

# KINGDOM OF DOMAS

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# Overview

## Government

The Kingdom of Domas is a monarchy (hence the name). Currently it is ruled by King Corwyn Domas, also called Griffinslayer. King Corwyn is 47 years of age and has been married to Ysella Cartwright for 28 years. They have seven children, 3 boys and four girls.

The Kingdom is divided into nine baronies -

<b>Barony</b>	<b>Baronial Seat</b>
Kumarik	Village of Kumarik's Hold
Medrin	City of Konerway
Northpoint	Town of Northpoint
Sendre	Town of Fort Sendre
Southfork	Village of Southfork
Stone Creek	Hamlet of Stone Creek
Tormalik	Town of Eastlake
Tremar	Town of Denson
Yevik	Town of Yevik

The area around Freehaven is crown land, and is ruled in the name of the King by the Lord Mayor of Freehaven.

## Royal Council

The monarch is advised in the running of the Kingdom by his royal council. This council includes all nine baron's, the Matriarch (or Patriarch) of the Church of the Threefold Way, the dwarven and elven ambassadors form the autonomous regions, as well as several guild heads.

## Population

There is not real consensus on how heavily populated is the kingdom. Estimates vary – some think that the human population is from slightly over 200,000 to while high end guesses place it in the 300,000 range.

Most of the population centers are along the rivers. East of the Tremara River is the most heavily cultivated and settled area.

There are a fair number of non-humans as citizens of the kingdom. Halflings live primarily in the small villages of the kingdom, but they mix freely with the human population. There are also a fair number of adventurous halflings engaged in the river trade.

Elves and Dwarves have their own autonomous regions in the kingdom. While nominally subjects of the king, the crown recognizes their right to govern themselves, in return for some taxes and military assistance in time of war. The Dwarves and Elves each have an ambassador who is a permanent member of the royal council.

## Religion

The Church of the Threefold Way is the official state church. It is currently headed by the Matriarch Donna Emeron, whose is advised by the three church Elders – one for each god worshipped by the church.

## Cities And Towns

### **Denson**

Type: Small Town

Population: 1,350

Population Breakdown: Human 99%, Other 1%

Baronial Seat: Tremar

Denson lies on both sides of the Tremara River. Its main claim to fame is the Denson Bridge, a well built bridge of wood, set on stone pilons that raise 50' out of the river. The bridge is high enough that even the largest river vessels can pass underneath

The bridge makes Denson a favored crossing point for people living west of the Tremara river, and its tolls, along with river traffic, make this a fairly prosperous small town.

### **Eastlake**

Type: Town

Population: 1,200

Population Breakdown: Human 94%, Halflings 5%, Other 1%

Baronial Seat: Tormalk

Eastlake has a small, but thriving crafts center. Additionally, it the westernmost majoring trading center on the Greater Mudra River. Most of the halflings in the town are involved with either fishing or the river traffic.

### **Fort Sendre**

Type: Large Town

Population: 2,400

Population Breakdown: Human 95%, Elf 2%, Other 3%

Baronial Seat: Medrin

Fort Sendre is the easternmost town of the Kingdom. It is based around an old fort that was established to combat bandits coming out of the Borderlands. While the Borderlands have become a little more civilized in recent years, the Kingdom keeps a watchful eye on the regions to the north and east.

### **Freehaven**

Type: Large City (Capital)

Population: 15,000

Population Breakdown: Human 95%, Dwarf 1%, Halfling 1%, Other 3%

Freehaven is the capital city of the Kingdom of Domas. In addition to being the largest city in the Kingdom, Freehaven has several other notable features. The headquarters of the Adventurers Guild may be found here. The largest temple of the Church of the Threefold Way north of Konia is also in the city.

### **Konerway**

Type: Small City

Population: 6,500

Population Breakdown: Human 95%, Elf 2%, Other 3%

Baronial Seat: Medrin

Konerway lies on the trade road to Konia, and is primarily supported by the Konian trade.

### **Kumarik's Hold**

Type: Village

Population: 600

Population Breakdown: Human 90%, Elf 6%, Halfling 4%

Baronial Seat: Kumarik

Kumarik's hold is the seat of Baron Kumarik and is primarily a logging village. A fair number of elves live in the village town, making their livings as woodcrafters or fur trappers.

### **Northpoint**

Type: Large Town

Population: 2,500

Population Breakdown: Human 95%, Halfling 4%, Other 1%

Baronial Seat: Northpoint

Northpoint is nestled in the northernmost crook of the Greater Mudra River. It is heavily fortified, being on the northern frontier.

