Version 0.21

Released 11/16/13

1.153+ - ??? (cinema), ??? (basic) downloads

* **Bug Fixes:**
  + C
* **Balancing**:
  + Intelligence level for centers is now increased by resting there or accessing prices.
* **Troop Abilities**:
  + **Thrifty** (Modified) - Now shows in the tooltip of a trade good if it is used by one of your enterprises.
  + **Wholesaler** (New) – Reduces the price drift due to buying or selling multiple of the same item at the same merchant by 15% per rank of *Trade* to a minimum of 0%.
* **Conveniences**:
  + A new mod option has been added to disable tutorial quests.
* **Troops**:
  + The Rhodok faction has been entirely replaced. There will be more units added later, but to maintain save compatibility the amount is limited to the same number as before.
  + 1 new mercenary affiliated with the Rhodok faction has been added.
  + 3 new unique troops have been added within the Rhodok faction.

Version 0.20

Released 11/16/13

1.153+ - ??? (cinema)

754 (mobdb) + 1188 (nexus) (basic) downloads

* **Bug Fixes:**
  + Corrected an error where the item autoloot system was applying double the rating for damage type and not considering attack speed at all for melee weapons.
  + Corrected an error where an unpledged player’s force size report would show them with a title bonus of +120 due to being king and marshal of their own inactive kingdom.
  + You can no longer queue 0 of a troop to or remove from the garrison queue.
  + Corrected a script error with health regeneration passing an invalid agent error.
  + Bandits can now be dismissed from your party in the town recruitment screen even if you are honorable and could not otherwise recruit them.
  + Fixed an issue where Nissa being wounded, but not knocked unconscious, in Part II could still cause failure.
  + Corrected an issue where mercenary players were being treated like vassals by some game functions such as gaining right to rule.
  + Item – Flamberge Zweihander – now functions like a greatsword.
  + Tournament in-combat displays should no longer randomly go out of whack.
* **Conveniences**:
  + Altered the “report xp & prof gain” mod option to now handle reporting or disabling of all mod-related in-combat messages such as riders being knocked from their mounts.
  + A lord’s character notes now display their reputation type if you’ve met them before.
* **Troop Abilities**:
  + Players may now select troop abilities at an interval of one per five levels up to a maximum of six total abilities. A new interface, accessed through the character reports menu, has been added to accommodate this.
  + **Indomitable** (New) - Improves a troop’s strength by a factor of three when considering strength based encumbrance penalties.
  + **Nimble** (New) - Improves a troop’s agility by a factor of three when considering agility based encumbrance penalties.
  + **Storyteller** (New) -Improves the renown gained by winning combat by 1 point per troop. Companions with this ability improve this further for each point of *Persuasion*. The total bonus is limited to +5 renown per battle.
  + **Stealthy** (New) – Provides a chance for your party to avoid detection by nearby hostile parties based upon your party size and the sum of your *Tracking* & *Spotting* skills. This ability receives a +100% effectiveness synergy bonus if you also have the *Trailblazer* talent.
  + A new “party report” has been added to display your current stealth chance.
  + **Savant** (New) – Improves the extra experience gained by having a high Intelligence by 50%.
  + **Rallying Figure** (New) – Improves the maximum party size limit by 3 per rank of *Leadership*. Improves the party’s ideal morale by 2 per rank of *Leadership*.
  + **Thrifty** (New) – Tooltips for trade goods now display how far above or below an item is being bought or sold from its base value. This ability also provides notification in the message log whenever trade good merchant inventories are reset.
  + **Savage Bash** (New) – Bashing with your shield now causes damage equal to two times the sum of your *Strength* and *Shield* skill.
  + **Endurance** (Modified) - Now reduces a troop’s weight for the purpose of encumbrance calculations by 1 per point of *Athletics*.
  + **Agile Rider** (Modified) - This troop now ignores encumbrance penalties to the *Riding* skill.
  + **Graceful Rider** (Modified) - This troop now ignores encumbrance penalties to the *Horse Archery* skill.
  + **Sharpshooter** (Modified) – This ability now receives a +30% effectiveness synergy bonus from also having the *Master Archer* talent.
  + **Master Archer** (Modified) – This ability now receives a +30% effectiveness synergy bonus from also having the *Sharpshooter* talent.
  + **Trailblazer** (Modified) – This ability now provides a flat +2 to *Path-finding* if the player has it. This is in addition to the previous +3 limit troops could provide.
* **Balancing**:
  + **Borcha** has had his level 5 ability changed from *Sprinter* to *Nimble*.
  + **Firentis** has had his level 12 ability changed from *Watchful Eye* to *Indomitable*.
  + Every new character begins with at least 1 in *Prisoner Management*.
  + Improved the contribution *Scavenger* ability makes towards loot quality.
  + Increased the base value limit for looted items by 14%.
  + Increased the scaling value limit for *Looting* by 25%.
  + The *Looting* skill and *Scavenger* ability now heavily alter how many items you can loot in a single battle.
  + The guildmaster’s deliver cargo quest cooldown has been reduced from 20 to 5 days.
  + The guildmaster’s escort cattle quest cooldown has been reduced from 20 to 5 days.
  + The guildmaster’s escort cattle quest cash reward has been significantly increased.
  + Mercenary contract base pay has been increased by 15%.
  + Capturing a castle or town now resets all peasants, mercenary and veteran recruit pools for both the player and the AI. This occurs if the player takes the location or the AI does. This reduces the available mounts to 1/3rd the previous value.
  + Raiding a village now resets all peasants, mercenary and veteran recruit pools for both the player and the AI. This occurs if the player takes the location or the AI does. This reduces the available mounts to 1/3rd the previous value.
  + The maximum limit of bandit parties has been slightly reduced.
* **Body-sliding**:
  + A new mod option has been added to enable the body-sliding effect. This allows you to take over control of another nearby troop when your character is knocked out during combat. It prioritizes the closest available companion first and then moves on to standard troops if none are available.
* **Quests**:
  + **Quest** ‘*Expanding Your Talents*’ (New) has been added as a tutorial and reminder to assign character abilities as they become available.
* **Included Mods**:
  + [Blood Enhancement Tweak](http://forums.taleworlds.com/index.php?topic=143179.msg3439445#msg3439445) v0.5 by **neil\_v**. (moved from Cinematic to Basic)
  + [Mortal Weapon Sound Pack](http://forums.taleworlds.com/index.php/topic,259709.msg6230525.html#msg6230525) by **Mortal**. (moved from Cinematic to Basic)
  + Body-sliding by **DrTomas**. (1257 AD)

