



**Vraath Keep Record**  
**For PCs with the**  
**Deed to Vraath Keep**  
**From ADP6-03 Red Hand of Doom**

**This Record Certifies that**

Played by \_\_\_\_\_ Player \_\_\_\_\_ RPGA # \_\_\_\_\_

**Has Taken Possession of**  
**Vraath Keep on the Border of**  
**The March of Sterich**

**597 CY**

**REWARD**



**Residency:** To take ownership of Vraath Keep in the March of Sterich, you must change your home region to Sterich. You may do so at any time you take possession of Vraath Keep at no cost for the change. If at any point you change your home region away from Sterich, you must sell the keep immediately for half its value.

**👑 Vraath Keep**

Base Cost: 50,000 gp and 2 TUs.

Size: 10 stronghold spaces (ss), approximately 4,000 sq. ft.

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

**Cost:** Vraath Keep is in arrears for taxes and in serious need of repairs. Pay the listed base gp and TU cost on your next Adventure Record (AR # \_\_\_\_\_) to take care of taxes and basic repairs. 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.

**Customization:** Mark any components you wish to purchase for your tower. You can only purchase components whose total space cost is less than or equal to the size of your tower. 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 tower.

#	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	—
—	Armory, Basic	500	1 ss			—
—	Armory, Fancy	2,000	1 ss			—
—	Auditorium, Fancy	2,000	1 ss		Perform (any) +2	—
—	Auditorium, Luxury	10,000	1 ss		Perform (any) +4	—
—	Barbican	1,000	1 ss	2 guards (72 gp each)		—
—	Barracks	400	1 ss			—
—	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)		—
—	Gatehouse	1,000	0.5 ss			—
—	Guard Post	300	0.5 ss			—
—	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	—
—	Prison Cell	500	0.5 ss	1 guard (72 gp)		—
—	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	—