**Dark Magic**

Thanks to the pact with Blizzard Kings we gained knowledge long forgotten - the art of not just a petty necromancy - but how to change the natural magic that flows through the north and use it for our benefits. North is the land of spirits and though they have become distant their influence is still felt here - and we can use it for our benefits. No longer shall we beg spirits to help us - she shall on ourselves use their magic for our benefit. Of course such action may cause certain… disturbance - as there is always a price to be paid.

List of decisions:

Raise the Dead: Northern Ponies have buried their dead in ice vaults for hundreds of years. As a result millions of corpses are kept in immense cemeteries - an endless source of potential soldiers for our army.

Effect: +50.000 ponypower,

Wave of Cold: Even the nature will turn against our enemies

Effect: Countries at war with NTR get spirit “Unnatural Weather” (+50% cold attrition, -100% cold adjustment speed, -20% Stability, Bad Weather Penalty +20%, Consumer goods needed +10%) for 120 days.

Requirement: At war

Bloodlust: Our warriors have been reinvigorated and are more than willing to slay all our enemies.

Effect: Get national spirit “Blood Rage” (+20% division attack, +10% division speed, -25% esperienced soldiers lost, -5% division defense) for 120 days

Battlefield Magic: We are focusing our magic to provide our generals with power some would deem… unnatural.

Effect: Get national spirit “Sorcerers-Generals” (+50 maximal command power cap, +100% daily command power gain modifier) for 120 days

Shape the Land: We will tear the land apart to form it into new structures and uncover the riches below.

Effect: Get national spirit “Subdue the Land” (+20% construction speed, +20% resource gathering efficiency) for 120 days

Unnatural Insight: We will uncover all the secrets enemies hide from us.

Effect: Get national spirit “I See You” (+50% decryption, +10% recon) for 120 days

Note: Decisions can be chosen many times, but only one can be active at once. Effect of each of them is immediate. Each decision lasts 120 days after which another one can be chosen. During these days, country gets spirit “Magical Disturbance” (-10% Stability, -10% war support, -10% daily political power, -50% population growth speed, -100% magic research speed, -25% magical equipment reliability)

**Start the Ritual**

We have finished the preparations to destroy Skynavia - destructive powers we will unleash should be more than enough to get rid of our enemies. However such a powerful spell will take time to properly cast, and skynavian mages will without a doubt feel a disturbance of magical energies - Skynavians will do all they can to stop us.

Effect: When taken, the counter of decision starts (120 days). Decision is cancelled if Northern Tribes are not independent, or not supremacy or cease to exist. Once a decision is chosen Skynavia gets the event “Deadly Threat” and declares war on NTR. If counter reaches zero, Skynavia gets event “The Destruction of New Skynavia (SRS Version)”

**The Magic of Spirits**

Spirits of the North guide us and bless their chosen tribes since times immemorial. However in these dire days a more direct intervention is needed. Our druids will try to reach directly to spirits and ask for their help - of course we first need to convince druids of the each clan to lend us their help - and channeling the power of the spirits will be an exhausting task - only one blessing may be asked for at a time.

Blessing of Metal:

Effect: +10% research speed

Blessing of Wood:

Effect: +10% factory output, +10% production retention, +5% production efficiency cap, +5% construction speed,

Blessing of Fire

Effect: +20% population growth, +1% recruitable population, +10% manpower regained, -10% xp loss from casualties

Blessing of Earth

Effect: -5% consumer goods, +10% resource gathering efficiency,

Blessing of Water

Effect: +5% division attack, +10% division speed,

Blessing of Ice

Effect: +0,1 daily land xp, +0,1 daily naval experience, +0,1 daily air experience,

Note: Each blessing lasts 180 days and costs 25 political powers to cast. Only one blessing can be activated at one time. You may use a blessing many times.

**Liberate Northern Ponies**

Attack Dimpeak

Attack Fjarrland

Attack Bredoland

Attack Lostgate

Attack Windford

Note: Each decision costs 50 pp and takes 7 days to complete. Only one can be taken at a time. After completion a border war is launched over this region. If you win, you get the event “Successful Assault”, and the former owner gets “Ponies Attack!”, if you lose you get the event “Defeat”, and the owner gets “Ponies Attack Repelled”. Each decisions can be taken only once

**Smuggling Opportunities**

Few legitimate merchants enter our realm - dangers of the Northern Passage are enough to scare off even the bravest captains, while harsh weather and high mountains prevent easy entrance from the south. Yet, griffons are greedy creatures, and there were always enough of them willing to take a risk of travelling north. Our feathered ‘friends’ have some interesting offers for us…

Purchase Bakaran Artillery - Yes, we are surprised too, how it is able to not notice the disappearance of CANNON. But it's the riverponies problems, not ours.

Effect: +100 bakaran artillery, -75 political power, 1x50% artillery research bonus

Note: Requires Bakara to exist and NTR having 75 pp

Buy from Warlords - Griffonian Republic has been long plagued by various bandit and warlord bands. Some of them are more than happy to sell us property of republican government.

