The Grim Reality **e**

For centuries, we lived in peace, undisturbed by griffons to the south – all changed when a group of Republicans invaded western tribes, and, despite our efforts, took control of roughly a third of our ancestral homeland. In two decades of warfare, we've been unable to defeat the invaders…

Time: 7

Effect: Get event “Last of Her Blood”

The Druids **e**

Druids, the priests of the Six Spirits, have a particularly strong bond with these supernatural beings. Their help will be much needed, if we want to defeat the griffon invaders.

Time: 14

Effect: 2x50% racial technology research boost, get event “The Forbidden Knowledge”

Rally the Warriors **e**

Skirmishes with Skynavians cost us dearly. We need to rally the clans’ warriors once again. If we want to have a chance at winning, each pony must do its part in this conflict.

Time: 14

Effect: +10.000 ponypower, +5% war support,

Holy Forge **e**

Unicorns of the clan Moltenrock know many secrets of creating magical weapons and tools. For hundreds of years, they forged swords, spears and armours used by the greatest heroes of the tribes. Times have changed, now we need the Holy Forge to produce much more modern armaments.

Time: 14

Effect: 1x50% infantry equipment research boost, +1 military factory in Elf Lake

Meet with Clans Leaders **e**

Without support of the leaders of the clans, the princess is only a symbol of unity – which, in truth, is shattered. We need to try to mend the rift between bickering clans if we want to save the North.

Time: 14

Effect: +5% stability, +50 political power, Get event “The Clans”

Look Towards East **e**

Eastern Griffonia – the Riverlands – is inhabited by highly developed pony societies. If we want to modernise, cooperating with them may be our only chance.

Time: 14

Effect: 1x50% industry research bonus, Get event “Friend from the East”

The Great Council **e**

We cannot sit on the fence any longer – the Great Council of all the rribes must convene and try to break the deadlock we find ourselves in. In our situation, taking any decision that will let us go forward is better than choosing to stay where we are.

Time: 14

Effect: TOOLTIP: “Fate of the Tìr Deighe will be decided now.”

If you let archdruid to go to the Valley, get event “Blizzard”

If you did not let him to go the Valley get event “The Council Convenes”

Cold-Hearted **e**

There was no other choice if we wanted to survive. I only hope I haven’t doomed my fellow ponies. But, now it is too late for regrets anyway.

Time: 7

Effect: None

Note: Bypassed if supremacy path is loaded

Reclaim the Holy Forge **e**

The metalshapers of the clan Moltenrock are some of the most ardent supporters of Euan Stormshield, now they openly refuse to acknowledge our reign. They must be dealt with.

Time: 35

Effect: Get event “The Broken Metal”

Convince Them **e**

Though many have joined us, numerous smaller and traditionally-minded clans still have not pledged their loyalty to the Ice Circle. We need the clans united if we want to defeat the griffons – there is no place for divisions.

Time: 35

Effect: Get event “Dubious Loyalties”

Deal with Stormshields **e**

Clan Stormshield wanted to sell us to the griffons, to abandon our way of life and become like despicable birds. They still resist us. So they must be punished for their actions – otherwise, they will keep undermining our reign.

Time: 35

Effect: Get event “The Punishment”.

Solidify Our Control **e**

The tribes are united as never before – our enemies live in exile or lay dead, time has come to move towards our ultimate goal. It won’t be easy, but with newly gained powers, we shall succeed.

Time: 35

Effect: Remove spirit “Rebelling Clans”, Get event “The Price”,

Prepare a Defensive Line **e**

No doubt, Skynavians will realise what we are planning – they have more than enough mages who sense the growing power of our spell – and will do everything they can to stop us. We need to hold their army for long enough to finish the ritual.

Time: 35

Effect: -100 pp, Get 1 level land fort on the length of the skynavian border.

The Dark Magic **e**

With dark forces, there is always a price to be paid – but the reward is more than enough to justify it. Spirits could not save us, therefore, we must take things into our own hooves.

Time: 35

Effect: Enable “Dark Magic” decision set.

Unleash the Blizzard **e**

The ritual shall commence as soon as the preparations are finished. Of course, Skynavians will do all they can to stop us, for this will be their final chance to do so.

Time: 70

Effect: Enables decision “Start the Ritual”

TOOLTIP IN RED: Revenge is near...

Demand More From Artisans **e**

We do not really have what outsiders call “industry”, instead, we rely on craftsmen and artisans. Now, all these ponies must work harder than before to provide us with commodities our living warriors need.

Time: 35

Effect: +1 civilian factory in Liftauf, 1x25% industry research bonus,

Support Weaponsmiths **e**

We need swords, shields and firearms to fight the despicable griffons. We will provide our weaponsmiths with all kinds of help they need to produce more weapons for the upcoming war.

Time: 35

Effect: +500 infantry equipment, +1 military factory in Vastmush, Get national spirit “Plowshares into Swords” (-10% infantry equipment cost,-0,05 daily political power gain) for 180 days

Wisdom of the Circle **e**

Druids were always some of the wisest and most educated ponies in Tìr Deighe. Time has come to make some use of it – to use our knowledge to design new weapons for the war with griffons.

Time: 35

Effect: -50 political power, +1 research slot

Lead the Clans **e**

Until now, each clan has been fighting against the Skynavians on its own. If we want to win, they must become one force under one master – all the clan leaders must follow the command of the Archdruid.

Time: 35

Effect: -5% stability, +5% war support, Modify “Tribal Militias” with +10% division attack, +10% division defense)

Learn From Past Mistakes **e**

For twenty years, we were unable to push back the Skynavians. If we want to win, it is crucial to learn from past fights and modify our strategy accordingly

Time: 35

Effect: Modify “Tribal Militias” with (+30% land doctrine research speed), +20 land XP, 1x25% land doctrine research bonus,

Study Captured Equipment **e**

There is no shame in learning from the enemy, so we shall turn the weapons of griffons against them.

Time: 35

Effect: 2x25% infantry equipment research bonus, 1x25% artillery research bonus

Raise More Warriors **e**

The Skynavian army is much better armed than ours, then our only way of defeating them will be flooding them with countless numbers of resurrected warriors.

Time: 21

Effect: Get 4 divisions (recruit experience), each composed of three infantry brigades - “Frozen Cohort”, “Bringers of Death”, “Swords of Blizzard”, “The Lost Warriors”

Note: Bypassed if you control Skynavia

Hold the Line! **E**

Just a bit longer – our victory is near!

Time: 21

Effect: Get national spirit “Hold the Line” (+10% division defense for 100 days)

Note: Bypassed if you control Skynavia

We Need More Weapons! **E**

More weapons for our warriors! Work harder for our common cause, ponies of the North!

Time: 21

Effect: +1000 infantry equipment,

Note: Bypassed if you control Skynavia

The Ruins of Skynavia

The criminal always returns to the scene of the crime...

Time: 7

Effect: Get event “The Revival”

The North Awakens **e**

Ponies of the North shall rise and claim their rightful place in the world! No one will be able to stop us!

Time: 7

Effect: None

Note: Bypassed when this part of the tree loads.

Scavenge the Ruins **e**

New Skynavia’s ruins are filled with loads of useful items we should recover – dead griffons do not need them anyway.

TIme: 35

Effect: +1 civilian factory in Liftauf, +1 military factory in Liftauf, +50 political power, +2000 infantry equipment

Raise the Dead **e**

It is just wasteful to let all these bodies lay around…

Time: 35

Effect: Get national spirit “Undead Surplus” (+1000 ponypower weekly, -0,05 daily political power gain for 700 days)

Recover Materials **e**

There are lots of useful construction material we can recover from buildings of New Skynavia.

Time: 35

Effect: +6 steel in Skynavia

Reclaim Dinkau **e**

The small town of Dinkau is an old imperial naval base. We shall enslave its inhabitants and capture ships harboured there. By studying them, we will be able to kickstart development of our own warships.

Time: 35

Effect: +25 convoys, +25 naval experience, 2x25% destroyer research bonus

Study What’s Left **e**

There is a wealth of knowledge in laboratories, factories and blueprints left by dead griffons. Now, we will turn their own tech against them and use their own tools to defeat them!

Time: 35

Effect: +1 level of science base,

Construct a Navy **e**

We've never needed a proper naval force before, but, if we want to fight griffons, we'll need to keep our waters safe. We can use the remnants of the Dinkau naval base to create a shipyard.

Time: 35

Effect: Skynavia +2 docks, 2x25% cruiser research bonus, 1x25% destroyer research bonus, +25 naval experience

Refurbish Ostfloy Refinery **e**

Skynavians discovered a large oil deposit in Ostfloy, however, harsh weather prevented them from exploiting it continuously. Luckily, the undead are resilient to cold, and few surviving griffon engineers will help us restore the pumps – in return for sparing their lives.

Time: 35

Effect: +10 oil in Ostfloy

The Warrior Lodges **e**

The lodges have been the main form of organisation for northern warriors for centuries. By supporting them, we can create a cadre of warriors always ready for another conquest and willing to follow the Frost King into any war.

Time: 35

Effect: Replace “Tribal Militias” with “Warrior Lodges” (+4% recruitable population, -20% land doctrine research speed, +10% recovery rate), Get 1x50% land doctrine research bonus

Chosen of the Ice **e**

We will share our magical powers with most worthy among the warriors – they shall become Chosen of the Frost King, his most loyal servants and harbingers of doom for the griffonkind.

Time: 35

Effect: Get national spirit “The Chosen Ones” (+10% special forces limit cap, +20 flat special forces limit cap, +5% special forces attack, +5% special forces defense)

Undead Hordes **e**

We have a nearly limitless supply of corpses we can resurrect and send to fight for us. It may be a good idea to focus on making our resurrected warriors stronger, and use them as our main fighting force.

Time: 35

Effect: Get national spirit “The Horde” (+5% infantry attack, +5% infantry defense)

Elite Platoons **e**

Undead warriors lack… passion. They are merely reanimated corpses – living, breathing warriors will always outmatch them. Though our army will still mostly be comprised of the undead, squads of elite, living warriors will become our main fighting force.

Time: 35  
Effect: Modify “The Chosen Ones” with (+5% special forces attack, +5% special forces defense, +10% special forces limit cap)

We Die In Glory! **e**

Those who perish in our great crusade will be remembered as the heroes of the North. Our enemies are numerous, but this will only make our victory more glorious.

Time: 35

Effect: Enable Kamikaze strikes and Berserker Charge tactics.

Gun in Every Hoof **e**

No matter if our warriors are dead or alive, they need guns, so we have to streamline and centralise the process of manufacturing them to provide our army with enough weapons.

Time: 35

Effect: Get national spirit “Guns! More Guns!” (-20% infantry equipment cost, -5% infantry equipment reliability)

The Fallen Gods **e**

The Spirits proved to be weak, and now they turned their backs on us. They failed to protect the ponies, and, thus, do not deserve to be worshipped. The North needs a new god… The one who shall lead its subjects to greatness.

Time: 35

Effect: +50 political power, 2x50% racial tech research bonus, Get event “The Orphaned Nation”

Expand the Circle

Druids of the Circle of Ice will be harbingers of the Frost King’s power, the executors of his will. Those who will not follow him shall die. The rest shall rule in his name and guide the ponies of the North.

