplanar being.

20 Research Points The PCs learn that the cyclopes of Koloran planned a ritual designed to draw on the power of the demon lord Urxehl, a troll-like being who revels in catastrophes. The nature of this ritual is not in any of the tomes located here, though it seems likely that it would require a sacrifice of truly monumental proportions.

25 Research Points The PCs learn about the nature of chaos that dwells at the heart of the cosmos. Each PC making a research roll during the round when this threshold is reached must attempt a DC 18 Will save. On a failure, the PC is stunned for 1 round (confused for 1 round on a critical failure). They have preserved as much of Koloran's history as possible.

CITADEL OF CORRUPTION

ENCOUNTER B4 (LEVELS 3–4)

VALGOMORUS

CREATURE 5

NE LARGE UNDEAD

Perception +15; darkvision

Languages Aklo, Azlanti, Celestial, Cyclops, Draconic, Jotun

Skills Athletics +15, Intimidation +12, Religion +13

Str +5, **Dex** -1, **Con** +5, **Int** +2, **Wis** +4, **Cha** +2

AC 20; **Fort** +14, **Ref** +9, **Will** +13

HP 75, negative healing; **Immunities** death effects, disease, mental, paralyzed, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

Flash of Insight ◆ (divination, occult, fortune) **Frequency** once per day; **Trigger** Valgomorus is about to roll a d20; **Effect** Valgomorus peers into an occluded spectrum of possible futures. He gets a success (but not a critical success) on the roll instead of rolling.

Speed 20 feet

Melee ◆ greataxe +15 (reach 10 feet, sweep), **Damage** 1d12+10 slashing

Melee ◆ claw +15, **Damage** 2d6+4 slashing plus drain life

Drain Life (divine, necromancy) When Valgomorus damages a living creature with his claw Strike, he gains 3 temporary Hit Points and the creature must succeed at a DC 19 Fortitude save or become drained 1. Further successful claw Strikes increase the drained value by 1 on a failed save, to a maximum of drained 4.

Swipe ◆◆ (flourish) Valgomorus makes a melee Strike and compares the attack roll result to the AC of up to two foes, each of whom must be within his melee reach and adjacent to each other. Roll damage only once and apply it to each creature hit. A Swipe counts as two attacks for the multiple attack penalty, though the penalty does not increase until after both attacks are resolved.

Wight Spawn (divine, necromancy) A living humanoid slain by Valgomorus's claw Strike rises as a spawned wight after 1d4 rounds. This spawned wight is under the command of the wight that killed it (in this case, Valgomorus). It doesn't have drain life or wight spawn and is clumsy 2 for as long as it is a spawned wight. If the creator of the spawned wight dies, the spawned wight becomes a full-fledged, autonomous wight; it regains its free will, gains drain life and wight spawn, and is no longer clumsy.

SCALING ENCOUNTER B4

To adjust for the PCs' overall strength, make the following adjustments. These adjustments are not cumulative.

19–22 Challenge Points: Increase Valgomorus's Hit Points by 20.

23–27 Challenge Points: Apply the elite adjustments to Valgomorus.

28–32 Challenge Points: Apply the elite adjustments to Valgomorus, and then give Valgomorus 20 additional Hit Points.

33+ Challenge Points: As 28–32 Challenge Points; additionally, give Valgomorus the Attack of Opportunity reaction.

CITADEL OF CORRUPTION

APPENDIX 3: GAME AIDS



JORSAL OF LAUTERBURY

JANIRA GAVIX



FOLA BARUN

GORM GREATHAMMER



CITADEL OF CORRUPTION

APPENDIX 3: GAME AIDS



GHOST DRAGON ISYTHYSUS



SAPPHIRE'S HELM

CITADEL OF CORRUPTION

PLAYER HANDOUT #1

Each team to be issued the following gear. All gear must be returned after site survey is completed.

Survey map of assigned section

Two (2) climbing kits (each kit includes: 50 feet of rope, pulleys, twelve (12) pitons, one (1) hammer, one (1) grappling hook, and one (1) set of crampons); (Bulk 2 each)

One (1) club per team member; (Bulk 1 each)

Two (2) crowbars; (Bulk 1 each)

One (1) pack horse with tack and saddlebags

One (1) pickaxe; (Bulk 1)

One (1) sledgehammer; (Bulk 1)

One (1) signal whistle per team member; (Bulk 1 each)

One (1) spade; (Bulk 1)

Light sources: torches are available at no charge at camp. Other light sources available at camp for standard cost.

