



**Mittleberg Residence 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 Residence**  
**In the City of Mittleberg**  
**In the March of Sterich**

**597 CY**

**REWARD**



**Residency:** To purchase a residence 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 residence at no cost for the change. If at any point you change your home region away from Sterich, you must sell the residence immediately for half its value.

**Type:** Circle the type of residence 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 residence, you can do so by filling out a new record and paying the difference in cost. You can own more than one residence (keep a separate record for each one).

**Customization:** Mark any components you wish to purchase for your residence. You can only purchase components whose total space cost is less than or equal to the size of your residence. 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). You must purchase at least one Bedrooms or Bedroom Suite component when you first purchase the residence. Some components provide circumstance bonuses to checks if you are adventuring in Sterich and have access to your residence.

**Simple House**

Base Cost: 1,000 gp and 1 TU.

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

Benefits: Free Standard Adventure Lifestyle during adventures set in Sterich.

**Grand House**

Base Cost: 5,000 gp and 2 TUs.

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

Benefits: Free Rich Adventure Lifestyle during adventures set in Sterich. +1 circumstance bonus to Cha-based checks in Mittleberg.

**Mansion**

Base Cost: 14,000 gp and 3 TUs.

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

Benefits: Free Luxury Adventure Lifestyle during adventures set in Sterich. +2 circumstance bonus to Cha-based checks in Mittleberg.

#	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)		___
	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			___
	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)		___
	Training Area	1,500	1 ss			___
	Trophy Hall, Basic	1,000	1 ss			___
	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	___