Version 0.19

Released 10/24/13

1.153+ - 807 (cinema), 471 (basic) downloads

* **Bug Fixes:**
  + Corrected an issue where the limit on how many tournaments you could participate in during a feast could prevent you from being able to complete the tournament invitation quest.
* **Conveniences**:
  + With the new garrison recruitment system taking its payments directly from a fief’s treasury, the finances interface now displays the net change as what will change in that location’s treasury. A new line for “funds sent to you” displays what you will receive as a net income from that fief.
* **Appearance**:
  + The Advisors interface link from “manage this town” has been hidden until it can be completed.
  + The background common to all interfaces in the mod has been replaced.
* **Garrison Recruitment**:
  + An entire new system for handling the restocking of your garrisons has been implemented.
  + The “garrison” UI from “manage this town” now leads to a new series of interfaces related to that location’s garrison.
  + The “**General Info**” UI now displays each troop type currently stationed within a garrison, their combat ratings, how many are stationed there and how much they cost you.
  + The “**Queue**” UI now allows you to see what is currently within the garrison’s hiring queue, what should be hired next week based on the current queue / settings, how you wish the garrison’s budget to be spent, how much to allocate to the budget and allows you to enable or disable recruiting.
  + The “**Recruitment**” UI now allows you to add to or remove from the queue with an interface that resembles the normal recruitment screen. There is no upfront cost for adding troops to the queue as they’ll only be hired if you meet their prerequisites upon hiring.
  + Each fief may elect to have a focused or split budget for how they handle their queue.
  + **Focused budget** means that a fief will spend all money on the troop type at the top of the queue until its entirely quantity has been delivered.
  + **Split budget** means that the entire budget will be divided by the number of troop types in the queue. Each type will attempt to buy as many as it can within its given “mini-budget”. If a troop type is too expensive to buy even one then it will force its mini-budget to increase to meet purchasing a minimum of one troop. This will cause the last troops in the queue to receive less budgeting for them, but will ensure the queue gets worked down. Any excess left over from attempting to purchase the last troop type will be applied towards the next troop type.