Meals: All meals and sleeping accommodations provided at camp. One day of emergency rations per team member can be acquired at camp before leaving for assigned expedition site.

CITADEL OF CORRUPTION

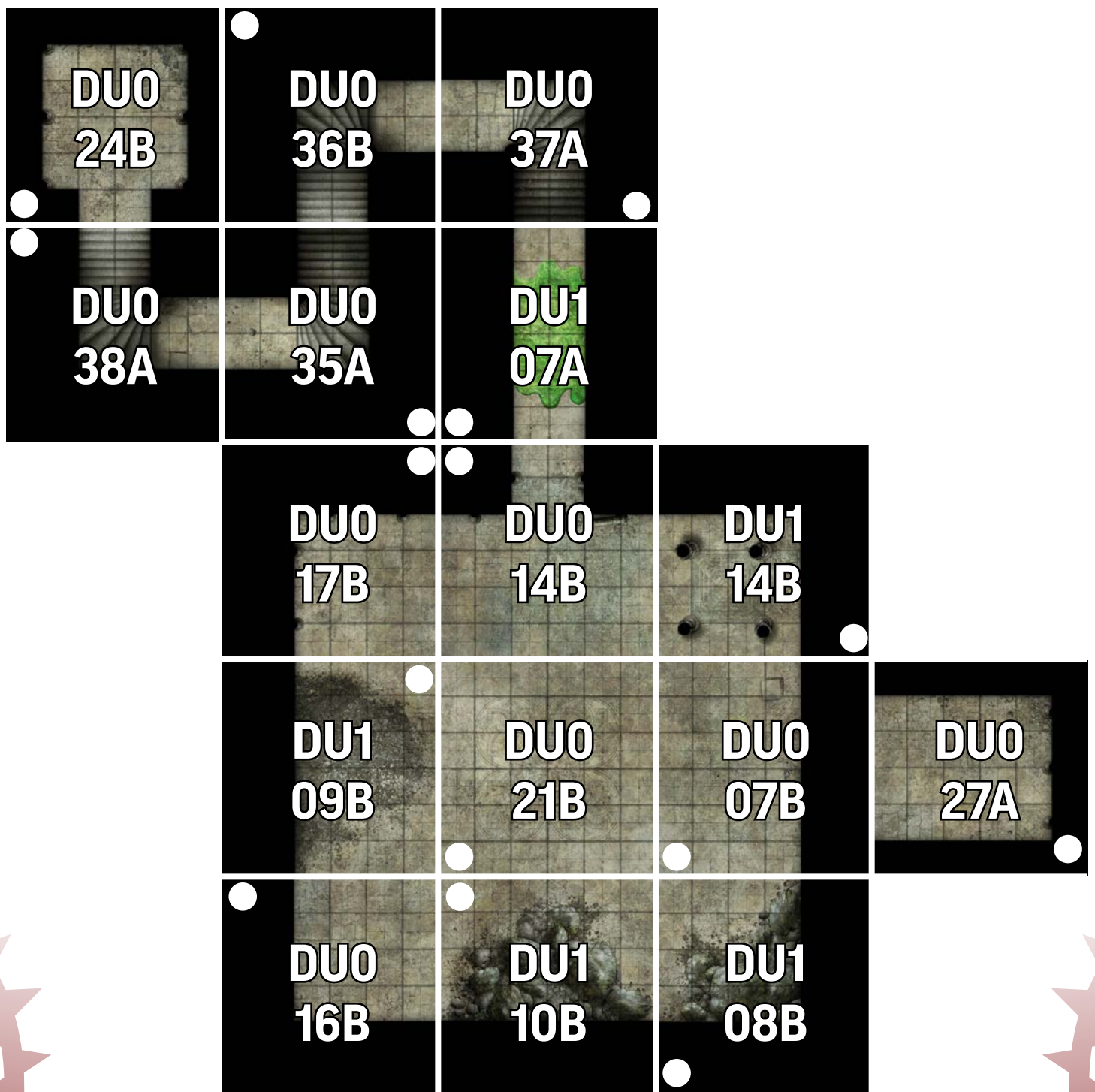
PLAYER HANDOUT #2



CITADEL OF CORRUPTION



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CITADEL OF CORRUPTION

ORGANIZED PLAY

TREASURE TABLE

LEVEL	TREASURE BUNDLE
1	1.4 gp
2	2.2 gp
3	3.8 gp
4	6.4 gp

TREASURE BUNDLES

- Area **A6**, page 7: 2 Treasure Bundles for defeating the dragon spirit encounter
- Area **A7**, page 9: 1 Treasure Bundle for finding the lapis lazuli
- Area **B2**, page 10: 2 Treasure Bundles for defeating the abyssal fungi
- Area **B3**, page 10: 2 Treasure Bundles for earning at least 20 Research Points
- Area **B4**, page 12: 3 Treasure Bundles for defeating Valgomorus

CITADEL OF CORRUPTION



Event Reporting Form

Date: _____ Event Code: _____

Location: _____

GM Org Play #:	-2	GM Name:	GM Faction:
Adventure #:		Adventure Name:	
Reporting Codes: (check when instructed, line through all if no conditions to report)		☐ A ☐ B ☐ C ☐ D	
Bonus Faction Goal Achieved:	☐ Yes ☐ No ☐ N/A	Scenario-based Infamy earned?	☐ Yes ☐ No ☐ N/A

Character Name:		Faction:		
Org Play #:	-2	Level	☐ Grand Archive ☐ Envoy's Alliance	☐ Slow Track
			☐ Radiant Oath ☐ Horizon Hunters	☐ Dead
			☐ Vigilant Seal ☐ Verdant Wheel	☐ Infamy
			☐	

Character Name:		Faction:		
Org Play #:	-2	Level	☐ Grand Archive ☐ Envoy's Alliance	☐ Slow Track
			☐ Radiant Oath ☐ Horizon Hunters	☐ Dead
			☐ Vigilant Seal ☐ Verdant Wheel	☐ Infamy
			☐	

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			☐	

CITADEL OF CORRUPTION

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Scenario #2-01: Citadel of Corruption

Character Chronicle #

Chronicle Code

X4E5

A.K.A. _____		- 2	
Player Name _____	Character Name _____	Organized Play # _____	Character # _____
Faction _____		Reputation _____	
Faction _____		Reputation _____	