Time: 35

Effect: Get national spirit “Guidance of the Circle” (+0,1 daily political power, +0,01% support for supremacy, +10% stability)

Elevate the Druids

Druids were always the ones responsible for safekeeping the knowledge and studying the mysteries of magic. Most of our ponies do not need “modern” technology and prefer to stick to the old ways. Therefore Druids will be ones responsible for creating weapons to defeat our enemies.

Time: 35

Effect: Replace “Broad Illiteracy” with “Wisdom of Druids” ( -30% research speed, +20% racial research speed)

Take Their Magic

As their druids now serve us and they were weakened by the death of the last Snowflake ruler, magic of the spirits shall now empower the Frost King… But he is a generous ruler, and shall share it with his subjects.

Time: 35

Effect: Modify “Broken Ties With Spirits” with (+15% stability, +15% war support, +25% population growth, recruitable population factor +20%)

Return to the Homeland

Following the griffon invasion, many clans ran east. Now, with the Skynavians gone they can finally return and take back their ancestral lands.

Time: 35

Effect: Remove spirit “Exiled Clans”, Skynavia +25.000 population, Hail Forest +50.000 population, Little Griff +50.000 population, Braunless +50.000 population, Ostfloy +100.000 population,

Protect Borders

We cannot let foreigners freely roam our land and taint our ponies with dangerous ideas. We must limit contact with them to keep our way of life intact.

Time: 35

Effect: Set trade politics to “Closed economy”, +5% Stability, get spirit “The Frozen Curtain” (+50% encryption, +25% enemy operative detection chance, +25% enemy operative capture chance, enemy operative intel extraction -50%)

Whole Again

With griffons killed or enslaved we have now fully restored control over the western lands. There is still however a lot to be done - and we must take revenge upon the wicked griffons from the south.

Time: 35

Effect: Get cores on Skynavian provinces.

Total War Preparations

The great task is ahead of us - revenge upon the southrons and establishing ponykind rightful place as rulers of Griffonia. It will be war like any before - and we must prepare accordingly.

Time: 35

Effect: Conscription and economy law +1 up, +3 military factories in Liftauf

The Slave Economy

Though most Skynavians are dead, quite a lot of those who lived outside their capital have survived. We will enslave them - and so shall we do with all the other griffons we shall conquer - such will be the fate of griffonkind.

Time: 35

Effect: Replace “Communal Society” with “Slave Economy” Division Defense on Core Territory: +5%, Division Attack on Core Territory: +5% Production Efficiency Cap: -25%, Construction Speed: +10%, Research Speed: -25%, Monthly Population: -50%, Non-core ponypower: -75%, +10% required garrisons, -20% compliance speed growth, +20% resistance growth speed, Resource Gain Efficiency: +10%)

Break the Knights

The knights of Vedina are one of the biggest threats to our hegemony. We shall crush them - and griffon peasants shall serve their new masters.

Time: 35

Effect: Get wargoal on Vedina.

Crush the Dream

It is the Republic from where the Skynavian invaders originate. Surely they will strike again if given the chance - we must act first and destroy the Republicans!

Time: 35

Effect: Get a wargoal on Griffonian Republic

Revenge Upon Sunstriker

Brantbeak griffons have been raiding our lands for generations. This ends now - we shall descend upon their lands and destroy the griffon clans which live there.

Time: 35

Effect: Get wargoal on Sunstriker Clan.

Ascension

The Griffons have been defeated - time has come for the Frost King to take his rightful place…

Time: 35

Effect: TOOLTIP: “All shall tremble in fear and awe.”, hidden effect: get event “Ascension”. get world event “The Tyranny of Ice”

Requirement: Own capital provinces of Griffonian Republic, Sunstriker Clan and Kingdom of Vedina,

The Spoils

To the victor go the spoils - we shall plunder the lands of griffons and every warrior shall get their share of the riches - and yet, there will still be much we could spend to prepare for a next war.

Time: 35

Effect: +5% stability, +5% war support, Get national spirit “The Riches of South” (-10% consumer goods for 360 days)

Reach Out to Southern Clans

South of us, in the griffon frontier mountains live numerous pony clans - most of which were ignored by the birds and continued to live as their ancestors. We shall embrace our southern brothers and give them a place in the new world order…

Time: 35

Effect: Get cores on Dimpeak, Fjarrland, Bredoland, Lostgate, Windford,

Salvage the Guns

There are plenty of weapons left by defeated griffons. Some of them can be repaired and used against other griffons.

Time: 35

Effect: +10.000 infantry equipment

Steal the Knowledge

Griffon technology is much more advanced than ours. Our best way to surpass them is to recover all the blueprints and schematics we can and sack the remaining research centres of the south.

Time: 35

Effect: +1 level of science base, 2x50% infantry equipment research bonus, 2x50% artillery research bonus, 2x50% tank research bonus,

Send Them to the Mines

Whitetail Mountains are filled with valuable resources - and we have too many prisoners of war, troublemakers and in general - too many griffons. We shall solve this problem by sending a surplus of them to the mines.

Time: 35

Effect: Dimpeak: +10 chromium, +10 steel, +10 crystal, Windford +5 chromium, +10 steel, +10 crystal, Arrowpeaks +10 aluminium, +10 steel, +10 crystal, Cloudbury -100.000 ponypower, Bleakspire -50.000 ponypower, Cavegrowe -50.000 ponypower, Squark -50.000 ponypower,

Strip the Airstrips

The airplanes are a wonderful tool of destruction - and by copying the ones left by griffons we can quickly establish our own air force.

Time: 35

Effect: Get technology Fighter I, +100 fighters, Get technology, Bomber I, +50 bombers,

The Undead

To realise our great plans we need more warriors - and there are simply not enough ponies in the North. Luckily, we have more than enough bodies, and undead already proved to be useful.

Time: 35

Effect: +50.000 ponypower,

Raise Even More

There is a simple answer to any problem on a battlefield - send more soldiers.

Time: 35

Effect: Replace decision “Raise the Dead” with an upgraded version, that adds 80.000 ponypower, instead of 50.000

Back Into Ranks

Those who fall, fighting for Frost King shall never truly die - they shall rise again, blessed by his magic to fight yet again. Not even the most grievous wounds will be enough to stop our warriors.

Time: 35

Effect: Modify “Warriors Lodges” with (-10% experienced soldiers lose)

Increased Autonomy

By infusing our undead warriors with much more potent magic we can make them stronger and what is more important - able to think, instead of just mindlessly following orders. In that way, undead regiments will be much more flexible on a battlefield.

Time: 35

Effect: Get national spirit “Undead Autonomy” (+25 max command power, +5% division organisation)

Undead Overseers

Pony is superior to griffon - even if said pony is dead. We shall therefore use our much smarter undead servants to oversee griffon slaves - griffons will surely work much harder, knowing their masters know no fear, mercy and are always watching them!

Time: 35

Effect: Get national spirit “Undead Slave Overseers” (+5% construction speed, +5% resource gathering efficiency, -5% stability)

The Champion

Even the god needs a champion that shall lead his armies. Hundreds of years ago Lachlan the Griffonslayer, famed warlord and raider wreaked havoc in griffon lands. He was ultimately defeated and buried in Vedina. We shall raise him, and make general of our armies.

Time: 35

Effect: Get general “Lachlan the Griffonslayer” (Level 4, base stats: 5,3,2,2, traits: Focused, Old Guard, Reckless, Aggressive Assaulter)

The Slaves

After recent conquests we rule over millions of griffons. There is no doubt that these creatures are meant to live as slaves, but to efficiently manage such a large population of slaves, we need to accommodate our policy towards them.

Time: 35

Effect: +1 civilian factory in Kungland, Cloudbury and Brantbeak

Twist Vedinian Model

One thing vedinian griffons understood well is that the strong must rule the weak - and their feudal state perfectly served this purpose. We shall mimic their approach by creating a system where our warriors shall be given land and griffons upon which they shall rule - and which they will keep in line.

Time: 35

Effect: Get national spirit “Feudal Overlords” (-20% max factories in a state, +10% resources efficiency gain, +10% populacy growth speed)

Our Hounds

The best hunters of griffons are other griffons - we shall let some of our slaves enjoy a bit more “freedom” in return for forming squads which will quell dissent, hunt rebels and run-away serfs. In this way griffons will kill griffons and hate each other instead of us.

Time: 35

Effect: Modify spirit “Feudal Overlords” with (-20% required garrison size, +25% non-core ponypower)

Blood and Iron

Griffons will serve us - and die while doing so. They are nothing more than slaves that shall create weapons for our army, when we march south. The industry created by griffons creates some perfect opportunities and gives us few ideas how to manage our slaves efficiently…

Time: 35

Effect: “Industrial Slavery” (+20% factory output, +10% production efficiency cap, +10% max factories in state, -10% stability, -10% population growth speed)

Cloudbury Slave City

The city of Cloudbury is the largest and most industrialised of the lands we have conquered - we shall further expand its factories and send griffons to toil there.

Time: 35

Effect: Cloudbury +1 infrastructure, +2 civilian factories, +4 military factories, +20 steel,

“Encourage” the Scientists

It is surprising what a creature is willing to do, to avoid ending up in crystal mines… Properly “encouraged”, griffon scientists will happily work for us, designing weapons we will turn against their kind.

Time: 35

Effect: +1 research slot

The Heart of Griffonkind

Time has come to strike south - directly into Imperial Heartlands. With its fall we will finally establish ponies as the rulers of the continent - and griffons as our slaves. We must be careful though - without a doubt, ever bickering herzlander griffons will unite to fight us…

Time: 56

Effect: Declare war on the owner of Griffenheim and all herzlander nations. Get world event “The Blizzard Over Herzland''

No Rest for the Wicked

Nothing and no one could have stopped us - and we have triumphed over the despicable Griffons. Now is the time to solidify our control over the Heartlands.

Time: 105

Effect: On day 7 load event “The Landscape After Battle”, on day 14 load event “Long March North”, on day 21 load event “The Imperial City”, on 28 day load event “The Edict”, on day 35 load event “The Mission”, on day 42 load event “The Meeting”, on day 49 load event “The South Rises”, on day 56 get event “The Cause”, on day 63 get event “The Rebellion Spreads, on day 70 get event “The Heart”, on day 77 get event “Retreat Continues, on day 91 get event ”The Herzland Rebellion”, Get spirit “Pillaging Herzland” (-20% consumer goods)

Note: Focus cannot be cancelled

Tooltip: No one will dare to oppose us now.

Raise the Slayed

During our conquest of Herzland, thousands of griffons have been killed by our warriors. We will raise these despicable creatures and send them to fight their brothers and sisters.

Time: 35

Effect: +200.000 manpower, -50 political power

Force Them To Work Harder

We will force our slaves to work ever more - we need all the guns we need if we want to win this war. And if some of them perish… Well, it’s not much of a loss, we have plenty of slaves!

