

**Domain Name:** Barony of Kharith

**Ruler:** Baron Algernon Hampton

**Scale:** Empire

**Size (land units):** 10

**Population:** 49

**Treasury:** 0.3

Land Units Present	Residency	Benefit	Population Units Present	Loyalty	Mc Recruitment		
Forest	1.5	2	4 Lumber AND 1 Food	3 Dwarf	5	2	-4
Hills	0.75	2	2 stone OR 1 mineral	1.5 Elf	0.5		-4
Plains	5	4	4 food	20 Gnome	0		-2
Mountains	0	2	4 stone OR 2 mineral	0 Goblin	1	-5	0
Ruins	0.5	2	1d10-4 gold	1 Halfling	0		0
Swamp	0	1	1 food AND 1 gold	0 Human	42.5		0
Wasteland	1.25	1	none	1.25 Orc	0	-5	0
Water	0.75	1	2 food	0.75 Undead	0	N/A	N/A
Village	1	+1		1 Other	0		
Town	0	+2		0 Other	0		
City	1	+4		4 Other	0		
Keep	1	+1		1 Other	0		
Castle	1	+1		1			

Strongholds			
Name	Type	Location	Effect
Kharith Keep	Castle	Kharith Town	Garrison
Kharith Town	Town	Kharith Town	+2 population housing
Craftsman's Guild		Kharith Town	Trade Goods production
Marketplace		Kharith Town	
Avanthus	City	Avanthus	+4 population housing
Wizard's Academy		Avanthus	Magic Item Trade Goods production
Grand Temple		Avanthus	Protection from Calamity
Craftsman's Guild		Avanthus	Trade Goods production
Marketplace		Avanthus	
Port		Avanthus	
Abbey Daffedd	Keep	Abbey Daffedd	Garrison Clerics/Paladins

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Military Units			Maintenance		Loyalty
Name	Type	Location	Gold Cost	Food Cost	
			0	0	
			0	0	
			0	0	
			0	0	
			0	0	
			0	0	
			0	0	
			0	0	
			0	0	
			0	0	
			0	0	
			0	0	
			0	0	
			0	0	
			0	0	

Loyalty	
Group	Loyalty
Population	
Military	
Treasurer	
General	
Prime Minister	
Other	
Other	

Resources on Hand			Trade Goods		
Type	Number	Gold Value	Type	Number	Gold Value
Food	21	1.05	Exotic Items	0.4	
Lumber	3	0.2	Magic Items	0.2	
Mineral - Adamantine	0	0	Weapons and Armor	0.2	
Mineral - Copper	0	0	Wooden Goods	0.8	
Mineral - Gold	0	0			
Mineral - Iron	0.5	0.05			
Mineral - Mithral	0	0			
Mineral - Silver	0	0			
Stone	3.5	0.291666667			