Faction _____		Reputation _____	

Adventure Summary

Accompanied by some of the most storied Pathfinders operating today, you struck out into the ruins of the cyclops city of Min-Khadaim. Past ghostly dragons and deadly fungi, through narrow tunnels and ancient halls, you made your way to one of Min-Khadaim's long lost libraries. In the decaying stacks of this ancient repository, you uncovered secrets lost to time and a powerful undead cyclops seer. Upon returning to report your findings, a member of the Decemvirate, known to you as Sapphire, disappeared in a calamitous blast that left only their helm behind. What do these events portend? Is Sapphire's disappearance related to the ancient, unfinished ritual of Min-Khadaim, or are there yet more nefarious forces at play?

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Congratulations on completing King in Thorns! Completing this adventure has earned you Pathfinder Society (second edition) Achievement Points, a currency that be redeemed on our website at paizo.com for special character boons, such as access to rare or uncommon ancestries, feats, and more! To redeem your Achievement Points, go to paizo.com/organizedPlay/myAccount and click on the Boons tab. Note that you must have created a paizo.com account and registered a character before you can begin making Achievement Point transactions.

Items

Purchases

Items Sold / Conditions Gained

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL VALUE OF ITEMS SOLD
Add 1/2 this value to the "Items Sold" Box

Items Bought / Conditions Cleared

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

TOTAL COST OF ITEMS BOUGHT

REWARDS

Starting XP

XP Gained

Final XP

Starting GP

GP Gained

Earn Income

Items Sold

GP Spent

Total GP

Starting Fame

Fame Earned

Total Fame

Notes

Downtime

_____	_____
_____	_____
_____	_____
_____	_____
_____	_____
_____	_____

FOR GM ONLY

EVENT

EVENT CODE

DATE

Game Master's Signature

GM Organized Play #