Lake tales: Isha, Progression events

***Introduction to the mod.***

**Note:** This event should trigger when you wipe out N’kari’s faction. In the case that you don’t do this, perhaps an alternate trigger can be added when you wipe out Nocrusith’s faction.

**A Vision**

The Daemons of Chaos… the dreaded Druchii… the undead menace… Everywhere the Asur look, their world seems to be coming apart. They are far from the days of their great empire; their glorious past seems to taunt them now. Every Asur knows in their heart, though none dare say it, their end approaches. Inch by inch, there is less hope to cling onto each passing day.

But take heart! For in the darkness of the Daemon wars came Elvenkind’s great saviour. Like the first Phoenix king, Aenarion, the Asur shall rise from their darkness to save the world once again and return to the zenith of their ancient might.

In her dreams, Alarielle sees Isha weep for all her mortal children. Each and every one of them that falls to the cruel machinations of darkness and time. She sees Isha each night, yet it is her own tears that fall. With the defeat of the daemonic horde invading Ulthuan, Alarielle has begun to understand the meaning nestled in the dream.

**After this event triggers, the player will still remain at stage 1 of the mod but will unlock the system for reforms.**

Reforms unlocked at stage 1:

The reforms of this tier are focused on increasing Alarielle’s power and influence in Ulthuan.

**Open Houses of Isha: (Required Reform)**Isha has always been an important part of Elven rituals. The Elven race is long lived, naturally gifted, and powerful, but the issue of fertility has plagued them. Each elf lost to the hordes of evil is a painful one. Houses of Isha will assist in the fertility of elves, while also providing healing and companionship to those that need it.

Effect: Progresses the main quest

**Sell Indulgences: (Optional Reform)**Many elves are guilty of small and petty crimes. Not important enough to be shunned or punished formally, but enough to earn them sideways glances wherever they go. By selling indulgences, Alarielle will find herself in no shortage of personal favors. The proud elves will go far to be rid of shame.

Effect: Gives a small amount of influence and money.

**Priestesses of Isha: (Optional Reform)**As Alarielle is the avatar of a goddess, she must have attendants. The role of chief priestess is empty and must be filled immediately. Experienced handmaidens will be picked as priestesses of isha and sent to houses of Isha across Avelorn and to foreign kingdoms. The Asur should grow used to the spiritual authority of handmaidens in time.

Effect: Factionwide replenishment

***Stage 1 to stage 2 event:***

**Consolidating her Position**

**Note:** This event should trigger when the player has passed enough reforms. Or optionally the player can trigger this event in a different tab with the currency created by reforms. Whichever works better coding wise.

Word of Alarielle’s vision, or perhaps revelation… travels quickly. Declaring herself to be the incarnation of a goddess could have been risky. But none can deny the effect Alarielle has on the elves, her very presence seems to brighten the lives of those around her. Resistance to her declaration has been muted, mostly. The Everqueen has always served as the greatest priestess of Isha, but as a goddess, the scope of her demands for recognition and power has increased greatly.

Support from the various kingdoms in Ulthuan is required. The Phoenix King has been silent, which most kingdoms have taken as tacit consent to Alarielle’s recent actions. But more political maneuvering is still required. The Elven kingdoms are well aware of what recognizing the Everqueen would mean for their own autonomy.

It has been decided that a grand coronation will be held. The Phoenix King has remained quiet about this issue as well. If enough support can be rallied, he will have no choice but to be present. In Avelorn, support is overflowing for the Avatar of Isha. Raucaus crowds cheer Alarielle everywhere she can be seen, and she in turn offers her blessings to the people. The approach chosen for her coronation will be extremely important.

Option 1: Play the Kingdoms off each other  
Tooltip: There are longstanding tensions among the kingdoms. Offer them the opportunity to align with Alarielle for their own interests.   
Effect: Moderate influence cost (40), Triggers event: **Coronation**

Option 2: Demand their fealty and recognition  
Tooltip: Alarielle has one of the most important positions within Ulthuan. If she wishes, she is in a position to make such demands…  
Effect: Low influence cost (15), Damaged relations with all high elves (40), Triggers event: **Coronation**

Option 3: Bide our time  
Tooltip: This ceremony cannot be allowed to fail. We should take the time to build more support if necessary.   
Effect: No Influence cost, this option will trigger this event again in some amount of turns. (4)