Time: 35

Effect: Add spirit “Extra Shifts” (+20% factory output, -50% population growth for 360 days)

Fools and Traitors

With our conquests we have obtained a huge amount of riches - which we do not really have a way to spend. Luckily for us there are more than enough idiots willing to sell weapons for a few pieces of gold.

Time: 35

Effect: Add 10.000 infantry equipment, -100 political power,

Mobilise ALL!

Despite our best efforts, the Griffons are somehow winning! We need more warriors - and we will mobilise all the ponies we can. Of course we cannot keep this rate of conscription for too long, otherwise we risk total collapse - so we must act fast.

Time: 35

Effect: Get national spirit “All to the Front!” (recruitable population +10%, -20% stability, -20% war support for 360 days)

Note: Requires to be at war with griffon rebellion and at least 25% into capitulation

Unleash Our Wrath

These despicable griffons had an audacity to rebel against Frost King! Time has come to punish them accordingly and ensure they will never again be able to resist our reign.

Time: 35

Effect: Herzland Liberation Army gets spirit “Terror Tactics” (-10% stability, -10% population growth), Spirit lasts until NTR is not defeated,

Note: Requires Herzland Liberation Army to exist

Destroy Eternal City

Romau - second largest city of Herzland, centre of culture and seat of Eyrite Archonate… In order to break griffons we will devastate the city and slaughter its inhabitants.

Time: 21

Effect: Romau -2.000.000 population, remove victory points of the Romau, change province type to Developed Rural Region, change city name to “Ruins of Romau”, get world event “Romau Burns!”, remove all factories from Romau, HRR -20% stability, -20% war support

Note: Requires to control Romau

Griffenheim Will Burn!

Griffenheim is heart of the griffonkind - it’s largest city, and seat of the emperors - a city that all Griffonia desires. It is also a place where rebellion against Frost King started. Destroying it will be a nail to the coffin of rebels.

Time: 21

Effect: Griffenheim -3.000.000 population, remove victory points of Griffenheim, change province type to Developed Rural Region, change city name to “Ruins of Griffenheim”, get world event “Destruction of Griffenheim”, remove all factories from Griffenheim, HRR -25% stability, -25% war support

Purge Herzland

With rebellion crushed, we need to eradicate every last trace of it. We will beat griffons into submission - and kill every suspect. To be fair we have too many slaves to control them, so culling their numbers is a reasonable choice of action.

Time: 35

Effect: Remove “Widespread Unrest” spirit, -50.000 population in every Herzland province, Add spirit “Conquerors of Griffonia” (-50% casus belli justification time, +20% war support)

Follow the Old Ways **e**

We shall win, not by abandoning the ways of our forefathers, but by doing what we've always done best – enduring the hardships we face. The North is a place that tests its inhabitants every day – the Skynavians are just another trial.

Time: 7

Effect: None

Note: Bypassed when a traditionalist tree is loaded.

Redeem the Circle of Ice **e**

Many of the Speakers of the Dead followed the Archdruid, and were subsequently lost in battle. However, not the whole circle was destroyed by Gavin's actions, and its surviving members pledged to do all within their power to redeem themselves

Time: 35

Effect: Enables “Blessing of the Ice”, +3% stability

Rally the Lodges **e**

Many warriors, grouped in lodges, fight in the west against Skynavians and fend off attacks of griffon raiders. They lack guidance and central command. However, with the majority of the clans supporting us, they will listen to the call of the princess.

Time: 35

Effect: Get 4 divisions of infantry, each composed of 6 infantry brigades, experience ⅗. Divisions are named “Blood Axes”, “Foxes”, “Snow Hunters”, “Shark Tooths”, +3% supremacy support, +5% war support,

Meet with Euan **e**

Euan Stormshield, the leader of the reformists, keeps undermining the authority of the princess and calls for radical reforms. However, he still deeply cares for northern ponies, and, despite our differences, should be willing to support our fight against Skynavians.

Time: 35

Effect: -5% non-alligned support, +3% stability, +25 political power

Solidarity with Exiles **e**

To ease the hardships suffered by our exiled brothers, we will ask eastern clans to provide them with necessary help and allow them to settle. Though some may frown upon giving up their land to members of other clans, hopefully, northern kinship will prevail.

Time: 35

Effect: +25.000 population in all owned provinces, Modify “Exiled Clans” with +10% population growth, +10% recruitable population factor, +5% stability

Mend the Differences **e**

The princess has reaffirmed her control over the tribe and earned the trust of northern ponies. Now, the outcome of the war with Skynavia depends on her alone. Soon, time will tell if she made the right decisions.

Time: 35

Effect: Remove spirit “Divided Clans”, get the event “Planning the War”

Call for Unity **e**

Currently, our warriors fight divided, their warchiefs don't trust each other and bicker. We must use our political capital to convince them to cooperate with usq.

Time: 35

Effect: Replace “Tribal Militias” with “Loyal Militias” (-10% division organisation, -50% land doctrine research speed, +10% recovery rate), +3% stability, Get event “Old Warrior”

Necessary Concessions **e**

Euan Stormshield, in return for his support, had some demands. We will have to – in one way or another – embrace some aspects of modernity. Thankfully, it shall all happen on our terms.

Time: 35

Effect: +1 level of science base, -5% stability, +3% non-alligned support, get event “Better Stormshield You Know”

Lightning Strike **e**

Instead of hiding in fortifications, we shall move fast and try to outmaneuver Skynavians, using our supreme knowledge of this land. They won’t know what hit them!

Time: 14

Effect: Get national spirit “Like a Wind” (+20% division speed for 180 days)

Note: Bypassed if you own Skynavia,

Fortify the Border **e**

Defence is the best offence – our army will be like an indomitable rock, upon which the griffon hordes’ assault will break.

Time: 14

Effect: Get level 1 forts on Skynavian border, get national spirit “Defensive Tactics” (+10% max digging in level for 180 days)

Note: Bypassed if you own Skynavia,

Call Warriors Home **e**

A group of warponies stranded in Skynavian lands is willing to join our cause. We will send messengers to tell them to cross the border and join our army.

Time: 14

Effect: Get 2 divisions of infantry, each composed of 6 infantry brigades, experience 2/5. Divisions are named “Western Warriors”, “Vengeful Sons”

Note: Bypassed if you own Skynavia,

Focus on Sabotage **e**

Foolish Skynavians may think that they have pacified those ponies who remained in their lands… We will show them how wrong they are!

Time: 14

Effect: Skynavia gets the event “Tribals Rise Up!”

Note: Bypassed if you own Skynavia,

Bring Down Skynavia **e**

Time has come to put an end to the Skynavian intervention. We shall liberate our lands and eradicate this threat to our freedom and our way of life. To war!

Time: 35

Effect: Get wargoal on Skynavia

Note: Bypassed if you own Skynavia,

Clan Moltenrock **e**

The unicorns of clan Moltenrock are sometimes considered a bit… unhinged by the rest of the Northerners, yet, they possess a trove of knowledge on both magic and technology.

Time: 35

Effect: +1% harmony support, Enable “Blessing of Metal”,

Swords into Guns **e**

On one thing for sure reformers were right – the age of swords is long gone. Time has come to arm ourselves with much more deadly equipment – one that Moltenrocks are more than happy to create.

Time: 35

Effect: 2x75% infantry equipment research speed,

Expand the Holy Forge **e**

If provided with enough resources, Moltenrocks can quickly expand their manufacturing capabilities. Both sides, they say, will benefit from this deal.

Time: 35

Effect: +2 military factories in Elf Lake, +5 steel in Elf Lake, -50 political power,

Wisdom of Metalshapers **e**

There is no doubt, clan Moltenrock has the most clever ponies in our land. Their help will be necessary if we want to compete with griffons technologically.

Time: 35

Effect: +1 research slot,

No Limits! **e**

Why just limit ourselves to small arms? Metalshapers promised to design weapons large enough to singlehandedly destroy whole platoons of enemies!

Time: 35

Effect: 1x50% artillery research speed, 1x50% tank research speed,

Strive to Perfection **e**

Moltenrockean perfectionism can be irritating at times – they destroy items others would consider decent, and start over, and over... until their creation finally passes their own stringent quality checks.

Time: 35

Effect: Get national spirit “Finest Weapons” (Infantry equipment +5% reliability, +10% production cost, artillery +5% reliability, +10% production cost)

Weaponized Magic **e**

Tales are told of ancient warriors defending the North with their magical spears made of crystal. Turns out, crystals could be used to make special firearms, and Moltenrok’s specialists found a way to enchant them, further improving their capabilities.

Time: 35

Effect: 1x50% magical weaponry research speed, Get infantry equipment design company “Moltenrock Enchantment” (Magical equipment +5% soft attack, +5% hard attack)

Blessed Guns **e**

Moltenrocks believe that with proper ritual, the Spirit of Metal can bless magical guns they create. With such supernatural assistance, we should be able to deal with many recurring issues of such equipment.

Time: 35

Effect: Get national spirit “Blessing of Endurance” (Magical equipment +40% reliability), 1x50% magical weaponry research bonus + 3 years research time penalty reduction

Spirit in the Machine **e**

Some metalshapers claim that their patron spirit is most pleased by the sight of such magnificent creations as tanks – and would gladly accept such vessels to carry a bit of himself. How can an enemy defeat our tanks, if they are avatars of a deity?

Time: 35

Effect: Get national spirit “Holy Tanks” (Light tanks +5% soft attack, +5% speed, Medium tanks +5% soft attack, +5% armour, Heavy Tanks, +10% armour), add ability to construct Magical Tanks (Aquileia has such, we can copy it)

Spread Their Knowledge **e**

Metalshapers jealously protect their vast knowledge from outsiders. If we manage to convince them to share some of their secrets with other ponies, our entire society will greatly benefit from it.

Time: 35

Effect: +1 level of science base, -50 pp

Clan Barkcoat **e**

Members of clan Barkcoat are some of the most renowned craftsmen, builders and artisans in our land.

Time: 35

Effect: +1% harmony support, Enable “Blessing of Wood”

Good Old Materials **e**

Over the cenuries, we’ve learned to create sturdy buildings, that are able to withstand the northern winters, out of stone and wood. Our skill should allow us to continue using these simple materials for capital construction.

Time: 35

Effect: +1 civilian factory in Liftauf, 1x50% industry research bonus,

Crystal Clear **e**

We have already been using crystals as a building material – the spires of our capital are the best example of it. However, if we wish to continue development of crystal architecture, we need to start exploiting new crystal deposits.

Time: 35

Effect: +10 crystals in Moonshine, 1x25% resource mining research bonus,

Master Builders **e**

We shall invite the most experienced Barkcoat carpenters and masons to the princess’ court and ask them to set up a school for new generations of builders, whose works will outshine the greatest creations of our ancestors.

Time: 35

Effect: 2x25% construction research bonus, get national spirit “Built to Last” (+5% construction speed, repair speed +10%, Damage from bombardment to buildings -25%), get industrial design company “Barkcoat Builders” (+5% construction speed, +10% factory conversion speed)

A New Shipyard **e**

Once again, we have to venture out into the sea, and Barkcoats will be the ones to build the ships we need.

