

Nood Megacampaigne Descision Trees

By LukeZurg22



The Rise of the Empire of Ireland

Founded by the last immortal, Christopher Nude, the Empire of hÉireannaigh continues to thrive under the Nude Dynasty's children. After the conquests of the French in the 1300's, the Irish state rises with its eye towards integrating the French, and making their mark unto history.

The Gaulo-Celtic Union



Requires London and all of the French region.
Adds 20 prestige and cores on the British Isles and France
Become the Dual Monarchy and Primary Culture switches to Irish-French Fraincireann, Normand is

Irish Colonial Age {DIPLO 10}

Grants two colonists and an increase to colonizing speed.

Form Ireland



Removes descision to form the Gaulo-Celtic Union. Effectively locks player from the main flavor for the Irish Empire.

The Path of the Ishnch {ADMIN : 5}

Convert Normandy and Loire to Fraincireann. Also add Francien as accepted.

Colonization of Dominica

{DIPLO 10}

Takes control of Dominica, discovering a small part of the Caribbean isles.

Highlanders to Ishnch [1500] {ADMIN 7}

Converts Scotland to Fraincireann.

Bring Fraincireann to Sasana [1600] {ADMIN 15}

Converts England to Fraincireann.

Central Francia Reunited [1700] {ADMIN 15}

Converts Central France to Fraincireann.



The Empire of Italia

In a world where a few immortals reigned supreme; one of the first immortals to die once resided as the supreme monarch of Italia for only a brief moment before they were overtaken by dynasty after dynasty of hunchback-stricken pretenders. The reigning families, horrified by the hunchback-takeover, plot to end those diseased once and for all. At this time, Cyprus sets its eye on Italian Alexandria as the Irish Empire to the west lays claim upon Venezia to make for its loss in Rome.

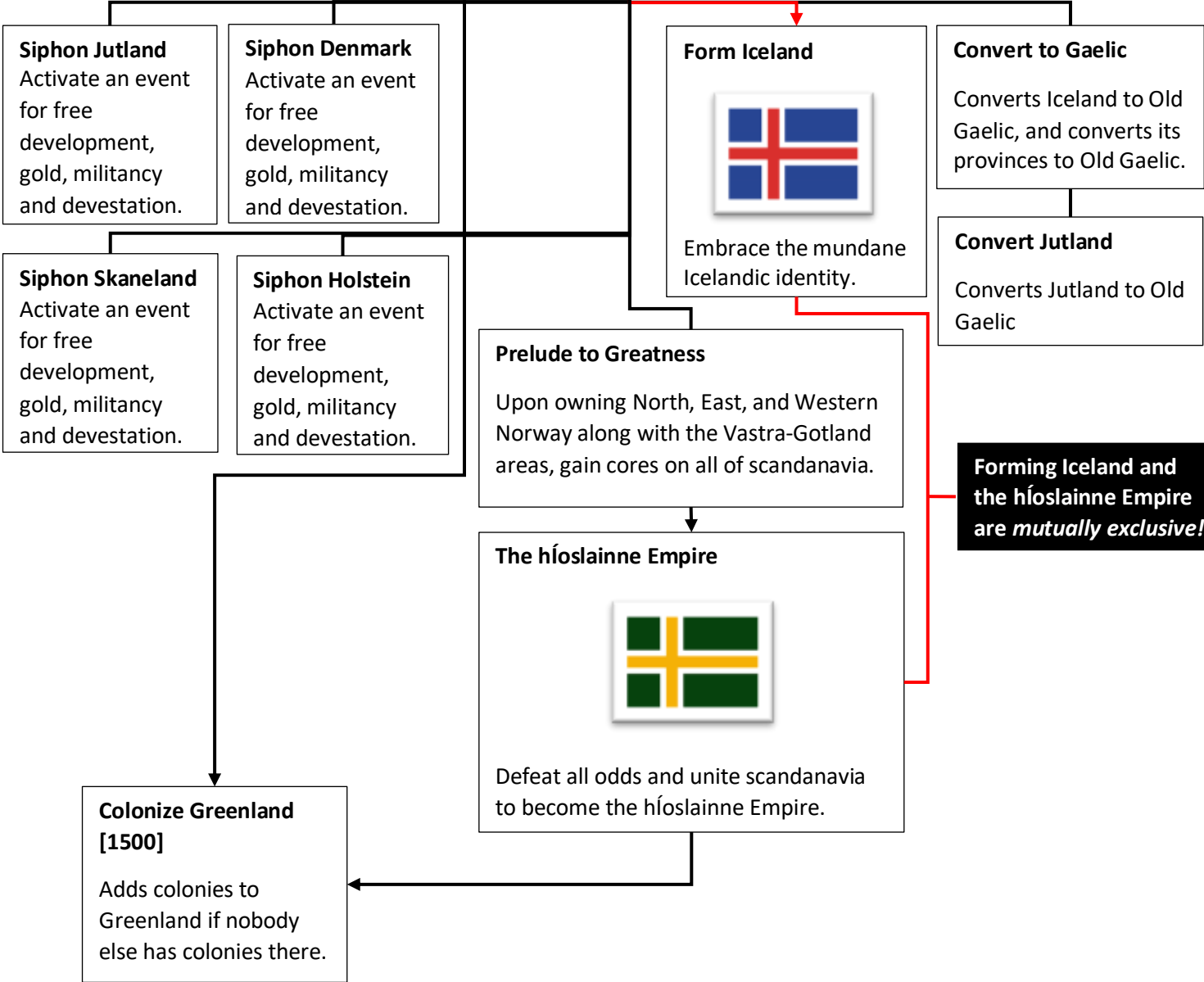
Project Hunchback

Gain cores on Istria and free claims going into the balkans.



