

Disclaimer

This is a complete Changelog of every single change in the mod and thus very long, if you feel daunted/tired to read all of it you don't have to worry too much, the game still plays mostly like vanilla, the biggest changes being idea groups and policies which you can look in game. Most country specific changes are also fairly obvious when you decide to try out a country and you can always ask me or anyone in the discord for stuff about the mod and we are happy to help. You can also use the Chapters for any specific changes to look up.

General Changes

- Everyone starts with Tech 3
- Court and Country Disaster removed, instead monarchy gets the bonus absolutism reward split between 2 reforms, yes only monarchy gets it (intended as a monarchy buff)
- all chinese formables can be formed by all chinese minors
- banners nerfed
- you now need 90% trade power to propagate religion in a node
- call for peace removed
- Parliament draft nerfed
- Nerfed parliament dev cost debate to 5% instead of 10%

- Changed starting province of Wallachia (Buzau) to Steppe from Farmlands
- all local dice roll modifiers removed
- removed trade cb
- culture conversion speed made 10 times faster
- Changed galley combat bonus in inland seas from 100% to 75% and their coastal bonus from 50% to 25%
- africans get free colonist in age 1 and 2, also get -200% colonial range, if they pick explo or expansion ideas they lose this modifier
- all guaranteed rulers introduce din new patches nerfed to 333/slightly higher on discretion
- mandate loss from loans reduced by half
- spy defense from meritocracy removed
- open sea naval attrition reduced to that of coastal
- everyone has -100% uprising chance, colonial policies changed in accordance
- hordes nerfed to have +10-10 shock damage instead of +25-25 on flatlands/non flatlands
- Fixed great peasant war causing chain peasant wars
- tc harbor investment nerfed from flat 4 power to 75% /100% trade power, massively nerfs trade power from tcs which in turn reduces goods produced from tcs a lot

- -yellow river events gone, poof, vanished, erased, now you see me now you dont
 - -Movement speed reduction from monsoons halved
 - -naval- only morale loss from sinking removed, disengagement chance stays the same as vanilla
 - eyes are not here colonial event nerfed so it stops giving 2000 adm mana in one session
 - coup disaster from having regency removed seems like it just snowballs nations with a shitty regency further into a negative cycle, doesnt seem like a healthy thing to have with how fast it ticks
 - base gov cap increased so smaller nations have less of a penalty, in compensation empire gov cap bonus reduced by 100 so big nations overall have same gov cap
 - all regencies should be able to declare war
 - Ai cant form colonial nations
 - tribal succession fixed
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- Cannons dont take morale damage in backrow, so no mid battle backline retreating, however be warned this does mean cannons enter frontrow with full morale when frontline breaks so make sure to retreat army manually then because otherwise your cannons will get slaughtered on the frontline!!
 - Gov Penalty set to -30% Goods Produced and -30% Production Efficiency instead of admin efficiency

- Old world starts with Feudalism
- Added an event chain that allows a player PU to be released, if both subject and overlord are players
- Prosperity changed from 25% Goods Produced to
 - 10% Goods Produced,
 - 10% Production Efficiency and
 - 20% Tax Efficiency.
- Prosperity no longer gives Development Cost Reduction
- Arid/Tropical Climate no longer gives +10% Development Cost
- All Trade Steering modifiers in ideas are removed and changed
- Trade Steering value removed
- Removed +100% Trade Power from Trade Companies -!
- Nerfed the requirement for getting a Merchant from Trade Companies from 51% to 66%
- Nerfed the Inflation gained from Promoting Investment from 0.03 yearly to 0.1 yearly
- Sumatra Java strait is back
- National Focus (mana focus) cooldown is always 15 years independent of government rank
- Pirates lose 10 land and 10 naval morale
- Exploit Development cooldown lowered from 20 years to 15 years
- Changed War of Roses as to fire independently of getting an heir
- 95% chance of spawning Cloves in the possible provinces

- In order to bring back some strength to forts after PDX "fixed" forts. At mil tech 7 all player countries get +50% garrison size. An additional +50% at mil tech 12, and at mil tech 23 -50%
- Ramparts can only be built on flatlands
- Development editc have been reworked, so it now gives local supply limit modifier.