Time: 35

Effect: +1 dockyard in Vastmuch, +25 naval experience, +10 naval convoys

Many Shapes of Ships **e**

Shipwrights spent hours explaining the differences between various ship types to us, but we memorised nothing but a few strange words of nautical jargon. Clueless, but curious, we instructed them to put together a couple usable designs.

Time: 35

Effect: 4x25% ship research bonus,

Roam the Waves **e**

A ship is nothing without sailors. Luckily, there are some experienced crews in the North, who will gladly dump their oversized canoes to pilot our warships. Furthermore, their captains joyously share their knowlege of naval warfare with anyone who asks.

Time: 35

Effect: 2x50% naval doctrine research bonus,

Floating Icebergs **e**

It’s weird that no one thought about this before – smaller icebergs can be enchanted to be used as hulls of warships. This makes warships simple to make and hard to destroy (after all, it’s not easy to crack a floating icy mountain!) The only issue is ensuring the iceberg will not melt…

Time: 35

Effect: Get national spirit “Ice Fleet” (+10% dockyard output, +10% fleet defense, +5% naval attrition), get naval design company “Carvers of Ice” (-10% destroyer cost, -10% cruiser cost, -10% battleship cost, -10% carrier cost) +accident chance in warm waters (if possible to implement)

Polar Warships **e**

Excited by sudden government attention and funding, our shipwrights started pitching their biggest and deadliest warship sketches to us... And we saw no reason to stop them from developing these designs. A strong fleet will be necessary to protect our borders.

Time: 35

Effect: 2x50% carrier research speed bonus, 2x50% battleship research speed bonus,

Educate the Apprentices **e**

By establishing schools, in which young ponies can receive education in crafts, farming, construction and other trades, we shall ensure that future generations will become productive members of our society.

Time: 35

Effect: Illiteracy -1 level

Arts and Crafts **e**

Industry destroys nations – it treats creatures as cogs of a machine, pollutes land and souls and destroys uniqueness in favour of uniformity and efficiency. Our way will be the way of craftsponies and their pursuit of perfection, such that only they can achieve.

Time: 35

Effect: Get national spirit “Way of Craftsman” (-5% factory output, +10% production retention, +20% production increase speed), get industrial company “Craftsponies Guilds” (+10% factory output)

Return of the Clans **e**

Now that the invaders have been defeated, exiled clans can finally return to their ancestral lands in the west.

Time: 35

Effect: Remove the spirit “Exiled Clans” (modified version), Hail Forest +75.000 population, Little Griff +75.000 population, Braunless +75.000 population, Ostfloy +125.000 population,

Note: Requires to own Skynavia

Lessons of the War **e**

We need to learn from both our victories and mistakes to ensure that never in the future we will face another disaster like the initial Skynavian invasion.

Time: 35

Effect: 2x50% land doctrine research bonus

Note: Requires to own Skynavia and requires finished focus “Call for Unity”

Discipline Them **e**

Despite some issues with discipline, militias proved their worth. Fighting alongside their clansponies, our warriors fight fiercely, and the structure of warbands attracts many new recruits. We just need to make sure that they follow our command, and all will be fine.

Time: 35

Effect: Replace “Loyal Militias” with “Reformed Militias” (-5% division organisation, -25% land doctrine research speed, +10% recovery rate, +10% recruitable population factor), +5% stability, +5% war support

Princess’ Army **e**

We won more by sheer luck, rather than with the competence of our army. Though many will not like it, we need to completely reform our military into a more modern force, abolishing old tribal warbands, and creating one, unified army.

Time: 35

Effect: Replace “Loyal Militias” with “Proper Army” (+10% division organisation, +5% recovery rate), -5% stability, -5% war support

Learn from Defeated **e**

There is much we can learn from our foes by studying what is left of their military equipment. We shall send some of the more interesting examples of their technology to Moltenrocks and let them tweak it.

Time: 35

Effect: Get spirit “Griffon Knowledge” (+10% research speed for 360 days)

Note: Requires to own Skynavia

Reopen the Refinery **e**

Due to the erratic nature of their government and to harsh environment, Skynavians were not able to get a steady flow of oil out of the Ostfloy refinery. Clan Moltenrock, however, promised to make it work like in the old days in no time.

Time: 35

Effect: +15 oil in Ostfloy, get industrial company “Ostfloy Refinery” (+10% fuel from oil. +5% synthetic oil research speed)

Mine the Little Griff **e**

Little Griff mountains provided Skynavians with all kinds of needed minerals. We can use old Skynavian mines for our own benefit.

Time: 35

Effect: +5 crystal in Little Griff, +5 steel in Little Griff. +5 aluminum in Little Griff

Vae Victis **e**

Skynavians are defeated, their army was shattered by our brave warriors. Now, time has come to decide what to actually do with those whom they protected.

Time: 35

Effect: Remove spirit “War in North”, get event “Fate of Skynavia”

Princess of All **e**

We need to learn how to coexist with Skynavians – to make the Northen Princedom a nation of both ponies and griffons.

Time: 35

Effect: Get spirit “Integration Effort” (-0,2 daily political power, -10% stability, -20% recruitable population factor, -50% daily compliance gain)

Stratify Society **e**

The North is our home, and are the ones who make its rules. Though we forgave griffon invaders, they shall not rule here any longer. Of course, some griffons, who lived here for many winters and always stood by our side, will not be harmed by this policy. We simply need some stratification…

Time: 35

Effect: Get national spirit “Strict Hierarchy” (-5% recruitable population factor, +10% stability, -10% non-core recruitable population, +5% defense on core territory, +5% attack on core territory, -25% required garrisons)

We are Different… **e**

It is an obvious fact that differences between ponies and griffons are irreconcilable, on both personal and societal levels. Instead of trying to force griffons to be like ponies, it would be best to let both groups live in their separate communities under our benevolent reign.

Time: 35

Effect: Remove spirit “Integration Effort”, add cores on Skynavian provinces, +5% stability

Friendship Between Races **e**

Many centuries ago, northern ponies united, leaving aside their petty conflicts and forging kinship among their clans. There is no reason why we cannot extend our friendly hooves towards griffons.

Time: 70

Effect: Get spirit “Integration Effort” (-0,2 daily political power, -10% stability, -20% recruitable population factor, -50% daily compliance gain), -5% stability, +3% communist support,

...But We Can Be Equals **e**

Yesterday we were enemies – hopefully, tomorrow, we will be friends. It will take some time, but griffons will learn how to become part of the North from us, and, perhaps, our feathered neighbours will teach us a few valuable lessons too.

Time: 70

Effect: Remove spirit “Integration Effort”, add cores on Skynavian provinces, -5% stability, +5% communist support, add national spirit “Towards Unified Nation” (-5% stability, +10% daily compliance gain, +10% recruitable population factor, +5% non-core recruitable population), get event “Unexpected Request”

Fate of the Communes **e**

While dealing with city-dwelling Skynavians is relatively easy, various radical, and often reclusive, western communes pose a much more complex issue.

Time: 35

Effect: Get event “The Issue of Communes”

Land of Ponies

It is our land, our home - we will tolerate no invaders and Skynavians need to go. With their eviction we will be finally able to find peace and harmony.

Time: 35

Effect: +10% stability, +10% harmony support, +100 political power Get cores on former Skynavian provinces,

Never Again! **E**

We need to ensure that never again ponies of Tìr Deighe shall be oppressed by foreigners. We will closely watch our borders and be ready to repel any invasion.

Time: 35

Effect: Get national spirit “Protection of the Homeland” (+10% attack on core territory, +10% defense on core territory, +10% max entrenchment, -25% non-core population manpower, Resistance growth on our occupied teritory +25%, Resistance damage to garrisons in our occupied territories +25%, +10% surrender limit)

Ice Curtain **e**

To ensure our safety, we shall prepare a line of fortifications alongside our southern border. They, combined with mountainous terrain and harsh weather, should make it possible for us to stop enemies with numerical advantage.

Time: 35

Effect: Add 3 level forts all across NTR and the former Skynavia southern border. Add national spirit “Ice Curtain” (+10% land fort construction speed, +10% naval fort construction speed, +10% anti-air construction speed)

Unification of the Northerners **e**

Many northern ponies live in bordering regions under griffon control. Liberating our brothers and sisters and unifying all the northern ponies in one state will be beneficial both for our new and old subjects and for our international image.

Time: 35

Effect: Enable set of border war decisions “Liberate Northern Ponies”, get cores on Dimpeak, Fjarrland, Bredoland, Lostgate, Windford,

North Ascendant **e**

Our victory brought us not only reclamation of our ancestral lands, but also gave us a sense of national unity and let us move into the future, without forgetting about our roots. In the fire of war, a group of tribes has been reforged into a nation, ready to take on whatever may come tomorrow.

Time: 35

Effect: Fiana II gets trait “Popular Leader” (+10% stability, +5% division recovery rate), change country name to “The Northern Princedom”, get event “A Calm Day”, Enables secret decision “Claim Our Destiny” if “Princess of All” has been chosen

Clan Brightflame **e**

Though not very populous, clan Brightflame is famous for its healers, alchemists and affinity to all kinds of wild creatures roaming the North. They have always been a voice of reason among the tribes, and were widely respected by the rest of northern ponies.

Time: 35

Effect: +1% harmony support, Enable “Blessing of Fire”

Teacher in Every Village **e**

Many members of clan Brigthflame live among other tribes or wander the land, providing help to whoever asks. We should take inspiration from these sages and send teachers to even the most remote corners of our domain.

Time: 35

Effect: -1 level of illiteracy, +3% stability,

Supplies for Alchemists **e**

It is incredible how much time alchemists lose, looking for rare ingredients. If we organise search parties to provide them with all the needed supplies, they will be able to make their produce much faster

Time: 35

Effect: Gives technology: support equipment (meant to prevent game crash), +250 support equipment, get spirit “Alchemist Workshops” (-20% support equipment cost),

Elixir of Fortitude **e**

Brightflames agreed to share the a recipe of their famous elixir of fortitude. This potion saved the lives of many travellers, who faced sudden snowstorms or got lost in the wilderness, letting them push forward without rest or food for many hours.

Time: 35

Effect: Get spirit “Elixir of Fortitude” (+36 hours supply grace)

Plant Healing Herbs **e**

Rarity of wild herbs and plants with magical qualities severely limits our ability to produce large quantities of medicine. Farming these plants requires high-quality soil and meticulous care. Nevertheless, we should try to develop techniques that will let us harvest more of these precious plants.

Time: 35

Effect: Get national spirit “Magical Medicine” (+10% population growth), +1 civilian factory in Morker,

Tame the Beasts **e**

Thanks to their massive body and remarkable intellect, the fearsome Ursas are among the most dangerous creatures one can encounter in the northern lands. If tamed, they may, however, prove to be an extremely useful addition to our army.

Time: 35

Effect: Enable Ursa companies.

Clan Greenhoof **e**

The largest of all clans, Greenhoof, is known for its members' affinity to the land itself – Greenhooves are the best farmers and miners among northern ponies.

Time: 35

Effect: +1% harmony support, Enable “Blessing of Earth”

Magically Modified Plants **e**

By using the power of magic, we can create new kinds of plants, able to yield higher crops, grow faster and be much more resilient.

