https://www.eurobricks.com/forum/index.php?/forums/topic/118777-index-bobs-master-index/

**Corrington**

A group of lego figures

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**Primary Lego Influence:** Imperial Guard (Red Coats)

**Primary real world influences:** Great Britain, Renaissance Sweden and enlightenment era Denmark-Norway

**The Basics:** Science and the enlightenment are main national characteristics for Corrington, and their main source of income is from their strong merchant fleet. A strong navy is required to protect their maritime mercantile interests and this tends to be their military focus. Corlander's strive to bring order and structure to the world.

**Typical Quote:** "That flower is beautiful. We must conserve it and bring it to the national museum."

If you see your sigfig crawling through the jungle to find a beautiful flower - join Corrington.

**Read more:** [Corrington thread](https://www.eurobricks.com/forum/index.php?/forums/topic/152117-corrington-sign-up-and-discussion-era-ii/)

**Eslandola**

A group of toy soldiers

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**Primary Lego Influence:** Imperial Armada

**Primary real world influences:** Spain, Portugal and the Netherlands. Also some of the merchant republics such as Venice, Milan and Lübeck.

**The Basics:** Trade and profit are the main national characteristics for Eslandola. Although nominally ruled by a King, a trio of very powerful trade companies are the power brokers and have recently established a republic in the colonies. Their main source of income is through vast property holdings and they have developed a strong army and navy to protect and aggressively expand their interests.

**Typical Quote**: "Enough profit for the day? Don't make me laugh!"

If you see your sigfig crawling through the jungle to find a shiny city of gold - join Eslandola.

**Read more:** [Eslandola thread](https://www.eurobricks.com/forum/index.php?/forums/topic/151400-the-empire-of-eslandola-sign-up-and-discussion-era-ii/)

**Oleon**

A group of toy figurines

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**Primary Lego Influence:** Imperial Soldiers (Bluecoats)

**Primary real world influences:** Pre-revolutionary France and Imperial Austria

**The Basics:** The main national characteristics of Oleon are deeply rooted in their strict adherence to the religion known as 'The Faith' which together with the strong aristocracy form strong bases of political power. A great love for art and culture as well as ancient artefacts is also a national characteristic together with their famous wine making skills. Like Corrington they have developed a strong merchant fleet and navy. Although historically Oleon and Corrington have been bitter rivals, relations have been improving of late.

**Typical Quote**: "May Zeus and Poseidon guide your journey."

If you see your sigfig crawling through the jungle to find a mystical artefact - join Oleon.

**Read more:** [Oleon thread](https://www.eurobricks.com/forum/index.php?/forums/topic/152200-oleon-sign-up-and-discussion-era-ii/)

**Sea Rats**

[A group of lego figures

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**Primary Lego Influence:** Pirates

**Primary real world influences:** Real world Pirates and free settlements such as Nassau.

**The Basics:** The Sea Rats are basically anyone in the new world who owe no allegiance to any of the old world empires. These men and women go their own way. Some are fierce pirate lords, making a living terrorising the Brick Seas, others are peaceful merchants who refuse to bend the knee to any King, and some settle down at a romantic place in the colonies. The Sea Rats are a loose confederation with no central authority, whose binding characteristic would probably be the fierce defence of their freedom to live life completely on their own terms.

**Typical Quote**: "What? You've never heard the tales of the reckless Benjamin Morgan?  Benjamin, brave and bold? Dread Pirate Captain Morgan, on his legendary ship, the Queen Annetta's Revenge? Morgan the Moray?"

If you see your sigfig crawling through the jungle... because it has an utter disregard for the rules - join the Sea Rats.

**Read more:** [Sea Rats thread](https://www.eurobricks.com/forum/index.php?/forums/topic/151554-sea-rats-sign-up-and-discussion-era-ii/)

**Background:**  
The year is 617 AE (After Empire) and this is the dawn of the second era of colonialism. Only time will show what history will bring, but all three nations are looking to solidify their hold on their new posessions.

Era I was kicked off with the discovery of lands across the Sea of Storms. For the first time in the history of the continent of Halos, new lands had been discovered. Even more shocking, the Halosians were no longer alone in the world. Once thought to be a flat plane, where monsters roamed the edges, the world is now believed by most geographers to be most certainly round. This was proven first with the discovery of Terraversa by the Mardierian explorer, Ardmond Basker.

For 100 years the Mardierians have held Terraversa as a far off gateway, keeping all others out and not allowing the information of the world to the east, or New Terra, to permeate into the rest of Halos. At almost a 1000 miles from the next island in the Sea of Storms, the island remains a most crucial point on the voyage into the unknown.