Warfare Changes

- Warscore from Wargoal changed from 25 to 40.
Ticking speed increased respective to new value
- Removed loss of Prestige from declining a Call to Arms or early White Peace
- Time before Unconditional Surrender lowered from 1 year to 1 month
- Mercenaries are entirely reworked:
 - Infantry:
 - 1 Free Company infantry stack available till 150 Development
 - 2 normal cost infantry stacks available at 50 Development respectively
 - 1 +150% cost infantry stacks available at 150 Development
 - Cavalry:
 - 1 normal cost cavalry stacks available at 150 Development

- 1 +150% cost cavalry stack available at 150 Development

- All local companies removed
- All special companies are removed

Country Changes

- Ceuta is now owned by Morocco, the Azores are now in the continent of Africa as to compensate for this loss (Age Goal of owning provinces on 2 continents), Morocco also Now starts with the goldmine. Their vassal is still around and has a different capital now. Overall development stays the same.
 - All Double Golden eras are removed
 - scandinavia made end game tag
 - swedish 40% copper price for 40 years mission reward changed to 10 mercantilism
 - Mamluk burgher privs from mt Slightly nerfed mamluks does not get access to hydraulic rights anymore
 - poland nepal multiple tag formation rmeoved, by making them end game tag, plc can still be formed
 - spain slightly nerfed mt across the board, removed potosi upgrade, nerfed goods prod on gold, Spain tier 1 gov form slightly nerfed government buttons to not have +1 mana
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- Japan:
samurai fl slightly nerfed, permanent modifiers all slightly nerfed, gov reforms slightly nerfed, guaranteed ruler nerfed, japan can have independent daimyo, mt bonuses for dev cost nerfed/changed
- Korea, removed the 2 tech cost and mp decisions, ,added truce with ashikaga, nerfed a few eoc perma modifiers, buffed hermit kingdom slightly
- oirat nerfed, starting general nerfed, removed all cores and added truce with mongolia
- France:
France mt nerfed, reduced early cannons to 1, nerfed a few permanent modifiers like golden march, removed early patron of the arts ruler trait, removed all power cost removal from control over monetary policy
holy orders ability removed
France lost its cores and now gets perma claims instead
Holy Orders removed
- Mali:
mali autonomy change removed from disaster(and subsequent mission requirement of modifier also changed)

mali ruler buffed to 3/3/2

- Bavaria Shock Damage +10% and DevCost finish from 10->15.

- Qing gets 10 CCA
 - siam ni slightly un nerfed after pdx nuked them, removed tech req from decision to form it
 - Removed 2 Siamese subjugation missions(1 only subjugation rewards is removed) and 1 perma claim missions
 - Prome and Taunguu no longer start as Ava tributaries
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- Norway 2.5% disc changed to 5, gets 25% marines instead of trade steering
- Great Horde Changed starting ruler to 3-2-3 and heir to 3-4-3. -10% AE -> +10 Shock Damage Dealt (start idea), -5% Land Maintenance to -5% Regiment Cost
- Golden Horde Formable Buffed:
 - Can now be formed by Uzbek (checks west altaic main culture).
 - 5% Land Maintenance to -10% Regiment Cost
 - 10% Institution Spread -> -10% Fire Damage Received
 - 20% Cav Combat gets +5% Morale Damage dealt as an addition
 - Province Trade Power 10% -> 15%
 - 10% Devcost gets +5% Goods Produced as an addition

- Ilkhanate Formable buffed, Changed +10% Fire Damage dealt to -10% Fire Damage received. Finisher is +7.5% Morale Damage dealt.
 - Added Castile/Aragon as Historical Friends + added Aragon/France as Historical Rivals in case there is no Aragon seed
 - Yarkand:
 - owns entire Chagatai,
 - entire nation is converted to Vajrayana,
 - has buffed ideas and
 - can form tibet without culture swapping
 - Qara Qoyunlu has 53% Religious Unity instead of 23% by converting a few provinces
 - Uzbek starts with 80% Accepted Culture instead of 4% Accepted Cultures
 - All country formations with a Tech requirement are at most Tech 10
 - Ethiopian 0.20 autonomy halved to 0.10
 - Yeman and rassids mt slightly nerfed
theocracy upgrade nerfed
they no longer get access to thallosscracy reform
propagate religion trade power req reduction removed
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- Sardinia-Piedmont no longer requires Monarchy to form
 - Mutapa magic dev mission removed. Now gives 300 mana upon completion.