Time: 35

Effect: Get national spirit “Modified Crops” (-5% consumer goods)

Create New Farmlands **e**

With the use of centuries‐old farming techniques and magical assistance, we should be able to turn some of the frozen wastelands into usable farmlands, making it possible to provide our growing population with enough food.

Time: 35

Effect: All owned states +1 building slot, +3% stability

Use Rockseekers **e**

Some among the Greenhooves are blessed with a unique talent by the Earth Spirit – they can sense veins of metals in rocks. This gift makes them invaluable for the clan and for northern ponies as a whole. With their help, we can easily uncover new resources for exploitation.

Time: 35

Effect: +5 steel, +5 aluminum in Moonrise, +5 steel in Elf Lake, get industry design company “Rockseekers” (+5% resource gathering efficiency)

Plant Ironwood Forests **e**

The North is one of a few places in Griffonia where one can still find Ironwood, a rare kind of tree, as durable as steel. Ironwood went extinct across the continent, but few remaining trees are still left in our lands. With the help of Greenhoof druids, we should be able to bring back vast Ironwood forests of the past – and use them for our needs.

Time: 35

Effect: +1 civilian factory in Firefly Forest, +1 civilian factory in Liftauf,

Age of Plenty

We tend for the land, and it repays us handsomely with its numerous gifts.

Time: 35

Effect: Get national spirit “Bountiful Land” (+10% resource gathering efficiency)

Follow the Call **e**

A large expedition of our Rockseekers shall follow the call of stone – there are great riches, hidden beneath the earth, riches that can provide us with much needed self-sufficiency.

Time: 35

Effect: +5 aluminum, +10 chromium, +10 tungsten in Moonrise

Clan Stormshield **e**

Members of the clan of northern Pegasii, Stormshields, were always known for their wanderlust and bravery. They often ventured outside our borders, either as raiders or as merchants, and, in times of hardship, they were always first to rise to defend the tribes.

Time: 35

Effect: +1% harmony support, Enable “Blessing of Water”

Riders of the Storm **e**

Our Pegasii had to learn to fly even in the most dangerous conditions – neither snow, nor storm are able to stop them. This gives us a large recruitment pool of experienced fliers we can use.

Time: 35

Effect: 2x100% pegasii technology, add spirit “Experienced Pegasii” (+5% pegasii attack, +5% pegasii defense, +5% special forces cap)

Import Airplanes **e**

The airplane is a truly fascinating invention, one that makes pegasii be overjoyed – we can only guess, it’s about the speed… We'll have to buy them some so they stop nagging us about it.

Time: 35

Effect: Add technology great war fighter or 1x100% fighter bonus research, -50 political power

Strike Our Enemies **e**

Airplanes are vastly superior to pegasii in one regard – while a pegasus can only throw rocks, an airplane can drop bombs and shoot machineguns. Much more efficient.

Time: 35

Effect: 2x50% bomber research speed, add spirit “Bomber Focus” (ground attack +5%, weather penalty -5%, strategic bombing efficiency +10%), enable plane design company “Stratus Manufactury” (-10% strategic bomber, -10% tactical bomber cost)

Defend Our Skies **e**

It is likely that our enemies’ airforce will outmatch ours in numbers – to be capable of preventing them from attacking our territory, our pilots will have to be cunning and experienced and our fighter planes – fast and reliable.

Time: 35

Effect: 2x50% fighter research bonus speed, add spirit “Fighter Focus” (interception chance +10%, airplane agility +10%), enable plane design company “Stormshield Airwing” (+10% fighter attack, +10% fighter range)

Open Frostbell for Trade **e**

Per request of Euan Stormshield, we allowed his clan to engage in trade with outsiders exclusively through the port of Frostbell – it will both help the city grow and let us better control contacts with foreigners.

Time: 35

Effect: +1 civilian factory in Vastmush, +50.000 population in Vastmush,

Foreign Technology **e**

There is no doubt that if we keep relying solely on our own capabilities, we will never be able to rival more developed nations. However, there is a simple solution – we can purchase and then copy foreign devices.

Time: 35

Effect: +1 research slot, -100 political power

Limited Contacts **e**

Though we might need them, we should not fraternize with the outsiders too much. Trade with foreign merchants will be limited to a few chosen locations and handled by clan Stormshield, so the rest of us don’t have to be bothered by them.

Time: 35

Effect: Add national spirit “Controlled Foreign Trade” (-10% resources to the market, +50% ideology drift defense)

Profit from Our Riches **e**

Furs, lumber, minerals, products of our artisans… There are lots of commodities we can sell abroad for decent profit. Clan Stormshield, which holds a monopoly on foreign trade, grows richer and richer every day, and other tribes benefit from this deal as well.

Time: 35

Effect: +1 civilian factory in Vastmush, +1 civilian factory in Liftauf, +3% non-aligned support, +50 political power

Royal Academy **e**

We received a peculiar request from clan Stormshield – while most of our nation's foals receive education from druids or during their apprenticeship – Stormshields want to create a proper “university”, where they would spread the southern knowledge, using southern teaching techniques. Considering that they want to fund this establishment and just ask for patronage – why not?

Time: 35

Effect: -1 level of illiteracy

Age of Magic **e**

Times are changing – the age of blood and steel is approaching, an age of industry and science… At least, so say griffons – and they are wrong. We will revive the great magic of old, and create wonders never seen before.

Time: 35

Effect: +1 level of science base, get industrial base level “Magical Society” (Division Defense on Core Territory: +15%, Division Attack on Core Territory: +15%, Stability: +10%, Daily Political Power Gain: +0.05, Production Efficiency Cap: -10%, Factory Output: -10%, Dockyard Output: -10% factories in state, -10%,Factory Bomb Vulnerability: -25%, AI Modifier: Focus on Peace: +25%

Note: Requires to own Skynavia,

Connect Clan Communities **e**

Isolation breeds suspicion and weakens bonds between clans. If we want to fully unify our society, we need to ensure that we can reach everyone, even the smallest communities.

Time: 35

Effect: +1 infrastructure in all NTR and Skynavian provinces, +5% stability

Crystal Architecture **e**

Spires of Snowflake Palace are the greatest achievement of builders of old. With our new discoveries in the field of magic, we can create such constructions much easier, by literally growing buildings out of crystal shards.

Time: 35

Effect: Replace spirit “Built to Last” with “Crystal Constructions” (+10% construction speed, +20% repair speed, +5% free repair, Damage from bombardment to buildings -40%)

Many Applications of Ice **e**

Magic crystals are relatively rare. However, one of our mages came up with an idea of enchanting ice so it could be used to replace crystals – realising his plans will require significant effort, but the results will be worth it.

Time: 35

Effect: Each civilian factory produces also 1 crystal.

Limitless Potential! **E**

There are many secrets of magic we have not uncovered yet. Every day, our mages discover more applications of old knowledge and discover new data. Our future will be bright, and it will be filled with magic!

Time: 56

Effect: +1 research slot

The Jewel of the North

Everfrost, the City of Crystal Spires, Jewel of the North… The city itself is the place of many wonders already, but now, with our lands reclaimed and recent advancements in the fields of both magic and technology we can make it truly a greatest city in all of northern Griffonia.

Time: 56

Effect: -100 political power, +100.000 population in Liftauf, Change Liftauf region to Dense Urban, +3 civilian factories, +2 military factories, +5 infrastructure in Liftauf,

Times Are Changing, So Do We

For too long we were ignoring the outside world - and now we pay a price for it. If we want to defeat the griffons, we must embrace modernity and modernise as quickly as possible.

Time: 7

Effect: None

Note: Bypassed when reformer tree loads.

Mutual Deal

If one wants to reap benefits, they must invest. There are few rich businessponies from the Riverlands interested in our natural riches - and we may be able to convince them to help us in our fight.

Time: 35

Effect: Get event “Risky Investment”

Note: Bypassed if Bakara does not exists,

Get Rid of Obstacles

Many clans still oppose our vision and try to delay the inevitable. The main problems are of course clan elders and chieftains, who refuse to acknowledge the reality we live in. Luckily there are more than enough power hungry younger ponies who, with our support, can become new leaders.

Time: 35

Effect: Remove spirit “Divided Clans”, get event “Young Blood”

Arm the Refugees

Refugees are a serious issue, depleting our already meager supplies. However, many of them are vengeful and willing to do anything to reclaim their homes. We shall let them fight for them - and if they perish doing so… Well, we cannot avoid some losses.

Time: 35

Effect: Add two divisions with lowest possible experience , each composed of 6 infantry brigade (names: Exiles, Reclamators) -500 infantry equipment, modify “Exiled Clans” with +10% recruitable population factor);

Contact Smugglers

We need guns - and there are more than enough ‘honest’ merchants willing to provide us with them for a price.

Time: 35

Effect: Enable “Smuggling Opportunities” decision tab.

We Need a Plan

Just mindlessly attacking skynavian lines will not be enough - we already tried this, and it proved to be banging a wall with our heads. We need to devise some actual plan if we want to win this war.

Time: 35

Effect: Get event “War Plan”

Skynavia Will Fall!

Though we could use more time to prepare, Skynavians will not wait - we need to strike before they do!

Time: 35

Effect: Get wargoal on Skynavia

Note: Bypassed if you own Skynavia,

Reform Our Militia

Tribal militias and warbands simply cannot match modern military. It will take us lots of time and effort but we need to introduce necessary reform, to be able to rival griffon armies.

Time: 35

Effect: +25 military experience

Foreign Instructors

Instead of learning solely on our own mistakes, we shall also learn from others past experiences. In this way we will hopefully lower the number of mistakes we need to make in the process of education.

Time: 35

Effect: 2x50% land doctrine research bonus, -50 political power

Copy Griffon Designs

Either through trade or as spoils of war, we took possession of lots of griffon weaponry. Our gunsmiths believe we should be able to copy them.

Time: 35

Effect: 2x50% infantry weapons research bonus,

From Warbands to Squads

First step to create a proper army is to get rid of the old tribal structure of warbands and replace it with one, unified force, led by career soldiers, not the biggest and loudest pony in a clan, as it is common in militias.

Time: 35

Effect: Modify “Tribal Militias” with (+25% land doctrine research bonus, +5% division organisation, +5% division attack, +5% division defense

BIG Guns

Guns are a nice thing. Cannon is an absolutely amazing one!

Time: 35

Effect: 2x50% artillery research bonus,

Perils of Logistics

War is not just running and screaming towards the enemy - it is a much more complicated operation. Hopefully we can order someone else to deal with these problems - ponies who will specialise in this… “logistics”.

Time: 35

Effect: 2x50% support equipment research bonus

Ponies on Wheels

Cars! Trucks! No longer we will need to walk on hooves - now we can ride!

Time: 35

Effect: Add technology “Motorised”, 1x50% mechanized research bonus, Enable material design company “Iceshard Trucks” (Motorisation research bonus +10%, Motorised cost -5%, Mechanized cost -5%)

Hide in Metal Boxes

Add some armour plates to the vehicle and you receive a tank - a weapon that will without a doubt change the way wars are waged.

Time: 35

Effect: 2x50% armour research bonus

Terrifying Tanks

We will roll over our enemies and crush them with the tracks of our tanks!

