Player: Z. (F)
Nation: Griswold.
Griswold has remained a small, but fiercely independent nation. Remaining neutral in the many wars in Europa's history has enabled them time to hone their many crafts via strong education and wealth that hasn't been squandered in frivolous war. Now that a new land has been discovered, the opportunity has arisen to put these many skills to use in developing a new territory abroad.

Player: R. (F)
Nation: Kingdom of Daneland and Ireland
This nation was begun in 1014 A.D. as part of a great peace treaty between the Irish High King Brian Boru and the Dublin Danes, in which the whole of the island of Ireland, the Hebrides, and the Faroe Islands came under the authority of the High Kings of Tara. Over the next 50 years, the Boru House of kings, aided by their gallowglass guards, subdued and united Ireland into one kingdom. They resisted Norman invasion in the 1100s, and eventually, through matters of conquest, intrigue and royal succession, came to possess the homeland of the Danes as well. Conflict with Norway led to expansion into Iceland and Greenland, and repeated war with England and the Scots led to various footholds on the island of Britain over the years, though now only about 50 square miles of territory around Norwich and a half dozen or so west Scottish isles remain in their hands.
The kings of this land have long since become a blend of Danish and Irish, forming a strong kinship between the 2 peoples. In an era of strength and stability for them, they have set out to explore more thoroughly than ever before this great ocean that surrounds them. Having started settlements in a strange new area called Vinland, King Harold Boru, as eager for greater glory and plunder as his father's before him, has sent his younger son Bjorn Boru, with a well stocked force of men to explore in South, and see if they can be as successful there as they have been in the North!

Player: J. (Y)
Nation: Portuguese Emirates
Country selection; Portuguese Emirates (of Southern Iberia, Northern “Morocco,” and the Canary Islands)
Lore: abbr. After the falling out with the Pope and the Catholic massacres of “The Day”, the Portuguese Emirates emerged, made up of a blend of Protestant-Muslim Prototype Separatist Settlers, PMPSS.

Player: D.(P)
Nation: Spain
His most catholic majesty Quixote I, presides over a nascent Spanish empire, rebuffed throughout Europe, his ambitions still burn fiercely, and with the discovery of the new world a new array of opportunities have presented themselves.
The Tercio are mustered, the gentlemen numbered, and the ships laden in preparation for this great voyage of discovery and conquest!

Player; D. (Y)
Nation; The Codien Empire.
Started in 1393, by a group of people who chose to create their own empire in the Netherlands. They quickly gained support from a few nations who disliked the Codien neighbors, and saw Codia as a pawn. The Emperor Jackson Drake immediately poured much of his resources into his navy, and his army. The Codien empire has lasted for many years, and has repelled many invasions. Now they seel to expand, and take land in the South American Lands, and to have a higher and more respected position in the North Sea.