- Wu Wei (china formable) have been slightly nerfed.
- QQ:
 - no longer needs to be a monarchy to form persia
 - qq becomes a monarchy on forming persia
 - dev req for repopulate iran reduced to 350
 - black sheep modifier nerfed
 - QQ no longer gets access to tribes estates
 - QQ gets shirvan integrated
 - QQ mission to get claims on ajam if timmies is at war
 - spy network requirement removed,
- Delhi (also if sirhind forms it) loses most cores on jaunpur
- Persia:
 - Persia price change events removed
 - Persia cav breeding decision slightly nerfed
 - Persia qizbilah(and the other one) estate privs slightly nerfed, 10ICA to 2.5 Ica
 - Persia MT slightly nerfed access the board, mostly dev cost modifiers from the privilege giving dev cost based on terrain nd other modifiers
 - Persia no longer gets access to tribes estate
 - subsequent mission req changes
 - the legacy of the seljuk mission province requirement reduced
 - Persia Three fires gov reform significantly nerfed, all +1 mana removed

Since becoming zoro is much easier as persia now,
shirvan monument nerfed to 3.5% disc, fire damage
bonus removed

- Timmies:
cores on transox, fars , ajam removed
transox removed as timmies vassal
timmies can now form persia without culture shifting

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- Russia:
russia serfdom modifiers nerfed, mt nerfed removed
gold chance in alaska, , nerfed grains reform, nerfed
gov mechanic which gave 10 dev cost, buffed the gov
mechanic to gove 1.5 years of mp

Muscovy tartar yoke removed, early ccr modifier nerfed
to 10%
lose 10 ica in gov button

lose free tech event
remove perma morale from event

remove +1 building slot reward from missions

remove 5% disc permanent reward from missions
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- England:

England mission tree nerfed, permanent ica made temporary, other permanent modifiers nerfed, removed ability to select goods in colonies, nerfed cn trade and prod eff modifier from dominate new world mission

Angevin integrate france parliment debate, the limit on no of provinces france can have is severely reduced

angevin gb and england modify ni debates changed to give proper drawbacks for any bonus taken

- Ottoman:

Ottoman misison tree nerfed, removed early morale bonus and removed second golden age bonus, also removed all eylat cb bonuses. reduced early cannons to 1, removed decadence system

removed any way to make eylats

- Poland,Lith Cav Combat Ability from 30/25% to 20%.
-Tolerance of Heretics to +4 (for Lithuania and Lith formed PLC)

Unit type changes.

Nomad "Eastern Steppe Cavalry" lost 1 offensive shock pip.

Nomad "Eastern Swarm Cavalry" also lost 1 offensive shock pip

Nomad late game cav (post tech 23) got +1 offensive & defensive shock`

Nomad late mid game cav (tech 14-23) got +1 offensive shock

chinese early game pips buffed

Age bonus changes

Age of Exploration

- embrace renaissance objective will be changed to just be embraced and not in every province
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Age of Reformation

- Reformation Resistance edict buffed to full resistance from Reformation as a global modifier
 - Change age of reformation objective "create a colonial empire" to have at least 30 innovativeness
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Age of Absolutism

- Absolutism requirement lowered from 90 to 75
 - Autonomy Reduction time bonus buffed from just -50% to also giving 10% Gov. Cap
 - Harsh Treatment Cost bonus buffed from just -50% cost to also giving -20% Culture Conversion Cost
 - persian age ability nerfed to 10% dev cost
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- Edict of Absolutism heavily buffed from -0.025 Monthly Devastation to
 - -0.05 Devastation,
 - -0.4 Local Autonomy and
 - 2.5% Prosperity Growth.