Time: 35

Effect: Add national spirit “Streamlined Tank Production” (Light tanks -10% cost, Medium tanks -10%, Heavy Tanks -10% cost), Enable tank design company “Holy Forge Tank Armoury” (Light tank +5% soft attack, +5% speed, Medium tank +5% soft attack, +5% hardness, Heavy Tank +5% hardness, +5% reliability)

Advanced Artillery

One griffon told us that artillery is the queen of the battlefield - and it sounds really good. Indeed there is something alluring in cannons - and we should continue their development.

Time: 35

Effect: Add national spirit “Forging the Artillery” (Artillery production cost -10%, Artillery reliability +10%), Enable material design company “Holy Forge Artillery Armoury” (Artillery +10% soft attack, Artillery +10% hard attack)

Our Own Gunsmiths

We should no longer rely on imported guns or just copy whatever weapon we managed to get. We should support our own, domestic gunsmiths to ensure they can provide us with enough modern weaponry.

Time: 35

Effect: 1x50% infantry equipment research bonus, +1 military factory in Elf Lake, Enable material design company “Moltenrock Guns” (Infantry equipment -10% cost, Infantry equipment +5% soft attack, Infantry equipment +5% raliability)

From Artifacts to Mass Production

Powerful artifacts let the heroes of old slay whole regiments of enemies - however creating even one such weapon was an arduous task. Instead we should focus on producing much more modern magical weaponry and equipping as many ponies with it as possible.

Time: 35

Effect: 1x50% magical weaponry research bonus, add national spirit “Weapons of Modern Heroes” (Magical weaponry +10% reliability, Magical weaponry -10% production cost)

Strength in Numbers

Modern armies rely on overwhelming numbers of soldiers. Our population however is low, and we need to conscript even more ponies if we want to be able to fight southrons.

Time: 35

Effect: Add national spirit “Increased Conscription” (+3% recruitable population, -5% stability)

Revive Our Traditions

Long time ago, Stormshields were fearless raiders and defenders of the Tìr Deighe. Our Pegasii were the strongest warriors of ponykind and no griffon could match their ferocity. Time has come to revive these traditions - once again Stormshields shall be warriors, and once again we shall protect the north.

Time: 35

Effect: 2x50% pegasii research bonus, add national spirit “Shield of the North” (+10% special forces limit cap, Special forces attack +10%, special forces defense +10%, special forces flat cap +15)

Proper Army

Finally we managed to whip some discipline into militias and form an actual army instead - however our work is not yet done!

Time: 35

Effect: Remove spirit “Tribal Militias”

Digging, Digging Trenches

As we refine our military doctrine, it becomes obvious that defense is the best offense. By fortifying we can defeat even the stronger military, by letting them bleed out during pointless assaults. So get this shovel and dig the trench!

Time: 56

Effect: Add national spirit “Defensive Doctrine” (+10% max entrenchment, +25% entrenchment speed, +10% division defense)

We Gotta Go Fast

Speed! Enemies can’t hit us, if they cannot get us - and by outmaneuvering enemies we can push deep into their territory, depriving them of supplies and ravaging their industry.

Time: 56

Effect: Add national spirit “Lightning Speed” (+10% division breakthrough, +10% division attack, +10% division speed)

Everfrost Military College

Until now our military education relied solely on battlefield experience - or whatever knowledge you could get from your older companions. Time to end this and create a proper school where young officers will get proper training.

Time: 56

Effect: +1 research slot, 2x50% land doctrine research bonus, Add national spirit “Reformed Officer Corps” (+1 planning skill of new generals, +1 logistics skill of new generals, +10% max planning, +20% planning speed)

End of the Beginning

We have finally defeated the socialists of Skynavia and reclaim our lost territories. With this victory the position of Euan Stormshield as de-facto leader of tribes has been secured. We still however need to deal with the issue of the large griffon community inhabiting the west.

Tme: 35

Effect: Remove spirit “War in the North”, +5% stability,

Note: Requires to own Skynavia

Vengeance and Forgiveness

Time has come to decide the fate of Skynavian leadership - or at least whatever remained of it…

Time: 35

Effect: Get event “Dealing With Skynavians”

Issue of Land

With our victory exiles can return to their homes… Which at this point are mostly occupied by griffons! We need to solve this mess…

Time: 35

Effect: Get event “Land Reclamation”

Learn From Griffons

There is no doubt that griffons are much more technologically advanced than we. If we want to create a modern nation we need help from our new feathered friends. Luckily for us, with enough talking about brotherhood and unity, Skynavians should be convinced to help us - idealists are so easy to deal with…

Time: 35

Effect: +1 research slot, +1 level of science base

Embrace Their Idealism

Though most of this whole… “communism” is just some madpony rambling, we must admit that Skynavians managed to create a surprisingly unified, despite internal divisions, society. By embracing their message of unity and tolerance we can much more easily integrate griffons into our nation.

Time: 35

Effect: Add spirit “Equality and Tolerance” (-25% required garrison size, +20% daily compliance gain, -20% daily resistance growth)

From Council to Government

The Council of tribal leaders is an awful choice of governing body - and we need to create something new - a proper bureaucracy and a functioning government. Of course various clans, tribes and other groups will get their representation, but it is also a perfect opportunity to increase our control over northern lands…

Time: 35

Effect: Get event “Wind of Changes”

Griffon Volunteers

With recent reforms a number of griffons willing to join our army has increased substantially and we are preparing to fully integrate griffon regiments.

Time: 35

Effect: Enable knight brigades, add national spirit “Griffons in the Army” (+10% recruitable population factor)

Mend the Rift

It took us some time, but finally we managed to fully integrate Skynavians into our nations. Resistance is all but eradicated and we will together forge a future for both our species.

Time: 35

Effect: Get cores on Skynavia provinces

World Awaits!

We will no longer be confined in a corner of Griffonia. Time has come to achieve the greatness we truly deserve!

Time: 35

Effect: +50 political power, +5% non-aligned support,

Note: Requires to own Skynavia,

Claim Our Destiny

In the south griffons keep squabbling, fighting among themselves and further ruining their nations. Clearly it is up to us to save them from the chaos and guide towards a glorious future for both ponies and griffons.

Time: 35

Effect: +5% war support

March on Brantbeak

South of us in the Brantbeak region live many clans of griffons - sometimes we traded with them, but most of the time they kept raiding us. Now this land is filled with bandits, republicans and communists. Time has come to clean up this mess.

Time: 35

Effect: Get wargoal on Sunstriker Clan,

Note: Requires Sunstriker Clan to exist

Reclamation of Cloudbury

Through centuries we had a decent relation with Cloudburians - some of the ponies migrated south towards their land and they did us no harm. Now however Cloudbury ended in the claws of Republicans, who exiled the rightful rulers of the duchy. We can strike on them and later appoint Euan’s friend, Oskar Plumenjar as ruler of this land and vassal of the Fiana.

Time: 35

Effect: Get wargoal on Republic (FAT) or Suntail’s regime (FAW).,

Note: Requires Republic to exist or FAW to exist and have Suntail as ruler,

End of Chivalry

Knights of Vedina are the most valiant of the griffon warriors. Even if they kept venturing into our lands we had utmost respect for their honour and martial prowess. However now they are a danger for the surrounding nations and need to be stopped.

Time: 35

Effect: Get wargoal on Vedina

Note: Vedina exists and is supremacy or non-alligned

Proclaim a New Kingdom

After our recent conquests we control more than just tribes of the northern ponies. Time has come to show our greatness to the world and take a rightful place among the powerhouses of Griffonia.

Time: 35

Effect: Get event “North Rises!”, enables coring lands of Vedina, Republic and Sunstriker

Note: Requires control two of the three capital regions of either Republic, Sunstriker or Vedina,

Send Out Our Diplomats

We cannot continue to isolate ourselves - time has come to reach towards our neighbours and further lying nations and establish diplomatic relations with them.

Time: 35

Effect: Get national spirit “New Diplomatic Corps” (+10% monthly opinion gain)

Reach Towards Our Neighbours

Perhaps instead of warring with griffons we should try to establish a peaceful relation with them? We are not so different after all...

Time: 35

Effect: Create faction “Northern League”, Enable decision set “Expand League”,

Look Beyond the Sea

Nova Griffonia, an old griffon colony on Equus is one of the most powerful nations nearby. They would make an excellent ally - and perhaps a prospect of getting a foothold on Griffonia will be enough to convince them to let us join the Northern Bloc.

Time: 35

Effect: Nova Griffonia gets event “Envoy from [NTR country name]”

Note: Requires Nova Griffonia to be harmonic and leader of faction

Bend the Knee

There is no doubt that Griffonian Empire is the continent dominant superpower. We stand no chance against it and instead we should try to make some kind of deal with them, even if it means giving up our freedom.

Time: 35

Effect: Griffonian Empire gets event “Tìr Deighe Submits”

Note: Requires Griffonian empire to have border with you, unite Herzland and not be led by Dawnclaw,

Friendship Between Ponies

We might have been estranged from the rest of ponykind, but perhaps it is time to reach out towards them? After all we are all ponies and it is friendship and cooperation that let us create our nations.

Time: 35

Effect: Enable decisions “Relations with Ponies”

Through Skies and Seas

North is an unforgiving place, where one has to fight elements every day. With modern technology however we can become masters of the skies and freely roam the seas.

Time: 35

Effect: +25 air experience, +25 naval experience,

Airports Construction

If we want to create an airforce we need proper airports - planes need actual infrastructure to be useful.

Time: 35

Effect: +1 level of airport in Liftauf and Vastmush

Import Fighters

We might not be able to construct a plane ourselves, but we can simply buy some!

Time: 35

Effect: Add technology “early fighter”, +25 fighter planes, -50 political power,

Bomber Development

Dropping bombs from airplanes is much more efficient than using pegasii to do so.

Time: 35

Effect: 2x50% bomber research bonus

Improve Fighter Designs

After studying planes we have obtained, we may perhaps be finally able to create our own fighters…

Time: 35

Effect: 2x50% fighter research bonus, enable air design company “Cumulus Airplanes” (fighters reliability +10%, CAS reliability +10%, fighters cost -10%, CAS cost -10%, Air research time -10%)

Crystal Bombs

By combining more traditional explosives with crystals and enchanting these new bombs we can greatly increase their effectiveness.

Time: 35

Effect: Get national spirit “Magical Bombs” (strategic bombing efficiency +10%, ground attack +10%, CAS efficiency +10%)

Unleash the Power of Crystals

By using crystals we can cause even bigger explosions, right? So what will happen if we get really many, really high quality crystals? We need to check this!

Time: 35

Effect: 1x50% nuclear research bonus,

Rule the Skies

Northern skies shall be our domain - no enemy shall enter it, and we will destroy anyone who will dare to challenge our dominion!

Time: 35

Effect: Get national spirit “Riders of the Storm” (air range +10%, bad weather penalty -25%, daily air experience +0,1), 2x50% air doctrine research bonus,

Educate Shipwrights

Time has come to finally switch from wood to metal and build some modern warships. Of course first we need to learn how to do so…

Time: 35

Effect: 4x50% ship research bonus,

Expand Frostbell Port

The City of Frostbell has potential to become our main centre of naval production. However we will need to expand its port facilities first.

