**Emergency Meeting  
  
7 days(will be completed by event)  
Add a national idea “Councillor Infighting”  
Trigger an event   
  
New Grandmaster  
  
14 days  
Trigger an event  
  
========================================  
  
Bolster Border Patrols  
  
35 days  
Add manpower(1500)  
Add 3 divisions(“Border Patrol”, 2 infantry template, will add later)  
Add a national idea “Southern Military Build-Up”  
  
Renovate The Watchtowers  
  
35 days  
Modify “Southern Military Build-Up”  
Add watchtower in capital  
  
And Wait Patiently  
  
35 days  
Modify “Southern Military Build-Up”  
Add army xp(15)  
Trigger an event  
  
==========================================  
  
Send A Letter North  
  
35 days  
Trigger an event for Redoran  
Add pp(150)  
  
Make Big Promises  
  
35 days  
Trigger an event for Reroran  
Trigger an event  
Add pp(150)  
  
And Praise The Reclamations  
  
35 days  
Trigger an event for Indoril  
Add national idea “Favor of The Temple”  
  
===========================================  
  
Earn Their Trust  
  
35 days  
Add national idea “Satisfied Populace”  
Add stability(10)  
  
Fill Their Coffers  
  
35 days  
Modify “Satisfied Populace”  
Remove pp(100)  
  
Give Them Saltrice  
  
35 days  
Modify “Satisfied Populace”  
Trigger an event  
Add jingoist popularity(5)  
  
Silence Foul Mouths  
  
35 days  
Remove manpower in every state(100)  
Remove pp(50)  
Remove isolationist popularity(10)  
Modify “Councillor Infighting”  
  
Spread The Right Word  
  
35 days  
Remove pp(50)  
Add jingoist popularity(10)  
Modify “Councillor Infighting”  
  
Reward The Loyal  
  
35 days  
Remove pp(100)  
Add jingoist popularity(5)  
Modify “Councillor Infighting”  
  
====================================================  
  
All Is Good In The House  
  
70 days  
Remove “Councillor Infighting”  
Trigger an event  
Add pp(150)  
  
=======================================================  
  
Tighten Grandmaster’s Grip  
  
35 days  
Trigger an event  
Add pp(150)  
Add stability(5)  
  
====================================================  
  
His Own Ordinators  
  
35 days  
Add national idea “They Are Watching”  
Add 1 division(“Ordinators”, 2-2 infantry, will add later)  
Trigger an event  
  
Following His Vision  
  
35 days  
Modify “They Are Watching”  
Add stability(10)  
  
And Punishing Dissent  
  
35 days  
Modify “They Are Watching”  
Remove isolationist popularity(10)  
Trigger an event  
  
==========================================================**

**His Closest Mer  
  
35 days  
Add national idea “Grandmaster’s Personal Council”  
Add pp(50)  
  
Give Them More Power  
  
35 days  
Modify “Grandmaster’s Personal Council”  
Add pp(100)  
Trigger an event  
  
Make Sure They Are Loyal  
  
35 days  
Modify “Grandmaster’s Personal Council”  
Trigger an event  
Remove stability(5)  
  
=============================================================  
  
Keep The Family Strong  
  
35 days  
Remove 1 farm in Lhendal  
Add stability(5)  
  
Share Some Success  
  
35 days  
Remove pp(50)  
Enable a new political advisor(wip)  
  
Stand All Together  
  
35 days  
Add national idea “Our Strong House”  
Trigger an event  
  
==============================================================  
  
Focus On Land Owners  
  
35 days  
Add national idea “Every Mer A Master”  
Trigger an event  
Add stability(5)  
  
Support The Small Big Mer  
  
35 days  
Remove pp(100)  
Add stability(5)  
Add 1 farm in Denaven  
  
A Happy Public  
  
35 days  
Add national idea “When Saltrice Flows”  
Remove pp(50)  
Add stability(5)  
Trigger an event  
  
So Very Loyal  
  
35 days  
Trigger an event  
  
==================================================================  
  
Time To Secure Our Rise  
  
35 days  
Trigger an event  
Unlock decisions to incite border conflicts with other houses  
  
Make Clerics An Offer  
  
35 days  
Trigger an event for Indoril  
Remove pp(50)  
  
Then Push Them A Little  
  
35 days  
Trigger an event  
  
They Can’t Refuse  
  
35 days  
Add national idea “The Hard Way”  
  
Call It Our Land  
  
35 days  
Remove “The Hard Way”  
Trigger an event  
Add coring of Indoril land after >50 compliance  
  
Send In The Agents  
  
35 days  
Add national idea “Eyes Everywhere”  
Add stability(5)  
  
A More Fitting Capital?  
  
35 days  
Trigger an event  
Move capital to Mournhold  
  
And Now Avenge Our Fall  
  
35 days  
Add national idea “Striking The Traitors”  
  
Solidify The South  
  
35 days  
Add coring of Sadras and Indoril Lands if >30 compliance  
Trigger an event  
Trigger an event for Sadras  
Add national idea “South Subjugated”  
  
Throw Some Looks North  
  
35 days  
Trigger an event  
Add army xp(15)  
  
A Polite Demand  
  
35 days  
Trigger an event  
Trigger an event for Redoran  
  
===========================================================  
  
Remember Slavery?  
  
35 days  
Unlock decisions to prepare for a border conflict with Argonia  
Modify “Memories Of Slavery”  
  
Tell Lizards We’re Back  
  
35 days  
  
Unlock decision to start a border conflict with Argonia  
Removes decisions about preparing for the border conflict  
Add national idea “To Get What’s Ours”  
  
Make Sure They Remember  
  
35 days  
Unlock decisions to launch slave raids into Argonia(border conflicts)  
Add national idea to Argonia “Slavers Return”  
  
Never To Be Forgotten  
  
35 days   
Trigger an event  
Modify slave raids decisions  
  
Fill Our Plantations  
  
35 days  
Trigger an event  
Add national idea “Slaves Back At Work  
Add pp(150)  
  
And Work Them To Death  
  
35 days  
Trigger an event  
Modify “Slaves Back At Work”  
Remove stability(5)**

**Strengthen Our Guard  
  
35 days  
Replace “Southern Military Build-Up” with “Southern Wall”  
Add army xp(15)  
  
Don’t Let Anything Pass  
  
35 days  
Add bonus in watchtowers research  
Modify “Southern Wall”  
  
Protection From Within  
  
35 days  
Add 2 forts in all controlled cities  
Modify “Southern Wall”  
Remove stability(5)  
Trigger an event  
  
Welcome To Saltrice Fields  
  
35 days  
Trigger an event  
Replace “Slaves Back At Work” with “Welcome To Saltrice Fields”  
Add 1 farm in every controlled state  
Add pp(150)  
  
===========================================================  
  
Now Final Revenge Is Near  
  
70 days  
Unlocks decisions to prepare for a full war with Argonia  
Add national idea “Fueling The Flame Of Hatred”  
Add war support (10)**