Age of Revolution

- Prussian Discipline nerfed from -20% to -15% Fire Damage Taken

Buildings

- Churches buffed from 40% Tax Efficiency to 50% Tax Efficiency and 1.5% Local Missionary Strength
- Cathedrals buffed from 60% Tax Efficiency to 100% Tax Efficiency
- First fort upgrade moved to tech 12.
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Estates/Privileges

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- Everyone starts with atleast 30.0 Crownland
 - Eastern Plutocracy does no longer have acces to the Nobility Estate
 - Can now Seize Land during war
 - Can't remove Indebted to the Burghers Privilege when you still have Burgher Loans
 - nobles colony maintainece priv removed
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- Removed Development Cost Reduction from Tropical City Planning

- Removed cossacks army tradition spam from estate privilege

- maratha rajput dev cost priv nerfed to 5%

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- Cossacks now give -10%/10% Cavalry Cost depending on Loyalty and 10% cavalry power based on Influence
 - Cossacks Herding Rights nerfed from 100% Local Manpower to 25% Local Manpower
 - Swedish Expand the forest priv to give dev cost on forest and woods is removed
 - Inwards Perfection changed to only have 15 scaling dev cost and being exempt from seize land, everything else removed
 - Cossacks Exploration nerfed from -15% Development Cost to -7.5% Local Development Cost
 - Poland/Commonwealth no longer get +1 dice roll as a reward from lifetime of war mission, other reward is in
 - Dhimmi Local Manpower nerfed from 30% to 20% Local Manpower
 - Discipline from Maratha Military Leadership (Marathas privilege) nerfed from 10% Discipline to 5% Discipline
 - Mansabdar cav cost privilege reduced from 50% to 10%

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- Tibet has a unique Church Privilege granting it -15% Development Cost on Mountains, Hills and Highlands. This also counteracts the debuff from Arctic Modifier, requires Tibetan NI + Buddhistic religion -!

- Changed money gained from sell titles to 2x for the first age and 1.5x for all other ages, from 2.5x, 2x, 1.5x, 1x -!!

Government Reforms

- All colonial T1 Reforms are redone
- -theocracies nerfed, removed dev cost and shock damage, land morale to 0.05
- -republics morale nerfed to 5% from 10%
- United Cantons Reform nerfed, lowered mercenary manpower from 50% to 25%
- Mercenary leadership Reform nerfed, lowered possible condotierri to 25%
- Hessian militarization mechanic nerfed, mercenary manpower to 15% from 25% , mercenary discipline to 5%
- Elective monarchy bonus from either being Ireland/Bohemia or having aristo ideas is removed
- Doppelsoldner Reform nerfed, lowered possible condotierri to 25%
- Condotierri contracts reform nerfed, possible condotierri lowered to 25%

- Swiss mercenary reform nerfed, lowered possible condotierri to 25% and mercenary discipline to 2.5%
 - Hungarian black army reform nerfed, lowered mercenary manpower to 50%
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- All Reforms that have the “has had”-requirement have the “has had”-requirement removed. This means you lose the Reform once the requirements are no longer met
- Reforms with Militarization are now locked and can't be unselected
- Militarization is nerfed to
 - 5% Discipline,
 - 10% Manpower Recovery Speed and
 - -10% Land Maintenance.

Idea Groups/Policies

- Naval Ideas removed`
- Aristo-Espionage Added +25 Cav/Inf ratio, but CCA to 10 and it actually increases Cav Cost by 5.
- Noble Knights from -20 cav cost to -15. They have 25% Cav Ratio now in first slot, too. Moved Cav Cost to 2nd idea.

- Defensive/Innovative policy buffed with an additional -7.5% Development Cost

Moved from Mil policie to Adm policies

- defensive 100% at from battles not working properly, replaced with +1at
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- Nerfed Horde Government Ideas:

25 CCA to 20% CCA split over first idea and finisher

-33 Cav Cost to -15% Cav Cost

+25% Inf/Cav Ratio (all Hordes can now go 100% after the first idea)

Religion

- Inverted Defender of the Faith and allowed it for all religions
- Females can be Defender of the Faith
- Added a religious slider decision that allows both negative and positive ticking values (like the old estate privilege)

Catholic

- Removed Morale from Crusade (reminder that 1.32 added Morale to the Curia options)

- 10% morale (naval and land) removed fromt local modifier from jerusalem for jews. Notice morale on monument there have been buffed.