Time: 35

Effect: +2 naval base level in Frostbell tile of Vastmush province, +1 dockyard in Vastmush,

Sailing Under Water

At first it may seem absurd… But fishes swim underwater and they are fine, so why wouldn’t ships be able to do so? Let’s build some metal fish then!

Time: 35

Effect: 2x50% submarine research bonus,

Our New Fleet

Destroyers, cruisers… All these fancy warships will be a core of our new fleet.

Time: 35

Effect: 2x50% destroyer research bonus, 2x50% cruiser research bonus,

Make Ships Bigger!

They say that small is beautiful, but big can do more… And it is apparently true, at least in the case of warships. And we are not compensating for nothing with this battleship!

Time: 35

Effect: 1x100% battleship research bonus, 1x100% carrier research bonus

Refurbish Dinkau

Old imperial naval base of Dinkau was largely ignored by the Skynavians. We should reclaim it, and expand it, to become our key naval facility.

Time: 35

Effect: +3 naval base level in Dinkau tile in Skynavia province, +2 dockyards in Skynavia, enable naval design company “Dinkau Shipyard” (all types of ships -10% cost)

Note: Requires to own Skynavia,

Roam the Waves

No griffon, pony or sea monster shall stop our new navy!

Time: 35

Effect: 2x50% naval doctrine research bonus, get national spirit “Modern Navy” (+0,1 daily naval experience bonus, naval damage +5%, naval defense +5%, naval speed +10%)

New Raiders

Our much more warlike ancestors highly relied on speed when raiding our neighbours - move fast, attack and run away. They usually did so by attacking from air, or using ships. Perhaps we can revive some of these methods of waging war…

Time: 35

Effect: 1x100% marines research bonus, 1x100% paratroopers research bonus, add national spirit “Rapid Deployment” (Invasion preparation time -25%)

Aggressive Modernisation

If we want to become a modern nation, we need to reform our economy. Relying on artisans and craftsponies will lead us to nowhere - we need a proper industry.

Time: 35

Effect: 1x100% industry research bonus

Fund Our Development

It is more than obvious we will need money to obtain modern industrial equipment. Hopefully we can, through taxation, squeeze some out of local ponies… Of course it may cause some problems…

Time: 35  
Effect: Get event ‘Question of Taxation’

Northern Railroad

Trains are an amazing device - they can haul much more cargo than even the strongest earth ponies and do not complain doing so! We need to get some.

Time: 35

Effect: Enable “Railroad Construction” decision set

Mining Operations

Our lands are filled with various resources just waiting to exploit them. So grab the pickaxes and start digging!

Time: 35

Effect: Enable “Expand Mining Operations” decision set, 2x50% resource extraction research bonus

Coal and Steam

Electricity! We need this if we want to have an actual industry. Luckily we have an abundance of coal we could mine and hot springs that according to these engineer folks mean we can use “geothermal energy”. Sounds cool.

Time: 35

Effect: +2 civilian factories in Liftauf, +1 level of industrial base, +5% stability

Progress Through Education

We cannot modernise if our nation if full of stupid, illiterate ponies and only ones who can read and write are backward druids! We need an actual education and we need it now!

Time: 35

Effect: Enable “Quest For Knowledge” decision set

Import Modern Technology

A much needed know-how, and others are willing to sell us. A best kind of deal where all are satisfied.

Time: 35

Effect: -50 political power, 3x50% industrial research bonus, +1 level of science base

Electronics Production

With large deposits of crystals we have a potential to become a key manufacturer of electronic devices. Perhaps they will not be as solid as Lokia’s, but for sure they will be a lot cheaper!

Time: 35

Effect: 2x50% electronics research bonus, +1 civilian factory in Moonrise, enable industrial company “Black Ice Computers” (+10% electronics research speed bonus),

Open Northern Passage

A sea route along our coasts and around the Dread Peninsula, known as Northern Passage was not often used due to harsh weather conditions and threat of monster attacks. However we may be able to make it safe enough for merchants and open our nation for trade.

Time: 35

Effect: +50 convoys, add national spirit “Northern Passage” (-5% resources to the market, +10% trade opinion factor, -3% consumer goods)

Invite Merchants

We can only benefit from trading with outsiders - by letting them freely operate on our lands, we will bring much needed investments and wealth - both literal and of technological knowledge.

Time: 35

Effect: +1 civilian factory in Vastmush, +50.000 population in Vastmush, 1x50% industrial research bonus,

Foreign Arms Manufacturers

We need guns - these guys can make them for us. Is there anything more that needs to be said?

Time: 35

Effect: +2 military factories in Vastmush, Enable material design company “Koper Armoury” (Artillery Research Speed: +10%, Towed Artillery:, Soft attack: +5%, Defense: +5%)

Kickstart Urbanisation

Our growing industry needs more workers, and to accommodate them we need to expand our cities. It will be costly, but it is necessary.

Time: 56

Effect: +300.000 population in Liftauf, Change Liftauf to Dense urban, +100.000 population in Vastmush, Change Vastmush to Spare Urban, add spirit “Huge Expenses” (+10% consumer goods for 360 days),

Greenhouse Agriculture

If we want to provide our growing population with enough food we need to focus on more modern farming methods. By introducing new, efficient crops and constructing vast greenhouses, insulated with geothermal energy we can produce food all year round in vast quantities.

Time: 56

Effect: Get national spirit “Greenhouses” (+20% population growth), +10% stability

From Forge to Industrial Zone

Holy Forge is constantly expanding, becoming one of the largest industrial centres in the entire north. We should encourage this process and help Moltenrocks to continue development of their capital.

Time: 56

Effect: +200.000 population in Elf Lake, change Elf Lake to Urban, +2 civilian factories in Elf Lake, +1 military factory in Elf Lake, +1 level of industrial base,

Dawn of Modern Age

No longer we have to rely on foreigners - we are able to develop on our own and each day our scientists uncover more and more secrets of nature. Future will be ours!

Time: 56

Effect: +1 research slot, +1 level of science base,

Flames of the North

Flames of the industry, they are burning bright! Each day new factories rise and we produce more, and more goods. We cannot stop however - there is still much to be done if we want to rival industrialised nations of the south.

Time: 56

Effect: +1 industrial base level, +1 civilian factory in Liftauf, +1 military factory in Vastmush, +1 civilian factory in Elf Lake,

Modern Nation

We have done it - after years of efforts we have finally managed to fully modernize and are able to rival griffons. No longer we are treated like savages - instead we are praised for our successes. With recent reforms our economy keeps growing and time has come to reap benefits of this growth.

Time: 70

Effect: +1 level of industrial base, add national spirit “Northern Economic Miracle” (-5% consumer goods needed, +10% construction speed, +20% factory output, +20% production cap, +10% production speed growth)

Melt the Ice

We will not be enslaved! Frost King might have defeated us once, but we rise again to liberate griffons from his tyrannical reign. We do this, or we die trying.

Time: 7

Effect: None

Note: Bypassed after HRR appears on map

Mobilise Griffons

We need every able-bodied griffon if we want to win with our oppressors. Unlike them, we cannot simply raise the dead!

Time: 35

Effect: +50.000 ponypower, add national spirit “Liberation Army” (+25% mobilisation speed, +10% recruitable population factor)

Note: Bypassable if NTR does not exists or is your vassal, spirit disappears if you are not at war

Fortify Cities

We must prepare for the worst - if the frontline collapses, we need to be ready to defend our key population centres and their population.

Time: 35

Effect: +1 fortification level in two Romau tiles, and +2 fortification level on three Griffenheim tiles

Note: Bypassable if NTR does not exists or is your vassal,

Uncover Caches

While defeated, various herzland militaries have, during their retreat hidden lots of their equipment, hoping to fight another day. Now this day has come and we need these weapons.

Time: 35

Effect: +5000 infantry equipment, +500 support equipment, +100 artillery,

Note: Bypassable if NTR does not exists or is your vassal,

Necessary Sacrifices

If we want to win, we must be ready to make sacrifices. Though it is not an easy choice, the military will be given absolute priority, and strict rationing will be imposed - we need everything we can get to win the war.

Time: 35

Effect: +50 political power, add national spirit “Harsh Rationing” (-10% consumer goods, -10% stability, -50% population growth)

Note: Bypassable if NTR does not exists or is your vassal, spirit disappears if you are not at war

Guns for the Liberators

We will use the relative safety of the southern territories we control to establish new armament factories - we need every gun, and these factories will provide us with all we need.

Time: 35

Effect: -100 political power, +1 military factory in every formerly Angriver province, 3x50% infantry weapons research bonus, 2x50% artillery research bonus,

Note: Bypassable if NTR does not exists or is your vassal,

Integrate Veterans

Former members of republican guerillas, Reichsarmee or local nobles armies - they all now part of our armed forces, however cooperation between them tends to be… problematic. We will reorganise our armed forces to better use the potential of all these formations.

Time: 35

Effect: +25 military experience, +25 naval experience, +25 air experience, 3x50% land doctrine research bonus,

Note: Bypassable if NTR does not exists or is your vassal,

Reconstruction

Won has been won, yet our land and people are scarred by atrocities of the past years. Now, we need to focus on healing our nation and rebuilding our homes.

Time: 35

Effect: Get national spirit “Reconstruction Effort” (+10% repair speed, +25% free repair, +5% consumer goods, -5% stability for 360 days), Remove spirit Economical Devastation,

Note: Requires “Heart of Darkness” completed

Rebuild Romau

We have failed to protect Romau from the northern barbarian. Once a great city lies in ruins and it is our fault. All we can do now is to bury the dead and try to save what is left of the Eternal City.

Time: 56

Effect: Romau +200.000, change city name to “Romau”, change region type of Romau to “Urban Region”, -100 political power

Note: Requires Romau to be destroyed by NTR, if this not happened, focus is bypassed

Rebuild Griffenheim

Our greatest failure - the ruins of the Griffenheim remind us about it. We have won, but so much has been lost… Griffenheim might never return to its old glory, but those few who survived will return and it is our duty to rebuild the city - to show that we will never be broken.

Time: 56

Effect: Griiffenheim +250.000, change city name to “Griffenheim, change region type of Romau to “Urban Region”, -100 political power  
Note: Requires Griffenheim to be destroyer by NTR, if this not happened, focus is bypassed,

Finance Civilian Research

If we want to fully recover from the horrors of war, we need to focus not only on the engines of war, but also on improving our civilian technology.

Time: 35

Effect: 2x50% industry research bonus, 2x50% electronics research bonus,

Integrate Infrastructure

Many of the railroads of highways were damaged during the recent wars and this in combination with the former division of Herzland and other lands makes our transport system a bit… bizarre. Time to fix it.

Time: 35

Effect: +1 level of infrastructure in every owned state

Peace and Prosperity

Another part of our new economic reform plan is to move from a war economy towards a more peaceful model. More toasters, less tanks!

