



Mittleberg Structure Record

For PCs with the

Thanks of the March of Sterich

From ADP6-03 Red Hand of Doom

This Record Certifies that

Played by _____ Player _____ RPGA # _____

Has Purchased a Structure
In the City of Mittleberg
In the March of Sterich

597 CY
REWARD



Residency: To purchase a structure in the city of Mittleberg, in the March of Sterich, you must change your home region to Sterich. You may do so at any time you purchase the structure at no cost for the change. If at any point you change your home region away from Sterich, you must sell the structure immediately for half its value.

Type: Circle the type of structure you wish to purchase and pay the listed base gp and TU cost on your next Adventure Record (AR # ____). In each subsequent campaign year, you must pay 10% of this base gp cost in taxes on the first AR of the calendar year as well as the full base TU cost listed. If you later wish to purchase a more expensive structure, you can do so by filling out a new record and paying the difference in cost. You can own more than one structure (keep a separate record for each one).

Customization: Mark any components you wish to purchase for your structure. You can only purchase components whose total space cost is less than or equal to the size of your structure. You can purchase components at any time, paying the gp cost on your next AR and listing its number accordingly. If a component requires staff, it will list how many required and what annual cost you must pay for that staff (on the AR in which you purchased the component and then on the first AR of each subsequent calendar year). Some components provide circumstance bonuses to checks if you are adventuring in Sterich and have access to your structure.

Small Business

Base Cost: 1,000 gp and 1 TU.

Size: 4 stronghold spaces (ss), approximately 1,600 sq. ft.

Benefits: +5 circumstance bonuses to checks to earn money via skills during adventures set in Sterich.

Medium Business

Base Cost: 5,000 gp and 2 TUs.

Size: 7 stronghold spaces (ss), approximately 2,800 sq. ft.

Benefits: +10 circumstance bonuses to checks to earn money via skills during adventures set in Sterich.

Large Business

Base Cost: 14,000 gp and 3 TUs.

Size: 15 stronghold spaces (ss), approximately 6,000 sq. ft.

Benefits: +15 circumstance bonuses to checks to earn money via skills during adventures set in Sterich.

Huge Business

Base Cost: 30,000 gp and 4 TUs.

Size: 30 stronghold spaces (ss), approximately 12,000 sq. ft.

Benefits: +20 circumstance bonuses to checks to earn money via skills during adventures set in Sterich.