Hussite

- Buffed the Shock Damage Received from -5% to -10%
- Removed Stability Cost from Pacifism aspect
- Added 10% Infantry Combat Ability to Regular Defenestration

Orthodox and Reformed

orthodox and reformed dev cost reduced to 5%

Coptic

- Buffed Republican Tradition from Legitimize Government blessing from 0.2 yearly to 0.3 yearly
- Buffed Manpower Recovery Speed from Warriors of the Faith blessings from 10% Manpower Recovery Speed to 0.15 Manpower Recovery Speed
- Buffed Territorial Rights blessing from -10% to -15% Core Creation Cost
- Buffed Will of the Martyrs from 2.5% Discipline to 5% Discipline

Anglican

- Halved consort mana generation. now *6 instead of 12 per missing consort stat

Zoroastrian

- Buffed Yasna blessing from -0.05 Corruption to -0.1 Corruption
- Buffed Navjote blessing from 2% Missionary Strength to 3% Missionary Strength

Sikhism

Base Sikhism

- mil_tech_cost_modifier = -5%
- land_Morale = 5%

Guru Nanak

- diplomatic_upkeep = 1
- production_Efficiency = 15%
- global_regiment_cost = -10%

Guru Angad

- technology_cost = -5%
- all_loyalty_modifier = 7.5%
- yearly_army_professionalism = 0.5%

Guru Amar Das

- global_tax_modifier = 20%

- diplomatic_upkeep = 1
- all_loyalty_modifier = 7.5%

Guru Ram Das

- legitimacy = 0.5 or equivalent
- prestige = 1
- global_Manpower_modifier = 15%

Guru Arjan

- global_institution_spread = 50%
- religious_unity = 100%
- land_Morale = 5%

Guru Hargobind

- legitimacy = 0.5 or equivalent
- war_exhaustion = -0.05
- Discipline = 2.5%

Guru Har Rai

- yearly_Corruption = -0.2
- diplomatic_upkeep = 1
- all_loyalty_modifier = 7.5%

Guru Har Krishan

- monarch_admin_power = 1
- monarch_dip_power = 1
- monarch_mil_power = 1

Guru Tegh Bahadur

- global_missionary_strength = 3%
missionaries = 1
- advisor_cost = -10%
tolerance_heretic = 2
- defensiveness = 15%
hostile_attrition = 2

Guru Gobind Singh

- advisor_cost = -20%
- war_taxes_cost_modifier = -100%
- special_unit_ForceLimit = 25%
drill_gain_modifier = 100%

Guru Granth Sahib

- development_cost = -10%
- trade_Efficiency = 10%
- drill_decay_modifier = -25%

Fetishist

- All African cults available at game start
- Cult Changes
 - Discipline 2.5% to 3.5
 - Morale 2.5% to 5%
 - Development 10% to 7.5%cooldown to change primary cult changed to 25 years instead of 50, also privilege can't be revoked for 25 years now

Confucian

- Harmonization
 - Christian stab cost from -5% to -10%
 - Dharmic group from tolerance own +1 to tolerance all +1
 - Muslim group from 5% to 10%
 - Pagan group from -0.5 to -1 Unrest
 - Shinto from 5% to 10% ICA
 - Mahayana from -7% to -10% Idea Cost
 - Theravada from 5% to 10% Advisor Cost
 - Vajrayana from 5% Production Efficiency

Colonies/Natives

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- Colonies are no longer locked behind Dutchy rank -!
 - All reformed Natives get a +20% Development Cost penalty
 - Cns can no longer collapse due to a bug, they now instead get a 3/3/3 pirate council at 30 RT
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- All player colonies/exiled/released colonies get a debuff called Colonial Simps
 - +30% Development Cost
 - +2 Interest per Annum
 - -50% Naval Forcelimit

- -50% Global Sailors
- -50% Land Forcelimit
- -50% Global Manpower
- All subclass colonies no longer give any bonuses to its overlord
- Crown Colony gives:
 - 25% Land Forcelimit
 - 25% Global Manpower`
- Private Enterprise gives:
 - -1 Interest per Annum
 - 25% Naval Forcelimit
 - 25% Global Sailors
- Self Governing colony gives:
 - -10% Development Cost
 - 200 Governing Capacity !!!!`
- Encourage Cash Crops from Private Enterprise colony guarantees Cash Crops in exchange for -50 Global Settler Increase

Institutions

- Churches and Marketplaces grant a slow spread of Renaissance
- Docks and Harbours grant a slow spread of Colonialism
- Courthouses grant a slow spread of the Printing Press

- All negative modifiers to spread for not being on the same continent as the origin of the institution are removed!!!

