Rename NTR to: Tìr Deighe

Party names/Leaders/Popularity:

Harmony - Snowflake Dynasty - Princess Fiana II - 60%

Non-aligned - Stormshield Clan - Euan Stormshield - 30%

Communist - Skynavia Sympathisers - Guy Fox - 5%

Supremacy - Warrior Lodges - Gordon the Archer - 5%

**Intro screen:**

Tir Deighe - Land of Ice and Ponies

History of Tir Deighe starts thousands of years ago, even before the first Hearth's Warming. In these days, before ponies moved to southern Equus, many of them migrated to Griffonia - with modern Tir Deighe being a place where they made a landfall. Most ponies continued their journey eastwards, not wanting to stay in this cold and desolate land - but a number of tribes decided to make this place their home.

The North was always a place of magic and it remains so even today. Progenitors of the northern clans fought with many supernatural creatures roaming this land - but also met much more benevolent beings - Spirits. Ponies formed a special relation with them, and became protectors of this land, guarding it and living in harmony with it. In return Spirits blessed ponies with magical powers that let them thrive in this cold, dangerous place - in this way Five Great Clan were formed, each blessed by one of the spirits. Only the Spirit of Ice did not choose his champions, but from time to time a pony blessed by him is born, joining the Circle of Ice, ones who can speak with the dead and protect the burial grounds of the ponykind.

Ponies however were warlike creatures, and unlike their equestrian cousines, continued to fight among themselves for even pettiest reasons. For centuries clans continued their conflicts, supported by their patron deities. As time passed, more and more ponies lusting for power embraced much more darker ways - most infamous of them being Kings of Blizzard, powerful necromancers and tyrants. It all changed, when one day, a stranger from unknown land was washed ashore. He did not belong to any of the clans and did not remember where he came from. Only thing about his past he could recall was his name - Cainnech. For years he ventured the land, befriending ponies no matter their clan allegiance, fighting the monster and tyrannical sorcerers, becoming a hero of the northern ponies. All his travels made him realise that it was a disunity and petty conflicts that devastated Tir Deighe - and ponies must fight as one if they want to overcome their enemies. Tales of Cainnech accomplishments are numerous - he managed to enter the realm of Spirits and best all the trials and challenges - in return being blessed by all six Spirits. Not through force, but diplomacy he united all the clans and tribes and defeated Kings of Blizzard. Cainnech was then crowned first prince of Tir Deighe, becoming a founder of the Snowflake Clan.

Many centuries have passed since these days, and stories turned into legends - yet the Snowflake clan continued to guide ponies of Tir Deighe and few things have changed through this time. Ponies lived in harmony with nature, not disturbed by an outside world… Until the Skynavians invaded. Disgruntled communists led by Asper Sickleclaw left the Griffonian Republic and invaded Tir Deighe. Despite valiant defense, sword and spears were no match for griffon rifles, and ponies had to abandon their western land. Since then, they wage a seemingly hopeless war against Skynavians - and though neither side was not able to prevail it is obvious that ponies are slowly losing the war. Thousands have perished, including the previous prince and most of his line. Many ponies believe that the last of the Snowflake clan, princess Fiana is not able to lead them to victory and instead turned towards Euan of clan Stormshield - ambitious pony, claiming that to defeat griffons, ponies must become like them. Long conflict between reform-minded clans and traditionalists will soon come to its end, with the convening of the Great Council - meant to solve ongoing conflict between clans. However, as clans bicker, much darker forces have awakened from their centuries long slumber…

**Initial spirits:**

War in the North

Ever since the Griffon invasion we have been locked in a bloody war against Skynavians. Whole generation of ponies have perished in endless skirmishes and we are on the brink of collapse. Our militia is exhausted, our resources depleted and it is clear that our current tactics will not allow us to win. As Skynavians are gathering their forces, we must act quickly if we want to save tribes’ independence!

-10% stability

-10% mobilisation speed

-10% construction speed

+200% justify war goal time

Warriors of the Blizzard

Northern Ponies are experts in winter warfare. North is their home and unlike southrons, they know how to use it to their advantage.

-50% cold attrition

-10% supply consumption

+100% cold adjustment speed

Tribal Militias

Our “army” is composed of various tribal militias. Their understanding of modern tactics is extremely limited, and so is cooperation between various chiefs. Until we address these issues, our army will largely be unable to perform adequately.

-10% division organisation

-10% division attack

-10% division defense

-50% land doctrine research speed

+10% recovery rate

Exiled Clans

After griffons took our western lands, many local clans escaped east. It caused a massive crisis with our primitive agriculture unable to properly sustain so many ponies. To make matters worse, those exiles are susceptible to various radical ideas and hunger for revenge.

-20% population growth

-10% recruitable population factor

-10% stability

+20% war support

Divided Clans

The Griffon invasion caused a massive rift in our society. Our old ways are proving to be obsolete and many ponies are openly rejecting ancient traditions, calling for rapid modernisation and embracing ways of southrons. This of course is fiercely opposed by most druids and traditionally minded clans. Princess reign is being constantly disputed and a crisis must be addressed soon.

