

Godherja 0.3.2.7



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Additions

- New Biographies System
- Characters with written biographies will now have a paper and quill icon in the top right of their portrait button
 - Hovering over a part of a characters tooltip or clicking on a paper and quill button in the character window will show you that characters biography
 - 22 Biographies converted from GCs and Glossary Entries
 - Agos Slyn
 - Jajak Otroka
 - Akhasar 'the Son of Many Suns'
 - Oulnir Gurdurbok
 - Methiad Dethlycan
 - Demetros 'Iron-Spike'
 - Legon Karthyn Delenel
 - Inian 'Wisestar'
 - Mical 'Wisestar'
 - Pothacleas the Last Iyrossi
 - Naklan 'the Golden'
 - Nari Daya
 - Arthenax
 - Usun Bishabelik
 - Tathtali
 - Sanad
 - Jaroc Bitter-Root
 - Ertomax
 - Cyn of the Golden Rowan
 - Aloric 'the Haughty'
 - Tyrandax

- Clothar I 'Dragonsbane'
 - 15 newly written Biographies
 - Aautokratir Aeschraes
 - Rene den va Seignon
 - Cliement den va Seignon
 - Ansfrei den va Seignon
 - Benouet den va Seignon
 - Cenware Drevinyc
 - Cormag Fenrus
 - Ulfirx 'Mad-Dog'
 - Sirras 'Blackguard'
 - Ogier 'the Ogre'
 - Sigrun 'Axe-in-the-Hand'
 - Pejman 'the Kind'
 - Causen var Heijrdwang
 - Kanzelrin Iesdtte
 - Luijscaern 'the Bitter'
- New Game Concepts
 - Theyssian Scrivenery Network
 - The Spilling of 'Kindblood'
 - The Ashen Aautokrata
 - The Oration of Legions
 - Thyaeasrixtorax
 - Six Great Revolts
 - Aversarian Slavery
 - The Tribespect
 - The Raid on the Mayikrata
 - Aeschraes (Converted from biography without character/title links, with the other new Biographies soon to follow)
 - The Bitter War
- New Glossary Entries
 - Terrox's Declarations
 - First Imperial Council
 - The Magisterium of Oraispol
- Re-implemented the Stepwalkers and Veiled MAA
 - Stepwalkers are accessible for Ritualist faithful and Veiled are accessible for Gestanwoder faithful
- Added triggered loc for ep3_laamp_flavour_ewan_0041 event based on GH terrains
- Added special building of Wizzhaod in the Sheharddi wastelands
- Re-added events tied to Sahara, now set up for the Sarradonian Desert & Kemsar
- Added the Godherja main menu them "The Dying World" to the Music Player

Changes

- Historical Development Changes
 - Chevalie Specific Changes
 - De Kanzelerij & Gisredde now included with Chevalie's Development setter
 - Red River War now more devastating from -0.5 to 0.6
 - Frodbrokna slightly more devastating from -0.1 to -0.15
 - Northern Kharadamat Changes
 - Thronelands now included alongside Aversaria Peripontica
 - Frodbrokna devastation increased from -0.25 to -0.4
 - Lowered growth during Aversarian Golden Age from 4 to 2.5
 - Increased Halakdun devastation in the Crater from -0.4 to -0.5
 - Lowered overall development in Damota while increasing development in important centres/metros
 - Lowered overall development in Mamuramat First Kingdom duchy while increasing development in El Qulatha
 - Increased starting development in Tchouran
 - Updated Historical Development values to use GH terrain triggers to better evaluate GH-specific terrain along with Vanilla's
 - Oasis now included with Farms and Floodplains for best Historical Development growth
 - Jungle now included with Desert & Mountains for worst Historical Development growth
 - Hills, Wetlands, & Steppe now get mediocre Historical Development growth
 - Metro Holdings now get 50% better Historical Development growth, 75% if the capital of an Empire
- Expanded Desert Nomads Tradition
 - Improved Cavalry bonuses
 - Movement Speed bonus
 - Bonuses to Provisions & Supply in Desert terrain
 - Replaced Tax Mult with Construct Cost bonus
- Reworked how Extreme Desert modifier works and is applied
 - Now applied at gamestart across geo regions
 - 300% increase in provisions costs when traveling through it
 - Can no longer build holdings in most of the Desert
- Scripted Illustration Changes
 - Desert Nomads will now use the Desert Nomad Illustration for holdings & other graphical assets
 - Underground titles should now use Mayik terrain illustrations for GUI backgrounds
 - Whisperveil Wasteland will now use the Whisperveil illustration for GUI backgrounds