Time: 35

Effect: +3% stability, add national spirit “Building Better Future” (+10% civilian factory construction speed, -20% military factory construction speed)

Support for Universities

Herzland is known for its famed universities, with yalish ones being the most important centres of research and education in Griffonia. We should provide these institutions with state support.

Time: 35

Effect: Add national spirit “Universities of Yale” (+10% research speed bonus)

Welfare Policy

We cannot focus just on the economy or infrastructure - it is our duty to help all griffons whose lives have been shattered by recent events - and establishing a welfare system is a good way to do so.

Time: 35

Effect: Add national spirit “Welfare for Griffons” (+10% population growth, +5% stability, +3% consumer goods)

New Golden Age

It took some time, but once again we can look into the future with hope. Our economy reinvigorated and wounds of war healing it seems that a new age of prosperity will start in Griffonia.

Time: 56

Effect: Add national spirit “Reinvigorated Economy” (-8% consumer goods, +10% factory output, +5% construction speed, +10% production level cap, -5% resources to the market, +10% resource gathering efficiency)

Note: Requires not to have spirit ““Reconstruction Effort”

From Rebels to an Army

Now, when the war with Tyranny ended, time has come to dissolve all the militias and reform our armed forces into one, fully unified force.

Time: 35

Effect: +20 army experience, +20 naval experience, +20 air experience, Remove spirit “Disorganized Army”

Note: Requires focus Heart of Darkness finished.

Study Herzlander Designs

We have inherited a rather varied set of equipment from various Herzland militaries. As an element of unification of our armed forces we will try to learn as much as we can from studying these weapon designs.

Tme: 35

Effect: 2x50% infantry equipment research bonus, 2x50% artillery research bonus, 3x50% armour research bonus

Reorganise Knightly Orders

There are many orders of knights in our lands. Most of them however suffered grievous losses during the invasion of Herzland and later during the war of liberation and are in dire need of help.

Time: 35

Effect: 1x50% knight research bonus, add national spirit “Legacy of Silberkralle” (+10% special forces limit cap, knights +5% attack, knights +5% defense, knights +10% organisation)

Federal Airforce

Planes proved to be an important element of any modern army. We need to reorganise our ragtag airforce into proper formation.

Time: 35

Effect: 2x50% air doctrine research bonus, 3x50% plane research bonus, add national spirit “Modern Air Force” (Ace generation chance +10%, Daily air experience +0,1 Air accidents -10%)

Form Federal Command

Part of our military reform plan is to create a new high command. With many experienced, former Reichsarmee officers we should be able to create a much more disciplined and better organized army.

Time: 35

Effect: 2x50% land doctrine research bonus, add national spirit “Reichsarmee Legacy” (+0,1 daily land experience, +10% max planning, +20% planning speed, +5% max entrenchment, +10% division organisation),

Our New Navy

We nearly completely lack an actual navy, and if we want to be able to protect our borders we need to create one - and do it quickly.

Time: 35

Effect: 2x50% naval doctrine research bonus, 4x50% ship research bonus, add national spirit “Federal Navy” (-10% Naval Doctrine Research Speed, +0,1 daily naval experience, +10% Naval Range)

Military Research Institute

If we do not want to fall behind our neighbours we need to invest in the creation of new research facilities, focused on military technology.

Time: 35

Effect: +1 research slot,

Liberators

While we are free, there are many nations across the world that suffer under tyrants or are directly threatened by them. It is our duty to help these poor creatures.

Time: 35

Effect: Add national spirit “Federal Expedition Forces” (+3 max volunteer divisions)

Shield of Griffonia

First and foremost task of our army is to protect our nation, so that no such disaster like the Frost King invasion could happen in the future. We will never again be slaves!

Time: 35

Effect: Add national spirit “Fierce Defenders” (+10% division defense on core territory, +2,5% recruitable population)

Heart of Darkness

Frost King armies might have fallen - but we must yet defeat the Tyrant himself - otherwise we will never be truly safe…

Time: 7

Effect: Get event “The Fallen One”

Note: Requires to own Liftauf,

Fate of the Defeated

Time has come to decide what to do with the remaining ponies - after all Frost King would not be able to wage war against griffonkind, if not support of his people…

Time: 35

Effect: Get event “To Forgive the Monster”

Liberate the Slaves

Frost King turned northern Griffonia into one giant slave camp. It is our duty to get rid of all that remained of this horror and reintegrate these lands into our new state.

Time: 35

Effect: +5% stability, add cores on Griffonian Republic, Sunstriker Clan and Vedina lands.

Provisional Government

With our victory, we no longer need to be led by generals - it is time to give power into the claws of civilians and create a proper government.

Time: 35

Effect: +50 political power, +3% stability, change country name to “Griffonian Federation”

Nobles and Revolutionaries

Until we were fighting a common enemy, we could ignore internal divisions of the liberation army. Now however with the threat to our existence gone, we need to try to mend the rift…

Time: 35

Effect: Get event “Matter of Centralisation”

President and Parliament

As part of our preparations for full transition of power to civilian government we need to decide what amount of control over the state will various branches of the government have.

Time: 35

Effect: Get event “Power Balance”

Freedom of the Medias  
Important element of our reforms is to ensure that every griffon can freely express their opinion - and that so can the media.

Time: 35

Effect: Get national spirit “Free Media” (+0,1 daily harmony support, +0,1 daily communist support, +0,1 daily non-aligned support, +0,1 daily supremacy support, +3% research speed, +5% stability)

Organize Elections

Election Day has finally come! Today griffons will decide who shall lead the Federation towards a new, bright future.

Time: 35

Effect: Get event “Federal Elections”

Rising from Ashes

With recent reforms, the Federation is stabilized and all is well. While there are many challenges ahead of us, for now we can enjoy the fruits of our victory.

Time: 35

Effect: +10% stability, +200 political power

Break the Knights  
In ages past, our lands were often a target of young vedinian knights longing for glory. We can never be sure if Vedinians won’t try such an assault again - but on a larger scale. Our only way to be safe is a preemptive attack.

Time: 35

Effect: Get wargoal on Vedina.

Requirements: Available only if “Stratify Society” focus is completed.

Blemished Honour

Vedina has fallen into claws of griffons unworthy of their great ancestors. We need to put them down and ensure peace in the North.

Time: 35

Effect: Get wargoal on Vedina.

Requirements: Available if “Friendship Between Races” is chosen and Vedina is not harmonic.

Reach Out to Vedina

While our former relations were not always peaceful, we cannot let the past misunderstandings dictate the future. Together with Vedina we can surely ensure a lasting peace and repel any invader!

Time: 35

Effect: Vedina gets event “Envoy from Tir Deighe”

Requirements: Available if “Friendship Between Races” is chosen and Vedina is harmonic.

Eternal Sunset

Bandits of the Sunstriker Clan have been plaguing our lands for a long time, while also turning lands of Brantbeak into a miserable hellhole. Time has come to bring peace to this mountainous realm.

Time: 35

Effect: Get wargoal on Sunstriker Clan.

Queen of Hearts

Griffonian Empire, seemingly a miserable, collapsing state, managed to claw its way outta its grave. The Resurgent Empire will surely march north to reunify all the griffon lands we have managed to conquer. We will never again bow to foreign invaders, and we have only one choice - strike, while Imperials are still weak.

Time: 35

Effect: Get wargoal on Empire,

Requirements: Griffon Empire has unified Herzland and exists

Note: AI will never pick this focus on itself, bypassed if controls Griffenheim

Southern Migration

Text: With conquest of fertile southern lands, many of the northern ponies decided to move there. We should encourage this process and grant tracts of land to the entire smaller clans. In this way we will create a substantial pony minority in these regions, making them much easier to govern

Time: 35

Effect: Get cores on Skyrim, Borasland, Hogland, Flodbotten, Bleakspire, Cavegrove, Squark, Blaland, Arrowpeaks, Brantbeak, Whitebearded, Silkhorn. All these provinces get +50.000 population, -100.000 population in Everfrost, New Skynavia and Vastmush, -5% stability

The Griffon Charter

To once and for all settle conflicts between ponies, and her new, griffon subject, Princess Fiana will issue a charter meant to ensure once and for all a fair and equal treatment of griffons in our state and grant them with increased self-governance.

Time: 35

Effect: Can core Sunstriker Clan, Griffonian Republic and Vedina regions, -10% stability, -100 political power, enable new political advisor “Heinrich Kingfeather” (Supportive Republican, +5% political power, +10% monthly opinion gain)

Sovereign of the South

Why bother with ruling millions of unruly, not understanding our way of life griffons, when we can let their nobles do it for us. They have been doing it for hundreds of years, and will not really care who is in charge - princess or the emperor, as long as they keep their own domains intact.

Time: 35

Effect: Release following puppets: “Grand Duchy of Feathisia” (Pink on map), led by Duke Gerlach and “Kingdom of Katerin”, led by Erik Grimclaw (Yellow on map). Grand them cores on the provinces they get. Make both puppets share map colour of northern tribes. Get world event “New Order in Herzland”

Map: <https://i.imgur.com/ZWiAv5S.png>

Requirement: Owns Griffinheim

Princess of the Herzland

These are weird days indeed - a pony in charge of Herzland… Our griffon followers urged Fiana to claim rulership over these lands, yet none griffon shall bear a pony on Grovers’ throne! We however, have a different solution...

Time: 35

Effect: Change country name to “Rìoghachd Aonaichte” get world event “Birth of United Kingdom”

Requirement: Owns Griffinheim

Fate of the Emperor

With our conquest of Griffenheim came an unwanted burden - child-emperor of the Griffons, Grover VI. While he is just a powerless chick, he is nevertheless a powerful symbol which our enemies could use against us.

Time: 14

Effect: Get event “Kill a Bird and a Dog With One Stone”

Note: Bypassed if Grover is dead

Born to Rule

Centuries of ruling others and bowing to their emperor made griffon nobles to understand how the world works - there is a hierarchy each creature needs to obey - simply now, we are on the top.

Time: 35

Effect: Modify “Strict Hierarchy” with (+5% recruitable population factor, +10% stability),

Recruit Auxiliaires

It is within our right to demand that our vassals would send us their best soldiers to fight alongside our warriors.

Time: 35

Effect: Add spirit “Herzlander Auxiliaires” (+500 manpower weekly)

Remind Them of Tribute

Riches of the Herzland will flow North, ensuring our prosperity never ends!

Time: 35

Effect: Get spirit “Southern Tribute” (-5% consumer goods, +10% production efficiency cap)

Northern Knights

Griffon knights are famous across the world for their skills in battle. Now, time has come to call upon these legendary warriors to serve the princess!

Time: 35

Effect: Enable knight divisions.

Griffons in Great Council

At this point ponies are just a minority in the United Kingdom. To ensure a continued peaceful coexistence between us and griffons we should let for their representation in the Great Council. While many will grumble, it is the only way if we want to go forward together.

Time: 35

Effect: Replace “Towards Unified Nation” spirit with “Union of Equals” (-10% stability, +10% daily compliance gain, +10% recruitable population factor, +10% non-core recruitable population, +5% research speed, +5% defense on core teritory)

Question of Capital

To easier control our vast realm we should reconsider moving our capital further south…

Time: 35

Effect: Get event “Moving Our Capital?”