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Seven Kingdoms is a kingdom located on the continent of Westeros, ruled by the Lord of the Seven Kingdoms, the king who sits on the Iron Throne in the capital, King's Landing. The name comes from a situation three centuries ago when Aegon the Conqueror decided to unite the lands of Westeros, which then contained seven independent domains. The new kingdom created from the Conquest of Aegon contains nine distinct regions or provinces. Outside the House Targaryen Island kingdom of Dragonstone, the continent of Westeros was ruled by seven monarchs at the time of Aegon's landing:[2] Torrhen Stark, king of the north. Ronnel Arryn, King of the Mountain and Vale. Harren Hoare, king of the Islands and rivers. Loren I Lannister, King of Reach. Argilac Durrandon, King of the Storm. Meria Martell, Princess Dorne. Aegon and his sisters conquered only six of the seven kingdoms, consolidating them under house Targaryen and the Iron Throne. Among the titles Aegon received when he was crowned king at Starry Sept in Oldtown, however, was the Lord of the Seven Kingdoms - laying claim to Dorne, the seventh kingdom, although in reality the Iron Throne would not add Dorne to his domains for another two centuries when he joined through a peaceful marriage alliance. For most of its history, the regions of Westeros have been independent kingdoms and their borders has changed many times. After successfully conquering all the lands of Westeros south of the Wall, but Dorne, and consolidating them under the Iron Throne, Aegon founded the capital of his new empire on the site of the new kingdom, in each region of Aegon he raised the Great Houses, which sued him fealty. The Lords were granted a degree of autonomy and given power over their smaller lords and small people. The houses that survived stark's Conquest House decided to surrender and were confirmed as rulers in the north. Arryn's house introduced and preserved the Arryn Valley. The Lannister house could keep its family farm after bending its knee after a defeat at The Field of Fire. House Martell has maintained its independence for some time. The houses founded by the Targaryen Conquest House gained control of most of Westeros and settled in the Crownlands. House Tully of Riverrun was rewarded over the riverlands as Lord Paramount of Trident, for supporting Aegon v Harren. Greyjoy's House received the Iron Islands after the death of King Harren the Black. House Tyrell received over control of The Range as Lord Paramount of Stormlands, following the defeat of Storm King Argilac The royal treasury of the coin master bureaucracy or the lord treasury for the kingdom. He has power over: Justice Master of Law or Mr. Justiciar sit on a small council and oversees the treasury for the kingdom. He has power over: The ship captain or admiral sits on a small council and oversees the royal fleet for the kingdom. It has power over: Captains of the Royal Fleet Other Offices Regions or provinces: Crowns, Dorne, Iron Islands, North, Reach, Riverlands, Stormlands, Vale of Arryn and Westerlands. These include ancient kingdoms such as the North, Range, Stormlands, Vale and Westerlands. The Riverlands were independent centuries ago, but fell to storm kings and more recently to iron, which collectively ruled both domains as Kings of islands and rivers. The Rivermen regained their independence after local rulers rebelled against Harren the Black and swore at Aegon during the conquest, and the Iron Islands became a separate region. Dorne is a principality, not a kingdom, while Aegon Dragonstone Island, the ancient seat of the Targaryen, was not considered one of the Seven Kingdoms at the time of the conquest. The area around King's Landing, which was also a battleground between several kingdoms, was a royal demesque and became known as the crowns. Dragonstone was successively awarded to the heirs visible on the throne. The territory of the kingdom includes all but the northernmost lands on the continent of Westeros, where the Wall defines its northern border. The King on the Iron Throne also controls many islands off the coast of Westeros, such as Arbor, Bear Island, Claw Isle, Dragonstone, Driftmark, Estermont, Shields, Skagos, Tarth and The Three Sisters. The kingdom has occasionally been drawn into conflicts over the Stepstones off the south-east coast, but has rarely controlled much of them. The population of the First Men, referring to the main ethnic groups from which most of Westerosi originated. The range is the most populous of the Seven Kingdoms, [6] while Dorne is the least populated. Like Dorne, [8] The North, due to its large size, is also considered poorly optimized. When Robert I Baratheon goes to Winterfell, he complains that the North is a huge void, with no people to see. [9] The towns, towns and villages of the Kingdom are speckled with holdfasts, towns and villages, but only five settlements can be called cities. Listed in descending size, they are: King's Landing is the youngest of five cities. It started in 2 AD as a small town, but within two years it had grown into a village with several thousand people in it. Up to 10 ac, it has grown almost as large as Gulltown and White Harbor, and can be called a city. Up to 25 ac, it overtook both cities. During the reign of Jaehaerys I Targaryen (48-103 AC), king's population quadrupled to 33 ac. In the end, though similar in