Version 0.18

Released 10/17/13

1.153+ - 260+82 (cinema), 97+24 (basic) downloads

* **Bug Fixes**:
  + Quartermasters will no longer mention not being able to sell books in their possession.
  + Corrected minor typos on the Kingdom Management Screen.
  + Reverted the Formations mod from version 4.0 to 3.0 which should correct a number of unit control issues and compatibility with the PBOD mod.
  + Corrected an issue with the Autoloot armor limit restrictions causing the medium armor setting to ignore items below the light armor limit.
  + The kidnapped girl should no longer show up in the tournament options.
  + Corrected an error with tournament options where you could potentially select more than three options.
  + Accepted a lord’s pledge of vassalage in the field no longer leads to the encounter menu.
  + Your prisoner caravan from “Escort to the Salt Mine” quest being defeated should now correctly cause the quest to fail.
  + The party gaoler should no longer try to sell spies or their partners if you have the “Follow Spy” quest active.
* **Balancing**:
  + Companions now receive an experience bonus for each book they complete.
  + The *Training Grounds* improvement now allows a 2% chance to upgrade a peasant recruit into a veteran every three days. This chance is further improved by 0.3% per point of *Training* the local Captain of the Guard has.
* **Convenience**:
  + A new mod option [ Companion Action Log ] has been added for toggling the reports companions make to the message log between being detailed or summarized. This is set as detailed by default.

Version 0.17

Released 9/23/13

1.153+ - 745+228 (cinema), 382+94 (basic) downloads

* **Bug Fixes**:
  + Debug messages will no longer appear when selecting to build improvements.
  + Debug messages from battle-weariness should no longer occur.
  + Corrected an error with town selection during certain quests where a town could end up randomly picking itself if no other viable locations are available.

Version 0.16

Released 9/17/13

1.153+ - 198+69 (basic) downloads

* **Bug Fixes**:
  + Prisoner management’s tooltip should now display the correct values.
  + The party morale report should now accurately reflect all factor values.
  + Selling prisoners to the slaver now displays the correct sequence of speakers.
  + Corrected a bug preventing fields of grain being built more than once.
  + Players will now receive the intended right to rule bonus upon marrying. Save games where a player has already been married will receive a retroactive bonus upon updating.
* **Game Balancing**:
  + Party morale is now increased when visiting a fief that is feasting.
  + You may now loot villages without being at war with their faction. This will potentially provoke war between two factions. If you are a ruler then it will definitely provoke a war.
  + You may now lay siege to a castle without being a vassal with their faction, but this will immediately provoke a state of war.
  + The payment for escorting a merchant caravan has been improved.
  + The payment for delivering wine for the guild master has been improved.
  + Destinations picked for quests should be a little more random, yet still be relatively close and friendly.
* **Conveniences**:
  + A new party morale report interface has been created.
  + A new party morale historical log has been added to track each change to your party’s morale and why. This log can be viewed in the new interface.
  + The party morale interface now displays the individual morale of troops and warns you if they are approaching a desertion status.
  + You can now ask to trade with passing merchant caravans.
  + The recruitment interface now has a control for setting exactly how many troops you wish to recruit or dismiss.
  + Added a new mod option to change the setting for the warband engine cheat mode that is normally accessed from the configuration screen prior to starting the game.
* **Party Morale**:
  + Days on the March morale factor has been disabled.
  + New Factor: Battle-Weariness added. Each combat reduces ideal morale by 8 even while real morale is given an immediate boost due to winning a battle. The battle weariness factor improves based on time not spent in combat and improves faster the longer you’ve been out of combat.
  + Battle Weariness limits set as -60 to +15.
  + The kingdom management settings for march tolerance and march resistance have both been removed.
  + A new kingdom setting for weariness penalty has been added to adjust how much ideal morale is reduced per engagement.
  + A new kingdom setting for weariness recovery rate has been added to adjust how fast battle weariness improves back towards its maximum positive value.
  + A new kingdom setting for weariness recovery rate limit has been added.

