The War in the North

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

Warriors of the Blizzard

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

Tribal Militias

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

Exiled Clans

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

Divided Clans

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

Princess Fiana II **e**

Though her power is largely ceremonial, princess Fiana Snowflake is an important symbol of Northerers' unity. The princess seems content with her current role and supports the actions of chief Euan.

Rebelling Clans **e**

Following our takeover, many clans have openly revolted. We must convince them or crush their resistance if we want to assert our control over the north.

Magical Disturbance **e**

Tìr Deighe's natural flows of magical energy have been diverted for productive use. Of course, weakening of the magic negatively affected the ponies, and some other bothersome side effects manifested.

Unnatural Weather **e**

Blizzards, hurricanes, floods… It seems like the weather has turned against us.

Blood Rage **e**

Filled with unnatural energies, our soldiers attack with great strength, however, they tend to ignore their own safety.

Sorcerer-Generals **e**

It is surprising how much more efficient an officer can be if he possesses magical powers.

Subdue the Land **e**

We shape stones into buildings and tear the earth apart to uncover its riches.

I See You **e**

Nothing and nobody can hide from our eyes.

Plowshares into Swords

We are focusing all our resources on producing more weapons for our army.

Hold the Line **e**

We need to withstand just a bit longer!

Broken Ties with Spirits **e**

Following our recent actions, the spirits ceased providing us with their help. Druids have become powerless, and, with their ancient deities no longer responding, many tribesponies started losing hope.

Undead Surplus **e**

We continue raising the numerous griffons that have been slain in Skynavia.

Warrior Lodges **e**

Young ponies flock to the warrior lodges in hope of getting an opportunity to spill blood of our enemies and gain fame on the battlefield.

The Chosen Ones **e**

The most powerful living warriors of our army have been selected and rewarded with magical powers.

The Horde **e**

Our resurrected warriors have been improved by special magic, which has greatly improved their performance in combat.

Guns! More Guns! **e**

Our weaponsmiths and slaves are producing astounding amounts of weapons – however, their quality varies greatly…

Guidance of the Circle **e**

All druids of Tìr Deighe are now part of the Circle of Ice. Their powers come directly from the Frost King now, so they have to ensure that other ponies follow the orders of their monarch or risk losing their magic once again.

Wisdom of Druids **e**

Education and science in our nation is restricted to the druids and their students.

Slave Economy **e**

Ice Tyranny's economy is a bizarre case of an industrialised slave labour-powered society. Most ponies live in traditional, tribal communities, strongly opposed to advanced technology, they are the caste of warriors and slave overseers. The griffon population is enslaved and forced to work restlessly for their new overlords – living in shabby barracks around mines and factories, they operate and maintain outdated industrial machinery. Little care is given to modernisation of the obtained industrial base, and most needs of slaves are neglected, which provides a steady stream of cheap resources for the Frost King's war machine.

The Riches of the South **e**

We are looting the conquered griffon lands.

Undead Autonomy **e**

Our undead warriors are no longer just mindless tools – with access to some intelligence, they require much less direct control of our army chieftains.

Undead Slave Overseers **e**

While usage of the more autonomous, less decayed undead as overseers of our slaves led to elimination of some inefficiencies caused by either needlessly sadistic or merciful living masters, the enslaved griffons somehow seem to hate us even more.

Feudal Overlords **e**

We have reduced most of the griffons into serfs, while native ponies were elevated to be the ruling class. Pony overlords are expected to provide us with slaves and resources extracted from lands they rule – and the choice of methods to squeeze enough from the subdued lands is left up to them.

Industrial Slavery **e**

Cities have been turned into massive work camps where griffons are being herded to work for the glory of the Frost King.

The Frozen Curtain **e**

Few foreigners enter the Frost King realm, and even fewer leave.

Widespread Unrest **e**

All around our demesne, griffons are revolting. Until we crush the main uprising in the south, we will not be able to adequately deal with these minor incursions.

The War Against Winter **e**

Victory or death! There is no other option.

Like the Wind **e**

The best way to win is to avoid direct confrontation – we will move fast, leave the Skynavian forces behind, and strike their flanks!

Defensive War **e**

Dig and fortify! There is no such thing as too many trenches!

Tribal Resistance **e**

Northern ponies remaining in our lands have risen against our reign and started actively fighting against us.

Finest Weapons **e**

Moltenrock weaponsmiths produce only the finest guns – ones that do not meet their high standards are melted, for it would be a disgrace for a craftsman to provide their client with a subpar item.

Blessing of Endurance **e**

Our guns are unbreakable!

The Holy Tank **e**

Sometimes even reported to ride without crew, our tanks share a special bond with the Divine Spirit.

Built to Last **e**

Buildings and monuments we create are meant to withstand even the harshest conditions and to be used by many generations of ponies. In a hundred years, when concrete cities of griffons shall crumble, ours will be good as new.

Ice Fleet **e**

It might have seemed ridiculous at first, but it works!