1.37 changes (Read as well , for further info)

Netherlands mt slightly nerfed, second golden age removed
VOC ship privs made far less extreme, true freedom
modifier nerfed, slightly nerfed upgraded reformed
mechanics

austrian mt slightly nerfed, removed milan pu cb, hungary
pu cb will only be given if hungary is not a player, nerfed +2
dip power privilege to +1 dip power, spread dynasty
removed, slightly nerfed absolute austrian monarchy
reform, naples pu removed

germany scramble for africa and claim a piece cbs removed

venice mt slightly nerfed, can no longer get sues provinces

for free if mamluks is a player, removed second golden age, slightly nerfed few perma modifiers

italy removed roman ambition cb, italian unification province modifier slightly nerfed

Bohemia, hungary pu only given if hungary is not a player

Hungary, black army gov reform now gives 10% merc manpower only, nerfed cca in missions and reforms, removed second golden age, polish pu only given if poland isnt a player, naples pu removed

hisn kafia second golden age removed

timurids can no longer raze with reform, can still pick horde ideas, perma modifiers in mt nerfed, reconquest china cb removed, new privs nerfed a bit

mughals, debase rupee privilege nerfed, perma modifiers reduced a bit, removed all reduce capital movement cost

hordes cca from new mt reduced a bit

sunset invasion cb removed, sunset mt no longer gives high american pips

aztecs perma modifiers reduced a bit, decision to take aztec missions just be being nahahutl removed, aztecs triggered dev cost removed

maya jungle adaptation nerfed

inca mountain adaptation nerfed

CNs only get 3 merc companies, 1 free infantry, 1 foreign infantry and 1 free cav

aristo ideas no longer gives extra cav merc but changes one infantry merc to cav

merc ideas no longer gives extra merc company but merc mp and merc disc buffed in return

swiss merc manpower reduced heavily, merc cost slightly reduced, swiss special merc removed, papal special merc removed, there now no special mercs at all in the game

All chinese formable ideas nerfed, mandate dev cost 5%, ica reduced to 10, advisor cost nerfed, unify china removed

qq starting priv disaster removed

spain no longer gives free gov reform level in missions

piety accelerator reversed on golden city

golden kremlica only gives 0.25 ipa now

all doctrines with morale loss from sunk ships changed

australia cn exploit should be fixed, if it isnt i will destroy anyone who tries to do it

Hansa is now only formable when you fulfill all 3 requirements of below 25 cities, the required mercantilism and burgher influence above 90

Changes for New Thursday Campaign 26th august 2024 (Read as well for latest Changes)

Everyone gets -50% tariffs as a base modifier
everyone including cns can send request to a country via diplo interaction to get vision (to watch wars)
The CN debuff is now officially reduced to 40% across the

board (it was 40% last game when it should have been 50%)

theocracy gets 15 max absolutism instead of 10 in reforms
Republic base debuff to absolutism reduced to -25 from -40

Forts cannot be built adjacent Except across straits, if you conquer a adjacent fort , you will get a event in a month allowing you to delete one of the 2 forts

Every Player now gets Fort Defensiveness 20% and Garrison Damage +50% 7 years before tech 7 start date and till lvl 6 forts are unlocked

Morale is removed from pp

Persia nerfed:

Scaling discipline privilege changed to 5% morale damage
cooldown on capital dev cost increased to 7.5 years

Forming Persia now needs timmies and Mughals to not exist and own more of Persia

tim mies gets a different formation decision

mamluks can no longer be formed by tim mies

QQ mission to get claims on ajam if tim mies is at war spy network requirement removed

QQ morale mission reward changed

QQ gets shirvan integrated

Corruption from debase is now capped at 6

Mamluks:

Mamluks now has Syria reintegrated on game start, and starting ruler is 60

Mamluks can form rum without a culture shift, but Ottomans has to not exist to form it

Forming rum as mamluks now keeps mamluks missions rum ni are slightly buffed

gets 10% more mpr

and gets 10 goods produced in 6th ideas

6th idea of construction cost changed to 10% te

Another Strait added from contentin to Dorset

England gets a fort on it's side

tengri can switch syncretic faith for 80% less prestige loss

Burgundy gets a buff to heir to 314, Nevers and Flanders integrated, vassals have trade capital in ec, inheritance is yeeted neither the events nor the incident exists

Idea group changes

adm pluto divine unlocked to everyone (except hordes)

Lockean Proviso is no longer locked via idea group, anyone can take it regardless of their idea group now