As time went on, other nations of the Madrice Peninsula began to search the seas for other islands and their potential riches. South of the Basker Islands, Corrington took Tiberia, an unforgiving rock just outside of the much more lucrative tropical zone. Oleon found LeBellan, the jewel of the Sea of Storms. LeBellan sits right inside the tropical zone, and produces sugar in vast quantities. 56 years ago Eslandola took possession of An Holli and An Toli, two smaller islands south of LeBellan, both sugar producing as well. Despite gaining footholds in the Sea of Storms, the other Madrician nations were unable to voyage beyond Terraversa.

This all changed with the death of King Harln of Mardier, and the vast civil war that began in the country in 595 AE. Instead of looking to gain territory from Mardier’s mainland, the Eslandolans approached the Viceroy of Terraversa and paid him handsomely for permission to trade at the island. The Viscount took it further and allowed ALL nations to pay for the privilege to visit his island. Twenty years later, as the civil war continues, Terraversa has become a defacto independent state. The Viscount’s son, Miro Oldis, now runs the island, and his father’s policies live on. It is not certain if the Mardierians will reestablish their colony or not after the war, but it may be too late.

In 597, intrepid Eslandolian explorer Cato Calrelli sailed east from Terraversa into the unknown. It was thought to be suicidal at the time, but he returned 70 days later with the news that he had found more of New Terra. He claimed the land for Eslandola, and soon the Kingdom of Eslandola was the leading nation in colonization.

In 605, news circulated throughout the Madrice Peninsula that the Eslandolans had found gold on their island of Nellisa, and this set off a thirst for expansion and exploration never before seen. With Terraversa as a launching spot for new expeditions, Corringtonians, Oleanders, Eslandolans, along with some Garvans, Mardierans, and Carnovans made their way towards New Terra. Many found themselves unable to find supplies at Nellisa, the Eslandolans baring even some of their own from landing on the island. These vagabonds headed south, where a new isle was found, one with few resources, but great defensive harbors. Soon, the Sea Rats had a home. Angry that they had been dispossessed and had not found aid, many turned to vengeance on the Eslandolans by becoming pirates, and many of these pirates began to prey on all nations, and even their fellow pirate. Besides Terraversa, where the Atwi tribe lives, no new natives have been found yet. The islands beyond Terraversa have so far all had strange abandoned settlements upon them, and some sailors say that there is a whole new nation of people in these far waters, but no one has recorded seeing a non-Halosian or Atwi person yet.

[A map of the world

Description automatically generated](https://flic.kr/p/wwijXe)

The first era, spanning the years 615 and 616 AE, marked a rapid expansion into newly discovered lands, in a race to maintain relevancy in the power struggle of Halos. Oleon, Eslandola, and Corrington all laid claims to a multitude of islands and invested heavily in new settlement and industries. In order to protect these new holdings, a naval arms race developed, and the merchant marines of all three nations grew rapidly. In the shadow of the immense wealth being shipped home from the colonies arose a rag tag group of opportunists, who styled themselves as a loose confederacy known as the Sea Rats, plundering, smuggling, raiding, or sometimes just living free outside the grasps of the empires.

All factions await new souls to take on a role in the New World. Who will win in the end? Nobody knows, but for sure the sea will play a large role in deciding the fate of these rich new lands. She can be a cruel mistress to those who do not respect her, indeed, and the only guarantee in this world is that salt will run through your veins as you become part of the Brethren of the Brick Seas.

[A map of the world

Description automatically generated](https://flic.kr/p/QM5LG7)

**The Map:**  
The map is a part of the storytelling mechanism. As you can see, it is not totally defined yet. This will change as time goes on. New portions of the New World (and some of the Old) will be uncovered through events, challenges, and other parts of the project. New islands will be claimed, older territories will be taken in war, and the map will stay dynamic throughout the story. Builders will have the map revealed to them over time, and they will help decide what lands are conquered.

With that said, the first part of our story will take place in New Terra. Your character should probably have some feasible connection that would lead them to that region, or it may be hard to really participate in the early challenges. A baker back in Eslandola’s capitol city is probably going to have little interaction with things going on in New Terra. We will eventually have challenges that happen on the mainland, and different story events “back home,” but we are emphasizing the pirate theme and its nature primarily in the first part of this project. Once a firm piratical lore and history is established, more aspects of Enlightenment era politics, war making, and commerce will emerge.