Mission Tree Feedback

Problems:

-Mission Tree Follows the straight route of the WC3 story, however, due to inherited randomness of EU4 playthrough, its failure in non-scripted outcome is inevitable, especially for the AI.

Individual Missions:

**Kil’jaeden’s Invasion Plan:**

-Seems to be absolute, but it’s a starter of a mission tree

-Instead of “Own Province” type of mission, I would rework it to be “Have Set Criteria”, with some fitting requirements

-Reward would be giving Frostmourne Cavern as reward, as for not to force Scourge to waste splendor points or go colonial to get 1 province

**Recruit Kel’thuzad:**

-Needs to fix an issue when Dalaran does not exists, as it happens a lot of time due to their small size and difference in religion

Fix: Check for Owner of Dalaran(Province)

-Reduce Value from 100% to 75% for faster trigger

**Create the Cult of the Damned:**

-Here I would actually put 75% Spy Network Requirement for Owner of Scholomance(or rather Caer Darrow)

-Have Liches Faction in Power ( 50% or more control)

Reward:

-Unlock decision “Construct Rift: Scholomance”(replaces Rift: Andorhal for more fitting lore location) (Added Earlier to allow player moving troops from Northrend)

**Poison the X Granary:**

- Rework is necessary, as currently it’s not really working.

Rework Suggestion:

-For each Mission to complete, needs 33% Spy Network. Upon Passing the Mission, a set of Decision is unlocked for each region:

Ex. Spread the Plague to Tirisfal (renamed:Poison the Brill Granary):

-Unlock Decisions:

\*Poison Tirisfal Bulwark

\*Poison Vandelmar’s Granary  
\*Poison Agamand’s Granary

Unlock Grand Decision:

-Unleash the Plague of Undead (shared reward among 3 missions)

Explanation:

-Unleash the Plague of Undead is the decision that will begin the Third War in Lordaeron. To pass it, you need to pass all “Poison Area” decision for one of the regions, to be able to unleash Plague of Undeath.

!\* Areas of Brill+Lordaeron, Andorhal+Andorhal Farmlands and Stratholme+Royal Approach will always get the plague spread, regardless of player choices, as minimal outcome.

Each of “Poison X Granary” will set a flag for the state, marking it as target of Plague. Upon passing “Unleash the Plague of Undead” those marked areas will spawn Scourge Rebels, that will start converting provinces (current effect).

(Unique Flavor events will exist upon certain provinces being converted.)

!\* (For owner of the areas, there will be costly decision to Remove Plague Infestation, making spreading the plagued grain timer)

Decision “Unleash the Plague of Undead” will declare the War upon owner of the lands.

**Cult of the Damned:**

-For CotD, I would spread it over 15 independent missions, 3x4 layout, to boost Scourge actions.  
  
Corrupt Tir. Bulwark Corrupt Agamand Corrupt Vandelmar

Corrupt Fenris Corrupt Lo. Silverpine Corrupt Up. Silverpine

Corrupt Hearthglen Corrupt Tarren Mill Corrupt Marris S.

Corrupt Northdale Corrupt Corrin’s C. Corrupt Darrowshire

**Compendium of the Fallen:**

-Made Obsolete due to rework

-Possible Rework:

“The Rise of the Scourge” (name replacement):

Trigger:

-Brill, Andorhal and Stratholme are controlled by Scourge or subject:

Effect:

Event – “The Culling of Stratholme”

Event – “Mal’ganis takes over”

Event – “Death of Kel’thuzad”

Event – “Arrival of Naxxramas in Eastern Kingdoms” will happen in 3 months

Event – “Valgarde Expedition” will happen in 6 months.

Event – “Silver Hand Bolsters” will happen in 6 months.

**Scourge of Lordaeron:**

-Made Obsolete

**In Search of Frostmourne:**

-Made Obsolete

**Lordaeron’s Succession:**

-Made Obsolete:

**Crush Lordaeron:**

-Rework Needed:

My Suggestion:

Trigger:

-Has “Arthas Menethil” as Ruler

-Occupies Lordaeron Area

-Has at least 50% WS against Lordaeron in “The Third War” war.

