

RULING CITADEL ALTAEREIN

When the PCs claim Citadel Altaerein as their own, they can simply start living in the ruined caste, but until they repair the damage that years of neglect and monster raids have done to the structure, they won't be able to enjoy any of the benefits detailed on the following pages or perform downtime activities like long-term rest or retraining.

Work on the citadel is organized into two categories: basic repairs and upgrades. All basic repairs must be seen to before upgrades can be applied. Once PCs purchase an upgrade, it takes the listed amount of days to be completed. All costs must be paid upfront. PCs do not need to be present during the construction of the upgrade.

EXPEDITE CONSTRUCTION

If a PC is present at the Citadel, they can expedite the construction of the upgrade.

EXPEDITE CONSTRUCTION

DOWNTIME	MANIPULATE
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You can expedite construction the construction of an upgrade at Citadel Altaerein. Make a DC 20 Crafting check. You may not attempt this activity more than once a week. Multiple PCs may use this activity on the same upgrade.

Critical Success You reduce the time required by 2 days. To retain the results of this roll, you must spend at least a week working on the Citadel, or the remaining amount of time to complete the upgrade, whichever is lower.

Success You reduce the time required by 1 day. To retain the results of this check, you must spend at least a week working on the Citadel, or the remaining amount of time to complete the upgrade, whichever is lower.

Failure You fail to reduce the time required for the upgrade.

Critical Failure You increase the amount of time required for the upgrade by 2 days.

BASIC UPGRADE ACTIVITIES

CLEAN

Cost Free **Time** 8 days

You spend the day cleaning-hauling out broken furniture, disposing of detritus, and making rooms clear enough to begin repairs. Citadel Altaerein requires 8 days of cleaning before other basic repair activities can begin. Cleaning does not require a Crafting check, nor does it cost gold.

CLEAR COURTYARD

Cost 6 gp **Time** 6 days

You work to repair the collapsed northern wall, crain and fill in the flooded sunken area, and clear out weeds.

MAKE GENERAL REPAIRS

Cost 14 gp **Time** 14 days

You make general repairs to the citadel furnishings, replacing or fixing furniture, replacing rotted floorboards, and rehanging doors throughout the structure.

REBUILD BATTLEMENTS

Cost 28 gp **Time** 28 days

You rebuild and restore the collapsed battlements along the northern section of the central tower.

REBUILD COLLAPSED STAIRS

Cost 12 gp **Time** 12 days

You work to clear rubble and rebuild the stairs connecting citadel floors. Repairing the stairs from the courtyard to the battlement (connecting areas A12 and A22) and the long flight of stairs down to Alseta's Ring.

REBUILD CRUMBLD WALLS

Cost 8 gp **Time** 8 days

You work to clear rubble and rebuild the stairs connecting citadel floors. Repairing the stairs from the courtyard to the battlement (connecting areas A12 and A22) and the long flight of stairs down to Alseta's Ring.

UPGRADE ACTIVITIES

BUILD ANIMAL TRAINING YARD

Cost 100 gp **Time** 20 days

Pick an outdoor room in Citadel Altaerein to serve as a training area. Animals may be housed in the area, and PCs gain access to the Animal Trainer archetype (Pathfinder #152: Legacy of the Lost God pg. 76).

BUILD ANIMAL HABITAT

Requirements Animal Training Yard

Cost 2,800 gp **Time** 40 days

Replace an Animal Training Yard with an Animal Habitat. Animals may be housed in the area, and PCs may use the area learn to Animal Trainer archetype (Pathfinder #152: Legacy of the Lost God pg. 76).

PCs may spend a week of downtime to gain access to the *apex companion* focus spell. PCs may spend a week of downtime with their animal companion to increase their companions Hit Points by an amount equivalent to the PCs level. This functions similarly to the Toughness feat (*Core Rulebook* 268), but does not affect recovery checks.

BUILD CHAPEL

Cost 100 gp **Time** 20 days

Choose a single room in Citadel Altaerein to serve as a dedicated chapel to a diety. Once complete, a PC may learn uncommon divine or occult spells and rituals up to level 4. Each spell or ritual takes a week of downtime to learn. If your class uses a spell repertoire, you must follow rules for replacing spells.