Effect: +1000 republican guns, -50 political power

Note: Requires Griffonian Republic to exist, and NTR having 50 political power

Reichsarmee Supplies

With chaos engulfing Imperial Heartlands lots of equipment have been displaced and ended up in wrong claws. We know some griffons in Brantbeak, who can help us to get some of this armament.

Effect: +2000 imperial guns, 1x50% infantry equipment research bonus -100 political power

Note: Requires Griffonian Empire to exist and NTR having 100 political power

Note: Each decision can be taken only once and disappears,

**Expand League**

Invite Duchy of Cloudbury - Cloudbury gets the event “Joining Northern League?”

Note: FAW exists and is not led by Suntail

Invite the Kingdom of Vedina - Vedina gets an event - “Joining the Northern League?”

Note: Vedina exists and is harmonic/non-aligned

**Relations with Ponies**

Honorary Coalition Membership - Years ago, eastern ponies formed the River Coalition in response to griffon aggression towards them. These events in a way mimic our situation. Riverlanders are quite similar to us and both sides can surely benefit from cooperation. Due to our distance from the Riverlands, joining the Coalition itself is not really a realistic option, but perhaps we can pursue some closer ties with our eastern brothers and sisters. - River Coalition leader gets event “Unexpected Visitor”

Equestrian Cooperation - Mighty Equestria, a home of ponies, without doubt the greatest, most advanced and richest nation in the world… At least so we heard. It is indisputable however that Equestria is a superpower dominating Equus. Their ideology of harmony and so-called “magic of friendship” is well known outside the borders of their state and many look towards Equestria for help and guidance. Perhaps we should too… - Equestria gets event “Visitor From Land Faaaar Away”

**Railroad Construction**

Construct First Railroad - -25 political power, +1 infrastructure in Liftauf, +1 building slot in Liftauf

Eastern Line - -50 political power, +1 infrastructure in Cumbria and Vastmush, +1 building slots in Cubria and Vastmush

Requires: “Construct First Railroad”

Extend Railroad to Holy Forge - -50 political power, +1 infrastructure in Moonrise, Elf Lake, +1 building slots in Moonrise, Elf Lake

Requires: “Eastern Line”

Connect Skynavia - -75 political power, +1 infrastructure in Firefly Forest, Ostfloy, Skynavia, +1 building slots in Firefly Forest, Ostfloy, Skynavia,

Requires: Own Skynavia “Construct First Railroad”

Continue Railroad Expansion - -100 political power, +1 infrastructure in all owned provinces, Get national spirit “Modern Infrastructure” (+10% max number of factories in a state)

Note about all decisions: Each decision takes 30 days to finish, and can be taken only once

**Expand Mining Operations**

Moonrise Iron Mines: +10 steel in Moonrise, -50 political power, requires 1 civilian factory during decision time,

Expand Crystal Mines: +20 crystals in Moonrise, -50 political power, requires 1 civilian factory during decision time,

Mine Cubrian Hills: +5 steel in Cubria, +10 chromium in Cubria, +10 tungsten in Cubria, -75 political power, requires 2 civilian factories during decision time,

Holy Forge Smeltery: +20 steel in Elf Lake, -75 political power, requires 2 civilian factories during decision time,

Reopen Ostlofy Refinery: +15 oil in Ostflofy, -50 political power, enable industrial company “Ostfloy Refinery'' (+10% fuel from oil. +5% synthetic oil research speed)

Note: Requires to own Ostfloy

Expand Ostlofy Refinery: +25 oil in Ostfloy, -75 political power, requires 2 civilian factories during decision time,

Note: Requires to own Ostfloy and decision “Reopen Ostfloy Refinery” taken

Reclaim Little Griff Mines: +10 aluminum in Little Griff, +5 steel in Little Griff, +5 crystals in Little Griff, -75 political power requires 2 civilian factories during decision time,

Note: Requires to Own Little Griff

Expand Braunles Mines: +5 aluminum in Braunles, +10 steel in Braunles, +5 crystals in Braunles

Note: Requires to own Braunles

Purchase Modern Mining Equipment: -75 political power, Add national spirit “New Mining Equipment” (+10% resource gathering efficiency)

Brantbeak Gold Mines: -100 political power, add national spirit “Gold Mines Profits” (-5% consumer goods)

Note: Requires to own Brantbeak

Note about all decisions: Each decision takes 30 days to finish, and can be taken only once

**Quest for Knowledge**

Create a Printhouse: -25 political power, -1 level of illiteracy, takes 30 days to finish

Establish Village Schools: -25 political power, -1 level of illiteracy, takes 60 days to finish

Educate the Adults: -50 political power, -1 level of illiteracy, takes 90 days to finish

Everfrost University: -75 political power, +1 research slot, takes 120 days to finish

Note: Each decision required a previous one finished

**Claim Our Destiny**

We have conquered Cloudbury, seat of power of the failed republican experiment in northern Griffonia. With this conquest, we are ruling over masses of griffons, who vastly outnumber ponies of the North. With this, come many issues we will have to address if we want to solidify our control.

Effect: Enable secret part of harmony political tree.

Note: Visible and able to choice only if have finished focuses “North Ascendant” and “Princess of All” and owns and controls Cloudbury,