

Knowledge (Dungeoneering or History)

Some PCs may be familiar with dwarven sky citadels already.

10+ The sky citadels are massive fortress-cities the dwarves built millennia ago. Each one is heavily fortified and can weather the mightiest assaults. The most prevalent language in a sky citadel is likely Dwarven, so an explorer would do well to have at least some means of translating text.

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20+ Based on the Pathfinder Society's research, it appears the dwarves left Jormurdun willingly. In fact, from the state of the outer keep that leads into Jormurdun, it's as though they were trying to keep something in as much as they were trying to keep someone else out.

Diplomacy (gather information) or Knowledge (local)

The PCs might hear rumors about the upcoming mission.

15+ Although Master of Swords Marcos Farabellus led the military portion of this expedition, Master of Scrolls Kreighton Shaine is in charge of overseeing the actual exploration and study of the sky citadel. No one doubts the elf's intelligence and historical expertise, but there are some who question whether he has the ability to manage so large an operation.

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25+ Apparently early divinations regarding Jormurdun revealed that "dwarves still walk its halls," which many have interpreted as meaning that there are undead creatures infesting the sky citadel.

Knowledge (planes)

Jormurdun is inside the borders of the Worldwound, so it's likely that the PCs have studied demons in preparation for this mission. Because this information is so prevalent, it is possible for a PC to attempt a Diplomacy check to gather information at a -2 penalty in place of a Knowledge (planes) check.

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30+ The PCs' recent study of demons makes it easier for them to recall important information at a moment's notice. The PCs gain a +2 competence bonus on Knowledge (planes) checks made to identify demons during this adventure.

Knowledge (religion)

Some PCs might be familiar with the dwarven deities that the dwarves of Jormurdun no doubt revered.

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25+ Some communities also revere (or at least recognize and depict) one or more quasi-divine figures that figure into dwarven mythology. These include both benign entities such as a specific assistant at Torag's forge as well as dangerous creatures like infamous purple worms. Although these figures are unable to grant spells, they may be able to grant other boons.