If their diety deems them worthy, a PC may spend a week of downtime and replicate the effects of *Read Omens*.

BUILD TEMPLE

Requirements Chapel

Cost 2,800 gp **Time** 40 days

Replace a chapel to serve as a dedicated temple to a diety. Once complete, a PC may learn uncommon divine or occult spells and rituals up to level 9. Each spell or ritual takes a week of downtime to learn. If your class uses a spell repertoire, you must follow rules for replacing spells.

If their diety deems them worthy, a PC may spend a week of downtime and replicate the effects of *Read Omens* or *Commune*. To replicate the effects of *Commune*, you must pay the cost and be a master (or higher) in either Occultism or Religion.

BUILD ORCHARD

Cost 100 gp **Time** 20 days

Pick an outdoor area by Citadel Altaerein. Once complete, a PC may learn uncommon primal spells and rituals up to level 4. Each spell or ritual takes a week of

downtime to learn. If your class uses a spell repertoire, you must follow rules for replacing spells.

A PC may spend a week of downtime and replicate the effects of *Plant Growth*. They must be an expert (or higher) in Nature.

BUILD ELDER GROVE

Requirements Orchard

Cost 2,800 gp **Time** 40 days

Pick an orchard to replace. Once complete, a spellcaster may gain access to uncommon primal spells and rituals up to level 9. Each spell and ritual takes a week of downtime to learn. If your class uses a spell repertoire, you must follow rules for replacing spells.

A PC may spend a week of downtime and replicate the effects of *Plant Growth*. They must be an expert (or higher) in Nature.

A PC may spend a week of downtime and replicate the effects of *Commune with Nature*. To replicate the effects, they must pay the cost and be a master (or higher) in Nature.

BUILD GUILD HEADQUARTERS

Cost 2,800 gp **Time** 40 days

Choose a single room in Citadel Altaerein to serve as a headquarters for an organization with which a PC is in good standing. PCs who belong to the organization can use the headquarters to gain access to feats, archetypes, and purchase items associated with those organizations. (See *Character Guide* 62~115 for examples).

BUILD INFIRMARY

Cost 100 gp **Time** 20 days

Choose a single room in Citadel Altaerein to serve as a dedicated infirmary. Once complete, the infirmary fulfills the healer's tools requirement for Medicine skill actions and grants a +2 circumstance bonus to Medicine checks made on site.

BUILD HOSPITAL

Requirements Infirmary

Cost 2,800 gp **Time** 40 days

Choose an existing infirmary in Citadel Altaerein to serve as a dedicated hospital. Once complete, the hospital fulfills the healer's tools requirement for Medicine skill actions and grants a +3 circumstance bonus to

Medicine checks made on site.

When you critically succeed on a Treat Disease or Treat Poison action on site, you may reproduce the effects of *remove disease* or *neutralize poison* respectively.

BUILD LIBRARY

Cost 100 gp **Time** 20 days

Pick a single room in Citadel Altaerein to serve as a Library. Once complete, the library grants a +2 circumstance bonus to skill checks made to Borrow an Arcane Spell, Create Forgery, Decipher Writing, Identify Alchemy, Identify Magic, Learn a Spell, or Recall Knowledge as long as the PC performing the action is on site.

BUILD GRAND ATHENAEUM

Requirements Library

Cost 2,800 gp **Time** 40 days

Pick an existing library in Citadel Altaerein to serve as a Grand Athenaeum. Once complete, the athenaeum grants a +3 circumstance bonus to skill checks made to Borrow an Arcane Spell, Create Forgery, Decipher Writing, Identify Alchemy, Identify Magic, Learn a Spell, or Recall Knowledge as long as the PC performing the action is on site.

A PC may spend a week of downtime and replicate the effects of *Legend Lore*. To replicate the effects, they must pay 300 GP and be a master (or higher) in a skill that relates to the subject they are trying to study (eg. Lore, Religion, Society, etc).

BUILD TRADING POST (MINOR)

Cost 160 gp **Time** 10 days

Pick a single room in Citadel Altaerein to serve as a trading post. Once complete, PCs may spend a week of downtime to locate and purchase any permanent item of level 5 or lower or 4 consumable items (except uncommon items). Any items PCs sell at their trading post sell for 60% of their listed value.

