<Kingdom Name>

Area (square miles):						0		G	н		,
Arable land (square r											
Wilderness (square m	niles):										
Total Population:											
Itinerants:											2
Villages: Towns:											
Cities:											
Racial Types			5								,
Primary Race (%):											
Secondary Race (%):											•
Tertiary Race (%):											
Other (%):											3
Society			Ţ								,
Government:											
Alignment:											,
Technology Level:			— ┞								
Capital:											
Ruler: Economic Standard:					C	0	,	G	н	ı	1
Resources:					1 sauare	equals 1	0 miles (ta	otal area	. 10 00	าก รถบล	re miles
Allies:				.		equals 1	o mieo (ie	olar area	. 10,00	o oqua	re mines,
Enemies:		# Cities (miles): _ # Universities:									
Neutral:						_					
Settlements				ificati		, .	IN.				
# Villages (miles):					es (active						
# Towns (miles):					s (active, rs (active						
Л С Т			,,	TOWE	is (active	e, runiec	ــ ۱۰۰۰				
Areas of Interest											
Name	Grid Ref.	Terrain	Race		Popul	lation	Note	es			
									,		
Prominent NPCs											
		01 (0: /	/T \	A T			NT 4				
Name	Skill/Kace/	Class (Size/se	ex/Type)	AL	Locat	10 n	Note	es			