The Way of the Craftsponies **e**

Instead of industrial production, our society relies on guilds of craftsponies, and very few can rival the experience and talent of our craftsponies.

Loyal Militias **e**

Various tribal militias of Tir Deighe (mostly) follow orders of their princess. Though we’re very far from solving all of our military’s issues, at least now we have one leader and one goal.

Reformed Militias **e**

Though they might still lag behind more modern armies, our militias have been hardened by past conflicts and have more or less gotten used to following the princess’ command.

Proper Army **e**

Though unpopular at first, this reform got support even from the most staunch traditionalists in the end – our disparate army has finally been remade to resemble southern militaries. As a result, Tir Deighe has a much more professional army than the previous warbands.

Griffon Knowledge **e**

Just copying some of the griffon devices provides us with amazing wealth of technical knowledge.

Integration Effort **e**

We are trying to integrate Skynavian griffons into our society.

Strict Hierarchy **e**

Our society is divided into three groups – ponies, northern griffons and southern griffons. While griffons are mostly let to govern themselves in areas where they live, ponies are the only group that has a voice in our nation's politics.

National Unification Efforts **e**

Though it might take decades for them to become fully integrated, griffons are starting to willingly embrace our way of life en masse, so we can be less wary of outsiders acting out.

Protection of the Homeland **e**

Never another Skynavia!

Ice Curtain **e**

Construction of the eastern fortifications has greatly hardened our amateur engineer corps: specialised battalions were formed, and, over the span of their operation, robust infrastructure has been established, now ready to take on new tasks quickly and efficiently.

Alchemist Workshops **e**

With assistance provided by us, alchemists can produce their elixirs much larger quantities than before.

Elixir of Fortitude **e**

Equipped with this magical elixir, in a pinch, our warriors can fight for days, without needing additional supplies.

Magical Medicine **e**

With the help of magic, we can cure even the most grievous diseases and save many of our ponies from certain death.

Modified Crops  **e**

What would take generations, with help of magic and spirits, happens in a span of just a few years – we are able to create new kinds of plants with amazing qualities. This is just what our agriculture needs!

Bountiful Land **e**

What others consider a frozen wasteland, for us, is an endless source of various riches.

Experienced Pegasi **e**

Hardened by life in Tìr Deighe, our pegasii are ferocious fighters, and, thanks to their fame, we never lack volunteers willing to join our army.

Bomber Focus **e**

Well, modern technology apparently can be both useful and fun – just watch all these bombs exploding!

Fighter Focus **e**

Like once pegasii did, airplanes shall protect our skies.

Controlled Foreign Trade **e**

We have limited access for foreign merchants to a few selected ports and outposts, ensuring they shall not disturb peace and harmony of our lands.

Magical Society **e**

Magic flows through our lands, affecting every single aspect of our citizens’ lives – we live in a communion with spiritual deities and benefit from their blessings. While we may lack proper industry, we are able to raise our buildings from crystal using magic, and our artisans create items of unsurpassable beauty and wonderous qualities.

Crystal Constructions **e**

Our magicians are able to shape crystals into entire buildings. Such structures may seem frail, but they were proven to be extremely durable and can even, to some extent, regrow lost fragments by themselves.

Pillaging Herzland **e**

Slash and burn!

Prepared Assault **e**

Pony warbands have crossed the border to provide support for the main force once war starts. However, we need to act quickly, before griffons are able to get rid of our insurgents.

Streamlined Tank Production **e**

With recent advancements in technology, we are able to produce tanks with astounding efficiency.

Forging the Artillery **e**

Our armament factories have been modernised to produce more high-quality cannons.

Weapons of Modern Heroes **e**

Yes, they might be much less fancy than magical swords, but these guns are certainly much more effective.

Increased Conscription **e**

If we want to protect our borders, we need more soldiers – each pony will have to fight.

Shield of the North **e**

Once again, Clan Stormshield protects the Northerners from their numerous enemies.

Defensive Doctrine

We have fortified this spirit.

Lightning Speed

Faster! Faster! FASTER!

Reformed Officer Corps **e**

Providing officers with education is much more efficient than letting him learn from their own mistakes – we lose much less soldiers in the process and can sort out morons early on.

Equality and Tolerance **e**

In our nation all, no matter what race or faith, are equals. Respecting traditions of others makes them more compliant and easier to govern.

Democratic Institutions **e**

With recent reforms, power has shifted towards the democratically elected council, led by Euan Stormshield as its first chancellor.

Royal Government **e**

We have limited the autonomy of various clans and concentrated power in the hooves of the Prime Minister, appointed by the monarch.

Griffons in the Army **e**

Attracted by our tolerant policies, numerous griffons are willingly joining our armed forces.

Fiana I **e**

Queen of the North, Fiana I of clan Snowflake is loved by both her pony and griffon subjects, which makes her a powerful unifying symbol.

New Diplomatic Corps **e**

We have established a proper diplomatic service to help us reach out to other nations.