Infrastructure ideas removed

Merc ideas increased merc discipline to 7.5% and merc manpower increased to 40% from 30%

Quantity Mp modifier is now 50%, fl is reduced to 25% and gets 7.5% regiment manpower usage

Inno quantity is now 10 ICA and 10 CCA instead of whatever it was

Quantity Expansion is buffed to 20% fl from 10%

Quantity Admin is buffed 10% land maintenance and gets 10% fdr on top

Diplo Quantity buffed to 20% fl

Trade ideas trade steering changed to 40% sailors and 20% marine faction and gets 10% trade efficiency extra in ideas

Admin Ideas:

Admin Ideas core creation cost is now first idea

Advisor cost is second idea now

and Third idea is now State Governing cost 10%

Admin Pluto is buffed to 20% manpower and 5%dev cost(Adm policy)

admin aristo reform progress growth is replaced by 5% dev cost

admin divine is 5% dev cost and 20% reform progress growth (adm policy)

Admin Mercenary is 5% merc disc and 15% advisor cost instead of whatever it was(mil policy now)

Admin Quality is now 20% reinforce speed and 20% mp instead of whatever it was

Admin Defensive is now 15% culture conversion cost and 15% mp in primary culture

Admin explo is now +1 colony boost

Court Ideas:

Court fifth idea Absolutism loss from privileges is changed to -50% from -20%

Court 6th idea +1 yearly absolutism

Court Finisher is now 5% dev cost as well

Finishing Court allows you to remove privileges regardless of influence

(Mercantilism spam privilege in burghers will get a cooldown of 10 years)

Court Quality is now 20% max absolutism impact (ie absolutism bonus now scales to 120 absolutism) and 20% max absolutism, special force fl removed

Court Mercenary is reduced to 25% merc cost and gets 15% merc manpower

Court Quantity is 20% land fire damage on top now

Court Offensive is 25 max absolutism and 25% max absolutism impact(mil policy)

Court Aristo is buffed to 25% mp now from 15%

Court Pluto is buffed by 15 max absol and 10 max absol effect

Innovative ideas:

innovative gain is increased to +100% and is now the first idea

Inno quantity is 10 ica and 10 cca now

inno quality is reduced to 15 ica

Inno court is 10 max absolutism and 10% increased absolutism effect (adm policy) instead of whatever it was

Inno mercenary gets 10% merc cost on top

Inno Aristo is 25% production efficiency instead of 20

Inno trade is 7.5% dev cost on top, ipa removed

Espionage:

Espionage aristo increased cav cost removed from policy

Espionage gets 15% siege ability now instead of 10

Espionage Offensive changed to 10% Fire damage dealt

Espionage quality changed to -20% land attrition and 10% mpr

Influence:

Vassal fl contribution increased to 150%

Influence ideas gets 20% tariffs in ambition

influence quality gets 50% vassal fl contribution as well

Influence Eco gets -15% liberty desire as well

Tooltips of boyars, tropical planning fixed

Boyars get 15% cav cost back

added decision to spend 800 spendor to get 50 mana each

Starting disaster for majapahit and khmer removed

Khmer loses all power cost bonus from mission rewards,
second golden age removed

Austrian German route mission loses 10 morale

Downstream trade power reduced by 40%

Aztec gov form loses dev cost in primary culture

New campaign Jan 2025 Change log

Absolutism changed to 7.5% discipline at 100 and admin efficiency slightly reduced

All new world natives removed

New world debuff changed to 30% minimum autonomy and -25% goods produced (because autonomy doesn't apply to goods produced)

All other debuffs except dev cost malus removed, dev cost malus is now +20% instead of +30%

Fort defense in triggered modifier slightly increased

Hungary, Poland and other 20 cca in ni slightly reduced cca by 5%

Persia loses cca from qizibillah

Persia loses holy orders

Persian age objective removed

Persian terrain dev cost privilege fully removed

Independent daimyo loses 10 ica

Mana from splendor slightly reduced

Moroccan fort situation fixed (Fez gets to keep its starting fort even adjacent, unique exception)

Vij starting fort fixed

Enable mp edict in all provinces (if I can figure it out)

Slight trade flow changes in Asia (philippines)

Flat trade power flagship bonus removed

Added colonist decision for everyone after certain tech,(tech7)

Timmies vassilize cb removed

Burgundy pus made vassals

