**1356 – V2.05 Patch Notes**

From July 1st, 2020 – July 28th, 2020

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# Features

* Added a new Zoroastrian Estate with Privileges & Agendas
* Added new Nestorian Estate with Privileges & Agendas
* Added unique Holy War objectives for EACH Religion Group (Buddhists, Shinto, Confucist’s, and Pagans minus Bon have a unique one for each religion)

# General

* Added [mostly unused] Government called "Federation". Monarch Dip Power +1, Monarch Adm Power +1, Stab cost -20%, Governing Capacity +150. Has access to Tribal Federation Mechanics
* Added ideas for Mari and Mordvin TAGS.
* Updated Cumania to utilize the new Federation Government
* All provinces now only have one tier of Nestorian communities, to simplify it for the new Estates incoming.
* Cloned Dhimmi events and added them for Nestorian estates and Zoroastrian Estates
* Added an event chain for Austria or Styria (if independent) to purchase Breisgau
* Added an event chain related to the succession of Duke Rudolf (joint rule between his younger brothers)

# Map Changes (History)

* Implemented BT Province Changes provided by Mexdus
* Lucca now exists in 1356
* Genoa now starts with Corsica
* Majorca and Sardinia released from Aragon, and subjects of Aragon until Iberian wedding
* Added tag of Aborea to Sardinia

# Graphics

* Galicia-Volhynia and Podolia will now use Ruthenian Units (Third Rome)
* Polish Ducal Minors will now use Polish Units from Varying DLCs.
* Ingria will use Pskov Units (Third Rome)
* Various Russian Princes who previously used Generic units will use Tver and Ryazan Units (Third Rome)
* Uralic Minors and Sampi will use Perm Units (Third Rome)

# Balance

* Added a few additional ways for Gunpowder to spread faster
* Tweaked the {still unused} Rhineish ideas
* Gunpowder can now be embraced by anyone who has embraced Mercantilism
* All estate Agendas should now match up with their buildings unlock dates (OG Tech +6)
* Mercantilism institution now gives -5% cost off promoting Mercantilism
* Removed the modifier for Gunpowder spread "4 Units of Artillery in X province"

# Bugs

* Barbarossa’s Throne's Alexandria now starts off as Coptic/Coptic Egyptian/Feudal, while 1356's Alexandria starts as Sunni/Arabic Egyptian/Iqta
* Jerusalem's primary culture now is Outremer, with it accepting Syrian culture
* Added a few missing cores in Balkans/Anatolia
* BT's German Kingdom is now disallowed from having Nobility Estates
* Re-added missing BT governments
* Fixed a handful of BT based bugs
* Added missing Nestorian rebel type
* Tibet can now be the start of Gunpowder (Fixes bug)
* Fixed a bug that caused Ilkhanate to have a different government than what it received by decision. (Tribal gov with Monarchy mechanics)
* Fixed a bunch of overlapping Mission trees thanks to Emperor, Flandy being blind, and code changes.
* Fixed bug of Salzburg’s ruler being born before he existed
* Fixed bug with HYW that caused an invalid Wargoal
* Fixed French Mission tree overlapping
* All Italians that are republics (Excluding Venice/Genoa) Now properly start out with the new Italian government

# Misc

* Added unique Duchy/Kingdom/Empire titles for Berber/Maghreb Pirate Republics
* Gutted all [old] Nestorian Mechanic decisions & Events & all [old] Parsi Mechanics

# Localisation

* Localised Assyria's ideas finally.
* Localised the {Still unused} Rhineish ideas
* Localised Ingria's ideas finally.

# Credits (Aka those who made V2 possible)

* Theo from ASOIAF for the Coin on the new Loading Screen - <https://steamcommunity.com/sharedfiles/filedetails/?id=1935354673>
* Jwvd from Expanded Mods for Artwork (Grand Court, Imperial Ideas, Theocratic Ideas, Royal Education Ideas, Marcher Lord Ideas, Permanent War ideas.)
* Mijo (Developer) for the Russian/Eastern European changes and Balkans Re-Work <3
* Genomega (Senior Developer) for Chinese, Indian, and Persian Changes.
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* Stuvi – Historian
* M654 – Scandanavian Flavor (Former Co-Lead)
* Myself (Count Flandy, Project Lead) – Game Mechanics, Flavor, Balance, Western Europe Flavor.