### **Southfork**

Type: Village

Population: 500

Population Breakdown: Human 90%, Halfling 4%, Dwarf 3%, Other 3%

Baronial Seat: Southfork

The discovery of easily minable iron in the hills to the west a little over three decades ago served as the impetus to establish the Barony of Southfork. Southfork is the youngest Barony in the Kingdom by far. The village has grown up around the iron mine in the intervening years.

### **Stone Creek**

Type: Hamlet

Population: 120

Population Breakdown: Halfling 60%, Dwarf 20%, Human 20%

Baronial Seat: Stone Creek

Stonecreek has a small copper mine, worked by the Dwarven population of the village, but is primarily a farming community. Baron Stone Creek, a dwarf, has a small keep outside of the hamlet.

### **Two Rivers Crossing**

Type: Large Town

Population: 4,000

Population Breakdown: Human 95%, Halfling 4%, Other 1%

Two Rivers Crossing lies between the junction of the Lesser Mudra River and the Greater Mudra River. It is a transshipment point for much of the traffic on both rivers.

### **Westlake**

Type: Village

Population: 420

Population Breakdown: Human 98%, Halfling 1%, Other 1%

Westlake is primarily a fishing and farming village. There is a small amount of mining traffic with independent prospectors trying to strike it rich in the Skyreach Mountains to the west.

### **Yevik**

Type: Small City

Population: 6,000

Population Breakdown: Human 98%, Halfling 1%, Other 1%

Baronial Seat: Yevik

The area of the kingdom surrounding the city of Yevik is well-settled and agrarian. Yevik serves as a marketplace where carters can trade the wares of farmers from the surrounding region.

## **Geograpy And Features Of Interest**

### ***Ardivan's Keep***

Ardivan's Keep was the home of the archaeologist and wizard Selmik Ardivan. It has been abandoned for over 75 years.

### ***Iron Spur Mountains***

The Iron Spur mountains are offshoot of the Skyreach Mountain range. There are substantial mineral deposits in the Iron Spur, primarily iron and copper. While technically part of the Kingdom of Domas, much of the Iron Spur is a lawless region, inhabited only by monsters.

There is a substantial Dwarven population in the region, mining the various mineral deposits. The dwarves are only nonimally subject to the Kingdom, and rule themselves as an autonomous region. They are less xenophobic than many of the dwarves on the continent, and the ÜberDwarf society has only a small presence here.

### ***Lake Haven***

Lake Haven is a large lake and is a primary source of fish for the capital city of Freehaven. It is somewhat warmer than Lake Tormalik and is much shallower – the deepest point is 473' and the average is about 111'. Unlike Lake Tormalik, Lake Haven has been known to freeze over in the winter.

### ***Lake Tormalik***

Lake Tormalik is the largest lake in the region. It is fed by various rivers coming out of the Skyreach Mountains. It is unknown how deep Lake Tormalik is, but it is known that there are monsters in its deepest regions. While chilly, the lake is somewhat warmer than one would expect for a lake fed by icy-cold mountain streams and rivers. Indeed, Lake Tormalik has never been known to freeze over in the winter.

Lake Tormalik does have a substantial amount of freshwater fish and is a spawning point for deep-sea salmon.

### ***Greater Mudra River***

The Greater Mudra River is one of the longest rivers on the continent. It begins at Lake Tormalik and runs all the way to the ocean. It is the major trading routes in the Kingdom.

The colloquial name for the Greater Mudra River is the "Big Muddy." Despite this, the river is not particularly silty for its size.

### ***Great Southern Forest***

The Great Southern Forest is bisected by the Tremara River. The eastern half of the river is home to a substantial elven population and is recognized by the Kingdom as an autonomous region. The western half is much more wild aand has a substantial amount of monsters inhabiting it.

### ***Lesser Mudra River***

While the Lesser Mudra does not see the traffic that the Great Mudra or Tremara rivers do, it is still very important to the Kingdom, as most of the iron and copper from the Iron Spur mountains are transhipped via Lesser Mudra.

The common folk of the Kingdom never call the river the "Lesser Mudra." They have bastardized the name, and it is now generally known as the "Little Muddy."

### ***Tremara River***

The Tremara river is heavily traffic, primarily with woodcrafts and lumber from Kumarik's holding. It also marks the western boundary of the heavily settled lands of the Kingdom.