Quel’thalas:

Upon being target of “Scourge Invasion of Quel’thalas”.

1. Runestones = Unique Buildings similar to scourge necropolis (I will add the list of lore-location for them later)
2. Farstriders – Farstriders are Released in Windrunner Spire and few decided provinces as subject (march) of Quel’thalas, led by Sylvanas Windrunner
3. Unlocks Decision: Activate Runestones, giving each provinces with Runestone modifier:

-fort\_level = 2

-local\_attacker\_dice\_roll\_bonus = 1

-local\_defender\_dice\_roll\_bonus = 1

And

Giving “Protection of Quel’thalas” modifier, giving:

shock\_damage = 0.1

fire\_damage = 0.1

fire\_damage\_received = -0.1

defensivenss = 0.1

movement\_speed = 0.1

1. Unlocks Decision: Activate Tree Walls, giving:

-hostile\_movement\_speed = -0.15

-attrition = 1

1. Unlocks “Nature Guardians of Quel’thalas” free mercenary company of 20k Infantry, with 100k manpower reserve, having -0.25 shock damage received (uses treant model :P), spawnable in any province with Runestone modifier.
2. Unlocks “Guarians of Sunwell” free mercenary company of 20k Infantry, 40k Manpower reserve, having morale\_damage\_received = -0.33, shock\_damge\_received = -0.33 and fire\_damage\_received = -0.33, spawnable on Isle of Quel’danas

Lordaeron:

1. Unlocks Decision: Raise Local Garrisons, giving:

-national\_manpower\_modifier = 0.25

-manpower\_recovery\_speed = 0.1

1. Unlocks Decision: Enact Unity in Faith, giving:

-religious\_unity = 0.2

-tolerance\_own = 3

1. Event: Arrival of Royal Guards

Effect:

Gain “Captain Falric” 3/5/2/4 as General  
Gain “Captain Marwyn” 5/3/4/2 as General

1. Gets “Defenders of Humanity” modifier for the duration of the Third War, giving:

-land\_morale = 0.1

-discipline = 0.025

-recover\_army\_morale\_speed = 0.15

-general\_cost = -0.1

-free\_land\_leader\_pool = 3

1. Unlocks “Lordaeron’s Knights” free mercenary company of 10k cavalry, 50k manpower reserve, having cavalry\_power = 0.25 and cavalry\_shock = 1, spawnable in any province with lordaeron culture
2. Unlocks “Knights of the Silver Hand” free mercenary company of 20k, 100k manpower reserve, having land\_morale = 0.2 and discipline = 0.05, available with every province with “Temple” building