Version 0.15.12

Released 6/16/13

1.153+ - 4508+863 (cinema), 2638+467 (basic) downloads

* **Bug Fixes**:
  + Corrected the constant flickering issue with the tournament in-combat display.
  + The troop ratio bar should no longer lose part of its bordering during combat.
  + You can no longer dismiss prisoners to gain peasant recruits in a town where those recruits were normally accessible.
  + Bonus experience is no longer granted for knocking yourself off of your horse.
  + Salt can no longer be sold for a higher value than it is purchased at the salt mine.
  + Relinquishing a fief dialog no longer has numerous “Never mind” options.
  + Bandit parties will now join each other in combat again when player level is 7+.
  + Deserter parties with no members leading to game crashing should be fixed this time.
  + Informed the sultan that his new cloths are not simply invisible to the ignorant and that he in fact needs to put some on.
  + Former lieges and pretenders should no longer give weekly script errors due to an unrecognized reputation type.
  + Storekeepers will no longer purchase food if they are not in the party. A warning message will be displayed to assign a new person to the role.
  + The courtships in progress report should be repaired for kingdom ladies now.
* **Game Balancing**:
  + Sprinting duration has been extended slightly.
  + Sprinting lower end speed has been improved while the upper end speed has been reduced. A larger emphasis is placed upon the *Athletics* skill.
  + Companion leveling speed has been set to +145% of native speed down from +150%.
  + Reduced mount resource production rate by roughly 25%.

Version 0.15.11

Released 6/14/13

1.153+ - 215+48 (cinema), 105+26 (basic) downloads

* **Bug Fixes**:
  + Storekeepers can no longer buy food from a raided or bandit infested village.
  + Starting merchant’s dialog should now work correctly when you’ve collected 5 additional troops instead of moving to the “Surrender or Die” message.
  + Rival agents should no longer appear randomly in taverns.
  + The book *Idyll at Court* now improves relation by +1 when visiting a lady.
  + Sarranid veiled helmet no longer provides a body armor bonus.
  + When failing to persuade a lady to elope she will not refer to her guardian as the wrong gender.
  + During the Craftsman’s Knowledge quest the incorrect name of the local lord will not be displayed if a companion engineer is being used.
  + The warband engine’s cheat mode setting should no longer be disabled during gameplay.
  + Companions are no longer displayed in the list of known lords by relation unless they are an active vassal.
  + Companion advisors stationed in a fief that is given to another lord will now automatically be dismissed and attempt to rejoin your party after a delayed time period.
  + Changing the bandit faction color should now apply changes to every bandit type.
  + Nissa now displays character notes when recruited into the party.
  + The battle mini-map should now activate more consistently.
  + Prisoner pricing should now function correctly.
  + Deserter parties with 0 members leading to crashes should be resolved.
* **Conveniences**:
  + The view lord holdings page now shows how each enemy and friend of a lord will change in relation with you based upon assigning a fief to this lord. This is only displayed if you are the ruler of the faction in question. This is ignored if the change is between 0 to -2 to prevent excessively long lists of enemies.
  + You may now leave the mercenary service of a faction by speaking to the faction’s ruler.
  + A message will now appear at game loading to let you know if WSE is running or not.
  + Companions now have their relation with the player displayed in their character notes.
  + Companions now have their abilities and a brief description in their character notes.
* **Game Balancing**:
  + Marnid, Nissa, Klethi & Nizar have each had their starting strength improved by 1 to support starting equipment. With this change each of these characters will receive a retroactive increase in Strength of +1.