BUILD TRADING POST (LESSER)

Requirements Trading Post (Minor) **Time** 10 days

Cost 500 gp **Time** 10 days

Pick a trading post (minor) to replace. Once complete, Once complete, PCs may spend a week of downtime to locate and purchase any permanent item of level 9 or lower or 4 consumable items (except uncommon

items). Any items PCs sell at their trading post sell for 70% of their listed value.

BUILD TRADING POST (MODERATE)

Requirements Trading Post (Lesser) **Time** 10 days

Cost 1,400 gp **Time** 10 days

Pick a trading post (lesser) to replace. Once complete, PCs may spend a week of downtime to locate and purchase any permanent item of level 12 or lower or 4 consumable items (except uncommon items). Any items PCs sell at their trading post sell for 80% of their listed value.

BUILD TRADING POST (GREATER)

Requirements Trading Post (Moderate) **Time** 10 days

Cost 4,500 gp **Time** 10 days

Pick a trading post (moderate) to replace. Once complete, PCs may spend a week of downtime to locate and purchase any permanent item of level 15 or lower or 4 consumable items (except uncommon items). Any items PCs sell at their trading post sell for 90% of their listed value.

BUILD TRADING POST (MAJOR)

Requirements Trading Post (Greater) **Time** 10 days

Cost 24,000 gp **Time** 10 days

Pick a trading post (greater) to replace. Once complete, PCs may spend a week of downtime to locate and purchase any item of level 18 or lower (except uncommon items). Any items PCs sell at their trading post sell for 100% of their listed value.

BUILD TRAINING FACILITY

Cost 100 gp **Time** 20 days

Pick a single room in Citadel Altaerein to serve as a training area for a single character class (you can have multiple training facilities, with each one devoted to a different class). Once complete, the training facility fills the role of a teacher when using the Retrain downtime activity for the chosen class, and reduces the time required to retrain a feat or skill increase by 2 days and the time required to retain a class feature by 1 week.

BUILD ARCANES STUDY

Cost 100 gp **Time** 20 days

Choose a tower in Citadel Altaerein to serve as a study. Once complete, a PC may learn uncommon arcane occult spells and rituals up to level 4. Each spell or ritual takes a week of downtime to learn. If your class uses

a spell repertoire, you must follow rules for replacing spells.

An arcane spellcaster may spend a week of downtime and cast a summon spell that they know. As long as the summoned creature remains within a mile of the study, it does not need to be sustained and has an indefinite duration. An arcane study can only support one summoned creature at a time.

BUILD ARCANES TOWER

Cost 2,800 gp **Time** 40 days

Choose a tower in Citadel Altaerein to serve as a study. Once complete, a PC may learn uncommon arcane occult spells and rituals up to level 9. Each spell or ritual takes a week of downtime to learn. If your class uses a spell repertoire, you must follow rules for replacing spells.

An arcane spellcaster may spend a week of downtime and cast a summon spell that they know. As long as the summoned creature remains within a twenty miles of the tower, it does not need to be sustained and has an indefinite duration. An arcane tower can only support one summoned creature at a time.

BUILD WORKSHOP (CRAFTING)

Cost 100 gp **Time** 20 days

Pick a room in Citadel Altaerein to serve as a crafting area for a specific Crafting skill chosen from one of the crafting specialties listed under the Specialty Crafting feat (*Pathfinder Core Rulebook* 267). You can have multiple workshops, each devoted to its own skill. Use of a workshop grants a +1 circumstance bonus to Crafting checks, or a +3 circumstance bonus to Crafting skill checks associated with that workshop's specialty.

BUILD GRAND LABRATORY (CRAFTING)

Requirements Workshop

Cost 2,800 gp **Time** 40 days

Pick an existing workshop to serve as a crafting area for a specific Crafting skill chosen from one of the crafting specialties listed under the Specialty Crafting feat (*Pathfinder Core Rulebook* 267). You can have multiple workshops, each devoted to its own skill. Use of the laboratory grants a +1 circumstance bonus to Crafting checks, or a +3 circumstance bonus to Crafting skill checks associated with that workshop's specialty.

When you Repair an item in the workshop, increase the Hit Points restored by 15 per proficiency rank instead of 10. Any item crafted in the workshop has its Price in materials reduced by 10%.