The Icelandic Celts

Iceland was ruled by the one of the worlds last remaining immortals whom had married into the Irish “Nude” dynasty whom founded the Cult of the Followers of Nood. The immortal queen of iceland died, leaving her children in charge of iceland under the Nude dynasty, leaving the last immortal, Christopher Nude, to enact protective measures to ensure Iceland’s safety.





The Cypriots of the Holy Eastern Roman Empire

The Cypriots of Cyprus begin their dominance over an unruly Thrace, with ambitions to bring glory to what East Rome had lost. Beginning with one of the last few original dynasties of the Empire, Cyprus finds its path before them daunting; willing more than ever before to try their fate.

The Sailing Trade Ships

Send ships out to sea for a short-end gold boost. Leads to unforeseen ripples through history.

Plains and Deserts or Forests and Mountains

Determines where the crew had crashed ashore.

The Byzantine Empire



Form the East Roman Empire.

Assassinate Courtiers

Makes thrace not instantly want to revolt against you.

Gain cores on both of Thrace's provinces.

Antioch Patriarchate

Gain +5% Army Discipline.

Jerusalem Patriarchate

Gain +1 to Diplomatic Reputation.

Alexandrian Patriarchate

Gain a permanent D_

Patriarchate of Constantinople

Gain a permanent D_

Each of these are permanantbuffs for establishing the Priesthoods in key holy sites.

Novae Cypria

Play-as New Cyprus, or gain prestige.

The Colonization Edict

Gain temporary buff to colonial growth, +1 colonist, and -75% development cost.

Novae Cypria gets a unique culture of *Chipre* if in North America, and *Chipriota* if in South America!

The Great City

Move Capital to Constantinople. Add development & renames to Nova Roma.

The Cypriotolian Empire



Gain a few cores and a new set of ideas made for HRE-mechanic gameplay.

You cannot do "The Great City" if you are any other tag other than *Cyprus*!

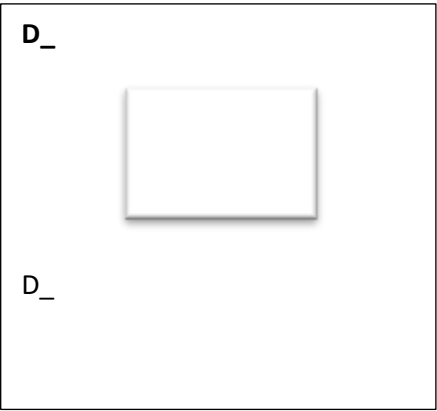
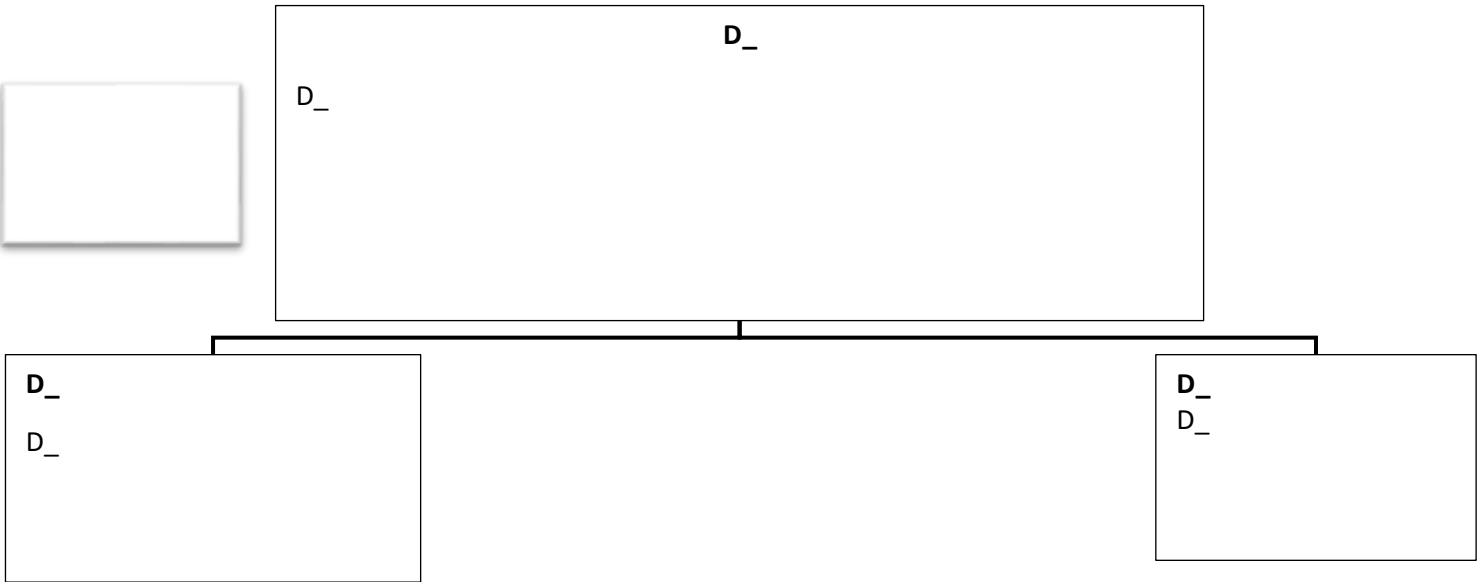
Novae Cypria Formables

- *The Byzantine Empire*
- North America:
- Texas, Mississippi, Etc.
- South America:
- La Plata, Chile, Etc.

The Byzantine Empire



Form the East Roman Empire.



D_