- Red Waste Wasteland will now use the Red Waste illustration for GUI backgrounds
 - More cultural holdings will now be used for scripted illustration backgrounds
- Provision Usage
 - Terrain
 - Deadlands: Provisions now cost 600% more
 - Mayik Terrain: Provisions now cost 200% more
 - Redlands Terrain: Provisions now cost 300% more
 - Archipelagic: Provisions now cost 100% more
 - Fogswept counties now have Provisions cost 500% more
 - Whipserveil counties now have Provisions cost 100% more
- Contracts will only spawn for you in the Sarradonian Desert if you're a Desert Nomad
- Contracts shouldn't spawn in most Wastelands
- Empress Mothers in Chevalie should now be called Queen Mothers
- Redlanders will no longer keep their murders secret
- Single Combats that result in a dead Magi should advance Magi Slayer for Haradar
- Removed Stepwalkers Innovation
- You now get to choose electoral law when changing to Administrative Republic
- Added more clean up and refinement in on actions for republic maintenance
- Increased odds of getting some rarer artifact types from Adventure Inspirations
- Can now see/take the Form Magocracy decision with a fully rebuilt Wizzhaod
- Zanaumaures Cultures now get the Arabic group building gfx
- You can now sometimes get Bones from the Court Physician Grave Robbing event
- All Magi, not just those with Stone and Death aspects, can get Bones from the Encounter Graves in the Wild travel event
- The in-game Lore Document now highlights clickable characters in white, as well as characters with biographies in yellow
- Changed Magically Aspect Aligned MAA to be shown as their aspect icon in the MAA Counter loc

Bugfixes

- Fixed Special Tenets not being keepable when reforming
 - The Long War
 - Way of Skulltaker
 - What Lies Below
 - Ritualistic Purity
 - Higher Purity
 - Quest for Purity
- Fixed tenet not being kept for certain religions
 - Armed Pilgrimages tenet is takeable/ retainable by Mogowai religion
- Fixed Cenware taking counties from Aversarians even after they bent the knee
- Fixed Cenware thinking Ruin Duchy capital's are valuable places to send settlers

- Further Restricted Wastelands & Undead from being interacted with through prison/murder interactions
- Fixed Camp domicile buildings not appearing for all unique GH terrain types
- Fixed Wastelands being accessible/spawnable for various travel and LAAMP events
- Fixed One With Nature not having proper Arcana & Nature bonuses
- Fixed the New Mountain Home decision not being usable in more places by the Goans
- Fixed Male Only Law overriding Matriarchal Tradition
- Fixed Artifact modifier effect for hunt artifacts not properly checking all GH fauna taxons
- Fixed the Strategist trait not having the Formation Fighting Strategist bonus
- Fixed Adventure Inspirations for Grimoires, checking inspiration owner instead of root
- Fixed Partics, Sjalvolki, & Ritualists being considered “Eastern” faiths for the Heresy events
- Fixed the Benoriya Atawek tier 2 & Ashmarite Hospital tier 7 not being considered a University for University triggers
- Fixed the Candamārun Academy being misspelt in university trigger
- Fixed missing loc key for Bloodcrystal Mines
- Fixed missing loc keys for Ritualist god names
- Fixed missing hire_court_adventurers loc key
- Fixed missing more_magic_focused loc key
- Fixed issue in TRAIT_FLAG_DESC_arcana_add when the add is negative
- Fixed missing Magical Empowerment loc keys
- Fixed a bunch of missing Barony loc keys in Kashirya
- Fixed Pragmatic Creed still referencing Zupin MAA
- Fixed the Landholder of Spelledge not being vassalized to the Imperrech
- Fixed missing loc for Summon Stone Golem spell
- Fixed Grudges not being shown in the relationships tab
- Fixed Adventurer MAA not showing flavor
- Fixed the Reaver trait not leveling
- Fixed State Faith not appearing for Admin and Judicial
- Fixed missing loc for Jurist trait track
- Fixed WIP testing Jurist trait tracks appearing in events