-50% political power

-10% stability

-50% ideology drift defense

**Leader Descriptions**

Princess Fiana II

Fiana was never meant to be a ruler. Youngest of the children of the previous prince, Fothad III, Fiana was born barely a few years before the skynavian invasion - and when griffons attacked, was just a child. However her older brothers and father have perished during the first years of the war with griffons, leaving Fiana the last of the Snowflake line - and crowned princess in 995. Despite being only fourteen at a time, Fiana tried her best to mediate between increasingly conflicted clans, however was largely unable to solve any of the issues that plagued her realm. Young, inexperienced and not respected by elders and chieftains, she nevertheless tried her best in ruling the nation . She is still being seen as a unifying symbol - a last member of Snowflake clan, the reminder of the past days of peace and harmony. While rather meek and shy, Fiana is determined to save Tir Deighe - and not sacrifice centuries old traditions doing so.

Euan Stormshield

Since his youth, Euan has been fascinated with the outside world. Growing up in the coastal city of Frostbell, he pestered merchants and sailors, asking them about stories of the foreign lands. It was this time, when he met Oskar Plumenjar - exiled heir to the duchy of Cloudbury, who quickly became friend of Euan - and later, his confidant. Influenced by friendship with Oskar and all the stories he heard, Euan realised how much in need of changes was his homeland - and that it is the only way to win war with Skynavians is to embrace ways of griffons - and outmatch birds. Following the death of the old chieftain of the clan Stormshield, Euan challenged his heir to traditional duel - and won, becoming new leader. He soon made himself known as a talented diplomat and organizer, leading Stormshields to become most influential among northern clans. Now, being in charge of Tir Deighe, Euan can freely introduce reforms, meant to turn it into a modern state.

Archdruid Gavin

Gavin the Frost Beard, archdruid of the Circle of Ice, was once one of the most respected ponies in the entire Tir Deighe. No one really knows how old he is - and the blessing of Ice made him live much longer than other ponies - far longer than a century, with passing years not dulling his sharp mind. He led the Circle longer than even the oldest ones remember and many asked him for advice - making him one of the most influential ponies in Tir Deighe, rivalling even chieftains of the Great Clans.

Now however, the archdruid has realised that drastic measures must be taken if ponies want to survive griffon onslaught. After descending to the Vault of Broken Swords and making a pact with Kings of Storm, Archdruid was given immense powers - which he intends to use to destroy enemies of the northern ponies. It is a dangerous deal, but Gavin knows that it is the only way to save what he loves most - his kinsponies.

King of Frost

Creature of grief, guilt and vengeance, the Frost King - no longer Gavin the Frots Beard, but not really a Frost King of old. His goal is to protect his pony subjects and claim the position they deserve - as only rulers of Griffonia. His hatred towards Griffons is immense, and his goal is to enslave the entire griffonkind, to make it pay for their crimes against northern ponies. Few know what is the true extent of the Frost King powers, but few doubt he is one of the most powerful sorcerers to ever walk the world. Now, he turns his eyes south - and griffons shall tremble in fear, when undead armies will march to impose a will of their sovereign.

**Region Description (Liftauf):**

Everfrost - City of the Crystal Spires

It is a common belief across the world, that there are no cities in northern Griffonia - just bunches of shacks and log cabins, scattered along the frozen wasteland. It makes foreigners even more surprised when they visit Everfrost - capital of Tir Deighe and its largest city. History of Everfrost begins with the unification of the northern tribes by Cainnech Snowflake. The great mages and craftsponies started to build then a structure, known today as Snowflake Palace, as a residence of a new king and a place of gatherings of the clans. It is said that the Palace was rather “grown”, than built, using techniques that were later forgotten - and druids managed to shape crystals into seven magnificent spires, that are the highest structures in the city.

As centuries followed, the city slowly grew, becoming a main centre of commerce of Tir Deighe. After merchants, craftsponies followed, and when a great library was created in the halls of Snowflake Palace, many ponies travelled to Evefrost to study knowledge of the previous generations. As a result Everfrost does not resemble any other city in Griffonia - it is a place of art and beauty, with even the smallest buildings being elaborately decorated through generations. Through generations ponies tended to expand their dwellings both on the surface and below it - and one can see how next owners expanded homes they inherited - wanting to match the accomplishments of their ancestors. Of course one cannot forget about the Great Clans - each of them, as a matter of honour, erected a large spire-mansion, mimicking the royal palace as a show of clan wealth and power.

However, years of war with Skynavia have also affected the Everfrost - though not directly attacked, it was flooded with refugees who now inhabit makeshift districts constructed on the outskirts of the capital. Warbands stop here, before marching to the front, and workshops produce weapons rather than works of art. Peace and harmony of the Everfrost are gone - perhaps forever, yet the city still remains the symbol of pony unity and their ingenuity.