

**Domain Name:** Barony of Kharith

**Ruler:** Baron Algernon Hampton

**Scale:** Kingdom

**Size (land units):** 40

**Population:** 485

**Treasury:** 3

Land Units Present	Residency	Benefit	Population Units Present	Loyalty	Mc Recruitment		
Forest	6	2	4 Lumber AND 1 Food	12 Dwarf	50	2	-4
Hills	3	2	2 stone OR 1 mineral	6 Elf	4		-4
Plains	20	4	4 food	80 Gnome	0		-2
Mountains	0	2	4 stone OR 2 mineral	Goblin	9	-5	0
Ruins	2	2	1d10-4 gold	4 Halfling	0		0
Swamp	0	1	1 food AND 1 gold	Human	422		0
Wasteland	5	1	none	5 Orc	0	-5	0
Water	3	1	2 food	3 Undead	0	N/A	N/A
Village		+1		Other	0		
Town	1	+2		2 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	210	10.5	Exotic Items	4	
Lumber	30	2	Magic Items	2	
Mineral - Adamantine	0	0	Weapons and Armor	2	
Mineral - Copper	0	0	Wooden Goods	8	
Mineral - Gold	0	0			
Mineral - Iron	5	0.5			
Mineral - Mithral	0	0			
Mineral - Silver	0	0			
Stone	35	2.916666667			