

Changelog



Godherja 0.3.2.3 Hotfix

Additions

- Added new Realm CoA Masks and Frames to governments using the Patrum Scuta default
 - Tribal Clan uses vanilla default
 - Pirate uses vanilla Tribal
 - Judicial Republic uses vanilla Theocratic
 - Grand Republic uses Patrum Scuta Republic
 - Magocratic Republic uses vanilla Republic
- Unique Government Icons have been given to Judicial and Grand Republics
- Spell Ingredient overhaul
 - Spells now have a complex series of possible components and ingredients that can greatly modify the effects and costs of a spell, each ingredient has unique effects, many of which are triggered or modified themselves by the spell's aspects
 - Living Magic has been updated to use this new system, the other Schools will follow soon

Changes

- Changed the Riverland/Konijk border's terrain to Wetland
- Moved the Capital County/Barony Icon, and Move Capital County/Barony buttons to below the coat of arms in the county view, so that they aren't obstructed by terrain when legends or plagues are present
- Moved the capital of Callesc back to the Dielecport

Bugfixes

- Fixed “Reform the Republic” decision not giving you a corresponding Administrative Republic government
- Fixed several baronies’ set terrain in Chevalie
- Fixed a couple Challenge Character descriptions not being bolded
- Fixed not getting Commander trait XP from battles/sieges
- Fixed building icons being slightly vertically squashed in the county view
- Fixed rare UI bug where people with 4 personality traits had their other traits hidden
- Fixed Jester events from happening without a Jester + new vanilla Jester decision added
- Fixed Sepattan faith hostility doctrines