size, King's Landing became even more populous than Oldtown,[13] and with a population of about half a million,[14] it is now considered the most populous city of the Seven Kingdoms. Oldtown is the oldest of the cities, its origins lost in the fog of time in the Dawn Age, dating back to the days when the First Men first settled in Westeros, if not before. At the time of the Andalusian invasion, Oldtown was already a consdered city. [citation needed] Today it is still the largest city in the second most populous city in the kingdom. Lannisport is the second oldest city founded by descendants of Lann Clever. Within a few generations, it quickly grew from town to city. By the time the Andals arrived in Westeros. It is currently the third largest city of the Seven Kingdoms. [N 1] Gulltown and White Harbor are the smallest cities in the kingdom. Gulltown was a prosperous port-city that grew into one of the kingdom's leading cities under House Arryn. White Harbor is newer than Oldtown, Lannisport and Gulltown, after House Manderly arrived north after being expelled from Reach. White Harbor is the only city in the north and the smallest city in the entire Seven Kingdoms. [18] The culture of the People of the Seven Kingdoms is a mixture of several ethnic groups that have emigrated to the continent over the centuries and are married. As a result, these original ethnic groups are more blurred than strong political entities. Today, they are most often identified by their place of residence, where each kingdom retains its unique taste. The influence of the Andals is strongest in the south, while the northern ones continue to follow many of the customs of the First People. Dornishmen are heavily influenced by rhoynar mass immigration. Small groups, such as ironmen from the Iron Islands and vale mountain clans, maintain different cultures from the rest of the kingdom. Its feudal society is based on the model of the old kingdoms on which the Targaryen dynasty was built, with each region retaining sovereign rights and ruled by a high master who corresponds only to the king. Trade and currency are the most in the Seven Kingdoms includes currency. The coin is minted by a coin master designated by the king on the Iron Throne. There are golden dragons, silver deer and copper stars. Golden dragons are worth the most and have tar stamped on one side and the king's face on the other. Most small people would never have a golden dragon, using mostly copper stars to suit their needs. Trade within the Seven Kingdoms is quite vigorous, as Dorne products are very different from products from the north. However, long-distance trading is almost entirely in luxuries, because transport is very expensive, not to mention dangerous. Land transport is about ten times more expensive than ship transport, which means that almost all goods travel by river or coastal vessel for at least part of their journey. Furs from the south, excellent craftsmanship works from anywhere, are items that are collected in the big markets. There are also cereals, meat and fish, but almost exclusively come from nearby areas. [20] There is regular trade between the Seven Kingdoms, the only regions where it is not practiced are the Iron Islands, where the worship of the Drowned God has swaying, and the north, where the worship of the browned God has swaying, and the north and the lands behind the Wall. The faith of the children of the forest who inhabited the earth thousands of years ago, a faith that worships the numerous and nameless forest gods who always look through the faces etched in the bark of ancient jasmine trees. Drowned God, the indigenous child of the Iron Islands, is a harsh god who rewards those who plunder on his behalf. R'hllor, the red god, is a god popular in Essos, but little known in Westeros, although it is gaining popularity. R'hllor's followers claim that their deed is the Lord of Light and will stand against the Great Other, the god of darkness and cold, in the war to come. The Seven Kingdoms quotes have a very long history, and I didn't mention it all... I.—George R. R. Martin[21] Our blood law, taken from us by betrayal, but ours still, ours forever. You don't steal from a dragon, oh, no. The Dragon remembers.—Viserys Targaryen do Daenerys Targaryen forever. command. Rivers and bays they painted, hills and mountains, castles and towns and fair towns, lakes and swamps and forests ... but without borders. It's all one thing. One kingdom to one king rule alone.-Stannis Baratheon to Davos Seaworth[23] Notes King's Landing, Oldtown and Lannisport the three largest cities in the kingdom (Fire & amp; Blood, The Dying of the Dragons - The Blacks and the Greens). King's Landing in the most populous (The World of Ice & amp; Fire, The Reach: Oldtown) References † Game of Thrones, Chapter 13, Tyrion II. † 2.0 2.1 Ice & amp; Fire World, North. † 3.0 3.1 3.2 World of Ice & Conquest. 1 4.0 4.1 4.2 4.3 Fire & Sire & Sir & Fire, Dorne. ^ Game of Thrones, Chapter 4, Eddard I. † Fire & Blood, Three Heads Had the Dragon. ^ Fire & Blood, Jaehaerys and Alysanne - Their triumphs and tragedies. † 13.0 13.1 13.2 Ice & Fire World, Range: Oldtown. † Sword Storm, Chapter 38, Tyrion V. † World of Ice & Song of I Martin: Social Structure, Moat Cailin, and More (June 10, 2002) ↑ Game of Thrones, Chapter 3, Daenerys I. ↑ SwordStorm, Chapter 36, Davos IV. Iv.

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