I think the best option is to create a new tag (HRR) for griffon rebellion in Herzland. It would have 4 research slots, no poverty, illiteracy and highest industrial and research bases.

Capital: Griffenheim

**Starting spirit:**

The War against Winter” (+5% division attack, +10% division recovery rate, +5% recruitable population, +10% surrender limit)

“Economical Devastation” (+10% consumer goods, -10% stability, -20% population growth, -10% resource gathering efficiency)

“Disorganized Army” (-5% division organisation, -10% max planning, -20% land doctrine research speed),

**Party popularity and names:**

harmony - 70% - Liberation Front - Grandmaster Hector Ardensson

non-alligned - 20% - Imperial Loyalists - Elias Bronzetail

communist - 5% - Revolutionary Alliance - Willie Scherler

supremacy - 5% - Der Rat Der Drei - Archon Erion XII

**Introduction text:**

Herzland Liberation Army - Unity Out of Desperation

When news of the Frost King reached the Heartlands, they were first dismissed as fantastical tales. Most ignored the northern threat and even if they acknowledged the existence of the undead army, they believed that guns and tanks would be enough to stop a horde of primitive barbarians.

They were wrong.

Armies of the Frost King defeated the Herzlanders, ravaged their lands and proceeded to enslave the local population, wanting to eradicate any trace of griffon culture, faith or thought of freedom. However griffons are hard to be broken - and in a face of atrocities committed by pony warriors and their undead minions they revolted. Former imperial officers, republicans and revolutionaries… For a first time in history griffons of so many political allegiances decided to unite and fight for one cause - to liberate their homeland and save their kind from future of slavery and opression. Led by Hector Ardennson, grandmaster of the Silberkralle knight order, Herzland griffons will fight till the bitter end - as even death in fight is better than fate that awaits them if they lose.