

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 & 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 | | |
|----------------|------|----------|-------------|-----------|---------|
| Name | Type | Location | Gold Cost | Food Cost | Loyalty |
| | | | 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 | | | |