Northern Trade **e**

Ponies of Tir Deighe have fulfilled their promise, and we are benefitting from favourable conditions in trade with them.

Coalition Ties **e**

Trade agreements, research cooperation and other aid provided by Riverlanders have greatly improved our nation.

Magical Bombs **e**

Fireball spell is a nice way of dealing with large groups of enemies. So is a bomb. Why not combine them?

Riders of the Storm **e**

Our pilots are able to fly even in the worst conditions.

Modern Navy **e**

With recent reforms, we have been able to create a modern and efficient navy, getting rid of old wooden ships and replacing them with much more modern vessels.

Rapid Deployment **e**

Hit fast and hard – that’s how our marines fight.

Modern Tax Policy **e**

No one likes taxes, but they are needed for a state to actually function.

Harsh Taxation **e**

Only two things are certain in life – death and taxes.

Modern Infrastructure **e**

With the construction of a proper network of railroads complete, we can use our land more efficiently.

Northern Passage **e**

Thanks to our efforts, the Northern Passage is once again open for commerce, and we are already reaping the benefits of increased trade activity.

Greenhouses **e**

With recent changes in agriculture, our population experienced a sudden boom – with the risk of famine gone, our ponies can afford to have more children.

New Mining Equipment **e**

Gone are the days of pickaxe and shovel, now our miners use drills and excavators

Brantbeak Gold Mines **e**

Exploiting southern gold deposits provided us with steady flow of cash. Having it so much makes us understand the griffon love of money…

Northern Economic Miracle **e**

Where once were just log cabins and frozen wastelands, now stand bustling cities and modern factories. Though some complain that we forgot our old ways, there is no doubt that our modernisation ended with an astounding success.

Extra Shifts **e**

Our slaves are being forced to work even longer than before, and conditions in the factories are worse than ever.

All to the Front! **e**

We have sent every pony we could to fight the griffons. Hopefully it will be enough.

Terror Tactics **e**

Ponies have resorted to all sorts of brutal and outright genocidal tactics in order to stop us. Until we defeat them, they will continue to brutalize native griffon population.

Conquerors of Griffonia **e**

There is no one able to stop us – the griffons tremble in fear, and those who are still free know we will come for them one day.

Liberation Army **e**

Griffons, no matter their nationality or political views, join our army en masse to fight for freedom of the Heartlands.

Harsh Rationing **e**

All the available resources are being used for the needs of our military. Many civilians will have to suffer for now, but this is the only way we can win.

Reconstruction Effort **e**

Much has been lost, yet we won – now, time has come to rebuild our homeland.

Building a Better Future **e**

With the liberation of our lands, time has come to focus on improving our fledgling nation, instead of waging pointless wars against others.

Universities of Yale **e**

With our support, scientists of Yale continue to develop new, cutting-edge technologies.

Welfare for Griffons **e**

As a part of our reforms, we have organised a series of new welfare programmes meant to help our population.

Reinvigorated Economy **e**

With post-war reconstruction completed, Herzland and Northern Griffonia have entered a new age of economic prosperity.

Legacy of Silberkralle **e**

Once again, the knights are protecting Herzland. This time, they will not fail in fulfilling their duty.

Modern Air Force **e**

Now fully modernised, and with a proper pilot training programme.

Reichsarmee Legacy **e**

Our armed forces are direct inheritors of the imperial army's traditions.

Federal Navy **e**

Reorganized and ready to protect our shores from any foe.

Federal Expedition Forces **e**

We will fight for not only ours, but for all creatures' freedom.

Fierce Defenders **e**

We might have defeated the Frost King, but there are many other enemies of freedom out there. We must be ready to fight them.

Economical Devastation **e**

The initial plundering campaign and further exploitation conducted by the Frost King and his undead army have left Herzland ravaged.

Disorganized Army **e**

Various commanders of militias and remnants of the former Herzlandish armies are often disagreeing on how we should wage the war against the Frost King.

Decentralised State **e**

Central government lets local communities maintain a large degree of autonomy – in some cases we even let nobles keep power within their fiefdoms as long as they obey federal law.

Centralised State **e**

We have centralised our state, eliminating all vestiges of feudalism. Thanks to it, the central government has much better control over our territories.

Parliamentary Republic **e**

A constantly bickering parliament tends to make governing much more complicated, but it does make a country more stable overall…

Presidential Republic **e**

While some might complain, there is no doubt that a strong president makes a strong republic.

Free Media **e**

Freedom of speech both stimulates our scientific discourse and reduces the amount of more violent attempts to overthrow the current political system.

Herzlander Auxiliaries **e**

Our southern vassals are obliged to send us soldiers to directly serve in the princess’ army.

Southern Tribute **e**

A steady flow of gold, silver and goods we cannot produce bu ourselves are being sent to our homeland.

Union of Equals **e**

Both griffon and pony cultures are flourishing in our new nation. We have learned to accept our differences, so instead of dividing, us they make us stronger.