Option 4: Sway the Phoenix King  
Tooltip: Finubar seems content to allow his inner court to run the Kingdom for him. With a monumental effort, perhaps he can be persuaded to allow you to take an active role.   
Effect: Massive influence cost (65), Improves relations with all high elves (40), Other buffs such as income from building and construction time, Triggers event **Coronation.**

**Coronation**:

The streets of Avelorn are filled to the brim with cheering Asur and life is in bloom everywhere. The very city feels alive with joy. Alarielle and Finubar are seen riding in an ornate and decorated chariot, made from Ithilmar, starmetal, and various priceless jewels. Elven nobility gi ve their offerings and blessings from the terraces above, while mages invoke frivolous magics to light up the sky. Even the ancient treemen have come to witness the coronation of Alarielle, the Divine Mother.

Today, all eyes are on Alarielle, who is dressed in a style many elves might shy away from. But who are they to question a goddess?

Option 1: Praise be to the Divine Mother.  
Effect: Adds points for passing reforms. Perhaps a factionwide public order buff for a bit too.

After the coronation, a change in Alarielle’s model will occur. I was intentionally vague about the details of that. Perhaps I’ll make it more specific when the model is done.

**Stage 2 to 3 progression**

Reforms unlocked at Stage 2.

**Invite Foreign Dignitaries: (Optional Reform)**

Elven courts are bound by many ancient rites and traditions, many nobles abroad are afraid to come, and it is rare that they are invited at all. Of course, it is recognition from within the kingdoms of the high elves that is most important. But inviting foreign dignitaries can bolster our position. Besides, there are few who would decline the opportunity to have a beautiful and seductive elf hanging off of them. We will bargain in the best interest of Ulthuan.

Option 1: Come and Play  
Effect: +40 relations with all factions.

**Fertility Rites: (Optional Reform)**

It has long been known by all that the elves of Avelorn have less… inhibitions than their kin elsewhere. But to spread the will of Isha, the other kingdoms must come to accept the ways of Avelorn.

The ‘fertility rites’ performed in houses of Isha are usually agonizingly slow, seductive and sensual dances. They have a way of igniting passion in any that witnesses them. This art will be spread all across Ulthuan, none would dare question the will of Isha directly, at least, not for anything taking place in their own houses.

Option 1: Isha’s will be done  
Effect: + growth factionwide.

**Appoint Sisters to Government (Required Reform)**

Only the Sisters of Avelorn can be trusted to not merely support, but also understand Alarielle’s ambitions. We shall give them an important place within the houses of Isha as governors. In time, this will place all the power in Avelorn easily within Alarielle’s grasp.

Handmaidens will be given positions of even greater importance. In time, they will be the governors of entire cities, loved and revered by all alike.

Those that perform well are rewarded personally by Alarielle. Such prizes are very sought after…

Tooltip: Loyalty and Love  
Effect: discount for building

**A Goddess’ toys (Required Reform)**

It has become abundantly clear that since her ascension, Alarielle has been… ravenous. Often sisters and handmaidens can be seen visiting her palace, only to leave in a state of drunken desire. Delirious with the power of her love. Such a scene is common to those paying attention to it. While the sisters are happy to serve Alarielle in any way she pleases, perhaps it is wise to give the Goddess more…

Option 1: Establish the Divine Harem  
effect: Trait for Alarielle

Trait (4 stages. Rank up by reforms)

Elven Harem, Growing Harem, Divine concubines, Isha’s Companions  
Effect: Leadership for army, local growth, - local corruption.

I’ll think of something other than a trait if it is difficult to code. Or a different way to level up the traits if that doesn’t work.

**Progression Events:**

**Still Seas and Dark Skies**

The High Elven fleet is the most formidable in the world, yet many a sailor report not being able to sleep at night. A darkness hovers over the sea, they say. Sailors say that when they put their heads down to sleep, they feel the trembling of the world. The water itself seems to stir and shake yet the waves fade into nothing as they come over the horizon…

Heed their warning, they have known these seas all their lives.

(Prepare resources to deal with the coming attack)

Option 1: A storm is coming…  
Effect: Trigger **Lothern: Disaster at the Emerald Gates** in 5 turns.

**Lothern: Disaster at the Emerald Gates**

The Emerald Gates of Lothern have long been thought to be invincible by the elves. In the early hours of the morning, a weapon of terrible strength was unleashed upon the gates, reducing them to rubble in moments. The Sea Guard were mobilized quickly enough to throw back the attacking hordes with the assistance of the fleet, but casualties were extreme.