#	Component	GP Cost	Space Cost	Required Component (cost)/Staff (annual cost)	Benefits	Paid AR #
	Alchemical Laboratory, Basic	700	1 ss		Craft (alchemy) +1	—
	Alchemical Laboratory, Fancy	3,000	1 ss	1 alchemist (360 gp)	Craft (alchemy) +2	—
	Auditorium, Fancy	2,000	1 ss		Perform (any) +2	—
	Auditorium, Luxury	10,000	1 ss		Perform (any) +4	—
	Bath, Basic	400	0.5 ss			—
	Bath, Fancy	2,000	1 ss			—
	Bath, Luxury	10,000	2 ss	1 servant (36 gp), 1 valet/maid (72 gp)		—
	Bedroom Suite, Basic	800	1 ss			—
	Bedroom Suite, Fancy	5,000	1 ss			—
	Bedroom Suite, Luxury	25,000	2 ss	1 valet/maid (72 gp)		—
	Bedrooms (2), Basic	700	1 ss			—
	Bedrooms (2), Fancy	4,000	1 ss			—
	Bedrooms (2), Luxury	20,000	2 ss	1 valet/maid (72 gp)		—
	Chapel, Basic	1,000	1 ss		Knowledge (religion) +1	—
	Chapel, Fancy	6,000	2 ss	1 acolyte (360 gp)	Knowledge (religion) +2	—
	Chapel, Luxury	25,000	2 ss	2 acolytes (360 gp each)	Knowledge (religion) +4	—
	Common Area, Basic	500	1 ss			—
	Common Area, Fancy	3,000	1 ss			—
	Courtyard, Basic	500	1 ss			—
	Courtyard, Fancy	3,000	1 ss			—
	Courtyard, Luxury	15,000	1 ss			—
	Dining Hall, Basic	2,000	2 ss	Kitchen		—
	Dining Hall, Fancy	12,000	2 ss	Kitchen / 1 servant (36 gp)		—
	Dining Hall, Luxury	50,000	2 ss	Kitchen, Luxury / 2 servants (36 gp each)		—
	Dock, Basic	500	1 ss	2 laborers (36 gp each)		—
	Dock, Extended	3,000	2 ss	4 laborers (36 gp each)		—
	Dock, Extended Dry	15,000	2 ss	6 laborers (36 gp each)		—
	Kitchen, Basic	2,000	1 ss		Profession (cook) +1	—
	Kitchen, Fancy	12,000	1 ss	2 cooks (36 gp each)	Profession (cook) +2	—
	Kitchen, Luxury	50,000	2 ss	6 cooks (36 gp each)	Profession (cook) +4	—
	Library, Basic (holds 2 book lots)	500	1 ss	book lots (1,000 gp each for 1 specific Knowledge area)	Knowledge (by book lot) +1	—
	Library, Fancy (holds 4 book lots)	3,000	1 ss	book lots (1,000 gp each for 1 specific Knowledge area)	Knowledge (by book lot) +2	—
	Library, Luxury (holds 6 book lots)	15,000	2 ss	book lots (1,000 gp each for 1 specific Knowl. area) / 1 librarian (144 gp)	Knowledge (by book lot) +4	—
	Magical Laboratory, Basic	500	1 ss		Spellcraft +1	—
	Magical Laboratory, Fancy	3,000	1 ss	1 apprentice (360 gp)	Spellcraft +2	—
	Servants' Quarters	400	1 ss			—
	Shop, Basic	400	1 ss	1 clerk (144 gp)	Profession (shopkeeper) +1	—
	Shop, Fancy	4,000	1 ss	2 clerks (144 gp each)	Profession (shopkeeper) +2	—
	Shop, Luxury	16,000	1 ss	2 clerks (144 gp each), 2 guards (72 gp each)	Profession (shopkeeper) +4	—
	Smithy, Basic	500	1 ss	1 smith (144 gp)	Craft (smithing) +1	—
	Smithy, Fancy	2,000	1 ss	1 smith (144 gp)	Craft (smithing) +2	—
	Stable, Basic	1,000	1 ss	1 groom (54 gp)		—
	Stable, Fancy	3,000	1 ss	1 groom (54 gp)		—
	Stable, Luxury	9,000	1 ss	2 grooms (54 gp each)		—
	Storage, Basic	250	1 ss			—
	Storage, Fancy	1,000	1 ss			—
	Storage, Luxury	3,000	1 ss	1 clerk (144 gp)		—
	Study/Office, Basic	200	0.5 ss			—
	Study/Office, Fancy	2,500	1 ss			—
	Study/Office, Luxury	15,000	1.5 ss	1 clerk (144 gp)		—
	Tavern, Basic	900	1 ss	2 servants (36 gp each)	Profession (barkeep) +1	—
	Tavern, Fancy	4,000	1 ss	3 servants (36 gp each)	Profession (barkeep) +2	—
	Tavern, Luxury	20,000	1 ss	4 servants (36 gp each)	Profession (barkeep) +4	—
	Training Area	1,500	1 ss			—
	Trophy Hall, Basic	1,000	1 ss			—
	Museum or Trophy Hall, Fancy	6,000	1 ss	1 guard (72 gp)		—
	Workshop, Basic	500	1 ss		Craft or Profession (any) +1	—
	Workshop, Fancy	2,000	1 ss		Craft or Profession (any) +2	—