

Overview

Government:	Senate	Resources:	Foodstuffs, lumber, coal, metals
Capital:	Tongvar	Coinage:	Aureus (gold), Denari (silver), Sesti (bronze), Dupondi (copper)
Languages:	Igardian, Amo, Lucanic, Doric, Sjirt	Religion:	Temple of the Holy Trinity
Allies:	Anstin, Sjirt	Enemies:	Castretmus (Amo Barbarians)

The Igard Confederacy is a vibrant, growing nation. Founded on the banks of the Attin River, which now forms the nation’s western border, Igard has expanded steadily to the east along the coast of the Gongara Ocean. Its eastern border is the shores of the Todar Ocean. The confederacy claims the west bank of the Attin, but in truth this land is under the rebellious rule of the Amo barbarians. The northwest border of Igard forms the southern border of Sjirt along the Eivind and Kimedila Mountains. The Eibre Mountains form the northeast border.

Igard is not a sovereign nation unto itself, but instead it is a complicated confederacy. Each major town is in charge of its own affairs and maintains a seat within the Senate. Most form into provinces based on racial and/or cultural heritages and thus forms a second layer of political maneuvering. These provinces, though unofficial, have become known by common names.

Western Igard is collectively known as the Borderlands and is occupied by native Igardians and “civilized” clans of Amo. Central Igard is populated almost entirely by Igardians. North central Igard is known as the Brurello Valley and is ruled by Lucani. The eastern coasts are controlled by Doresti, while the Eibre Mountains in the northeast are under the iron fist of the Trisin.

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