The latest news of its fall has shaken the elves to their core. The Emerald Gates were broken by an immense combined assault from the Norscan raiders and the undead pirates. The Phoenix King has been mobilizing support to rebuild the defenses before another wave can arrive, but the outer kingdoms can spare nothing.

With the destruction of the Emerald Gates, the largest trading port has been rendered unusable. Additionally, with so many dockyards out of commission, the grand Elven fleet has been weakened severely. Broken supply lines have caused the fleet to be unable to put up proper defenses against raids from all directions.

If no action is taken quickly, the situation can only get worse. The question remains, what action should be taken?

Option 1: Personally supply the fleet  
Tooltip: This monumental undertaking cannot help but win the support of all Asur.  
Effect: -25000 gold, Triggers event **Recognition**

Option 2: Intervene with solders  
Tooltip: Have your soldiers man the walls and personally start repairs.  
Effect: -150 Influence, Transfers control of Lothern, Triggers Event **Recognition**

Option 3: Stall for time.  
Tooltip: A fast response is required. Or else this situation will get worse.   
Effect: -60% Trade income, -5 Public order, Trigger event **Lothern: Disaster at the Emerald Gates** in 5 turns.

Option 4: Look for a decisive battle  
Tooltip: A risky decision, but possibly the most effective.  
Effect: Initiate a scripted battle against a powerful army of Norscans/Vampire Coast.  
Upon victory, Trigger event **Recognition**   
If Defeated, then play the event again in some time.

This option can be left out if it’s too much to code.

**Recognition**

Alarielle is seen striding through the city of Lothern, miraculously unharmed by the attack. As she strolls through the city, a wave of cheering elves follows her every step. The entire city is in celebration of her deeds, and her visit. Some have begun to believe that it was her presence that protected them from further destruction.

As she reaches the gates, the crowd begins to part ways before her. From this new opening, elves of unmistakable dress step forward with their plumed spears held high. One by one, all the remaining Lothern Sea Guard bow before Alarielle and swear their oaths to the Divine Mother of all Ulthuan.

There are few of them left now, their ranks will have to be bolstered.

Option 1: Praise to Isha  
Effect: Advance to Stage 3, lump sum of reform currency.

**Event Progression, Stage 3 to 4**

At stage 3, Alarielle will already have great influence over Ulthuan. Now, she turns her attention to the world outside. She will seek to become a leader among the Asur to people outside of Ulthuan as well.

Reforms unlocked at Stage 3:

**Agree to pay foreign traders for their losses** (Optional Reform)

During the attack on the Emerald Gate, many traders were forced to remain inside the city, or had their cargo stolen by raiders. Not to mention all the ships that arrived in Lothern to find that they had to turn back…

Many traders are fuming about their losses and while Eataine has agreed to pay them back, it is clear that it will not be any time soon.

Alarielle can opt to take on their debt to these traders, relieving the kingdom of Eataine of a burden and gaining herself some recognition abroad.

Tooltip: Money is power…  
Effect: -15% income from buildings.

**Establish Foreign Embassies (Required Reform)**

Alarielle’s authority is not formally recognized, thus establishing embassies on behalf of all Asur is not permitted. But houses of Isha will function as such to outsiders, while those within Ulthuan cannot accuse Alarielle of assuming a role that does not belong to her.

These foreign embassies will be perfect for showing outsiders just what sort of prizes they have to gain from allying themselves with Asur, but Alarielle specifically.

**I’m pretty mentally stuck atm. But I’ll think of more reforms later. Feel free to contribute ideas for this stage.**

**Invite the Asrai (Required Reform)**

Isha is a core part of the Asrai pantheon. The worldroots in the Gaean Vale extend outwards through all the old and new world. The Asrai have long caught wind of the ascension of Alarielle as Isha herself. Now it is time to extend a formal invitation to the Asrai. A council of ancients disappear into the enigmatic worldroots, and three days later they return bearing a pouch of fruit and a letter.

Options:\* This can be a regular reform event, just for flavour. Or you can give the player a choice to confederate with Athel Loren, Ally with Athel Loren, etc. I’ll leave that up to you, Rat.

I’d say it’s probably best to ignore the far-away factions like Oreon or Sisters of Twilight.