-Stability = 1

Effect:

Event: “Fall of Loraderon” happens.

Fall of Lordaeron:

-Peace will be enacted between Scourge and Lordaeron, lasting 20 years.

-Lordaeron will be renamed to Lordaeron’s Remnants

-Othmar Garithos will become ruler of LR.

-Lordaeron will loose its cores in Western and Eastern Plaguelands

Scourge of Lordaeron:

-Event: “Death of Mal’ganis” happens

Ifs:

-All Provinces owner by Lordaeron in W. and E. Plaguelands will be cede to Silver Hand

-All provinces in Tyr’s Hand Area will be liberated as Tyr’s Hand and made tributary

-All provinces in Southshore area will be liberated as Southshore and made tributary

-All provinces in Wetlands region will be liberated as Menethil and made tributary

-All provinces in Arathi, Gilneas, Quel’thalas or Hinterlands will have their cores returned.

**Remains of Kel’thuzad:**

Trigger:

-Is at War with Silver Hand

-Owns Andorhal

Effect:

Event: “Uther the Lightbringer”

**Destroy the Silver Hand:**

Trigger:

-Has 75% WS against Silver Hand

Effect:

-Event: “Dissolution of the Silver Hand.”

**Into the Realm Eternal:**

Effect:

Declared “Scourge Invasion of Quel’thalas” war

Quel’thalas gets “Protection of Quel’thalas” modifier:

-Defensiveness +50%

-Movement Speed +20%

-Own Territory Dice Roll Bonus +1

**Foundation of Deatholme:**

Trigger:

-Deathholme Area is owned by Scourge, its subject or ally

Effect:

-Spawns Deatholme

**Key of the Three Moons:**

Trigger:

-Sanctum of the Moon, Sanctum of the Sun, West Sanctum & East Sanctum is under control of the Scourge

Effect:

-Event: “Betrayl of Dar’khan Drathir and March of the Scourge”

**Fall of Silvermoon:**

Effect:

-Adds “Arthas’s Ice Path” canal between The Dead Scar (Eversong) and The Dead Scar (Isle of Quel’danas)

**Ressurection of Kel’thuzad:**

Effect:

-Event: “Desacration of the Sunwell”

-Event: “Genecide of the High Elves”

-Event: “Fall of Quel’thalas”

Establish Legion Communication:

-Unchanged

The Arrival of Archimonde:

Effect:

Event: “Scourge Serves the Legion”

Ok, so here I would stop this mission tree main branch, as I think that next part should be time-gated/locked behind Legion’s actions. Here, I will propose next phase.

In the meantime, the Invasion of Kalimdor, Rise of Illidari and Forsaken’s Rebelion should be happening.

In case of AI, I would put 25years cannot\_declare\_war, to simulate their time blocked by the Legion

In case of the player, I would give modifier: “Legion’s Grasp over Scourge”, giving:

-33%National Manpower Modifier  
-33% Manpower Recovery Speed  
-33% Land Force Limit  
-20% National Tax Modifier  
-20% Production Efficiency  
-stability upon declaration of war = -1

Additionally, after 5 years, unlocks “Scourge Rebelion” for the player. In this time, scripted functions could simulate Third War in Kalimdor and Rise of the Forsaken, so that new mission tree can be setup.

Event: “Dreadlord’s Oversight”

-Spawns Dreadlord Insurgence in Lordaeron

Mission: The Illidan’s Invasion

-Begins the Illidans Invasion of Northrend  
-For the Scourge, holding FT for 5 years would be the Win Condition

Mission: Unite with Arthas

-Unite with Arthas will start a 15 years timer similar to Old Gods awakening, after which new mission tree would inevitably become available. I will plan it in the near future, being more similar to 1st than 2nd Mission Tree.