Version 0.15.10

Released 6/6/13

1.153+ - 728 (cinema), 409 (basic) downloads

* **Bug Fixes**:
  + As a mercenary you should no longer have your army size, party unity, march unrest, march tolerance, desertion threshold, desertion chance or party morale adjusted by your employing faction’s settings.
  + Your castle steward should no longer send a messenger after you more than once a week.
  + Bandits should now properly spawn every time in Nissa’s quest Part II.
  + Nissa should no longer object to skipping out on a tournament at night.
  + When selecting to give up a fief with your minister there is an option to back out now.
  + Period of reconstruction & sanitation standards should properly enable and disable now. They were getting mixed up before.
  + The tournament invitation quest should now be completed when visiting a tournament using the native tournaments.
  + Battle continuation should now work in bandit lairs.
  + Rescued prisoner lords should no longer switch sides and become your enemy.
  + Corrected an error where the native morale system’s factors were being calculated and compared against your current morale causing odd “recent events” values to occur.
  + When a quartermaster is reassigned and is currently reading a book this book will no longer be passed on to the new quartermaster.
  + The setting for troop prefixes now persists through save game reloads.
  + Post battle experience and cash will not be negated if you alter a companion’s auto-loot settings during the looting process.
  + Post battle loot will no longer be lost if you “search the player’s inventory” during the auto-loot process. This search option is no longer visible unless you visit a companion’s auto-loot settings from the companion management menu.
  + The party size report no longer displays a negative policy factor as a +-# value.
  + The rare situation causing the game to lock up after a bandit ambush should no longer occur.
  + Regional patrols should always display a cost in the weekly budget now if applicable.
  + Merchants have been able to buy anything a quartermaster had available to sell even if they didn’t have the money to cover the purchase. This has been corrected.
  + Period of Reconstruction and Sanitation Standard tooltips should no longer be reversed when hovering over their labels in the kingdom management report.
  + The instance of a companion discontinuing an INVALID BOOK should no longer occur.
  + Fixed a native issue where unpledged lords looking to join your kingdom are included in consideration for the Resolve Dispute quest.
  + Prisoner caravans no repeat the same repayment to you every week and get properly reset after a weekly budget is paid.
* **Conveniences**:
  + Travelers may now be asked where the closest bookseller, ransom broker or minstrel is.
  + A new mod option has been added to allow an overview mini-map in combat displaying the location of troops similar to the one seen in the battle orders presentation.
  + The quest “escort caravan” given by guild masters now flags the caravan party as a quest party to it is easier to see.
  + The weekly budget report now displays the next pay date.
  + During the Nissa Part II & III quests you can back out of the match to wait for later.
  + When summoned by the marshal his location should now show in the pop-up menu.
  + Companions now have preset auto-loot system settings when new games are made.
  + Companions now have preset tournament system settings when new games are made.
  + The storekeeper’s shopping list is now preset to purchase every type of food except ones that rot to a limit of 4.
  + The option for Storekeepers to auto-buy food is now disabled by default on new games, but will become enabled whenever you assign a companion to the role.
  + The option for Quartermasters to auto-sell battlefield loot is now disabled by default on new games, but will become enabled whenever you assign a companion to the role.
  + A mod option has been added to set a minimum cash value where below this point a Storekeeper will not purchase food to prevent draining your funds needlessly.
  + Access to the Storekeeper shopping configuration menu has been moved from the town’s marketplace menu to the Party Role interface.
  + Unpledged lords now appear in the view list of known lords presentation.
* **Game Balancing:**
  + Peasant recruits may now be found in towns and castles in addition to villages.
  + The limit for determining peasant recruits available in a fief is based upon your relation with the fief, the fief’s prosperity and your faction settings for village recruits.
  + Mercenaries no longer receive a Right to Rule bonus for peace declarations. Instead they receive a bonus payment.
  + Base contract payment for the player as a mercenary reduced from 75% to 60%.
  + Right to rule bonus from declaring peace for vassals has reduced from 3 to 2.
  + Right to rule bonus from declaring peace for rulers has increased from 3 to 4.
  + Village quests will no longer advance towards expiration if either the initiating village or target village is looted, being raided or infested with bandits.
  + Prisoners are now valued based upon their rating when sold. For many prisoners this will be seen as a loss in sale price, but for higher tiered troops this will improve their price.
  + The Khergit Kharnate now receive a +100% bonus to mount production and +50% bonus to stable capacity within their centers due to their nomadic nature.
  + The maximum quantity per food type in the storekeeper configuration screen has been raised from 4 to 6.
  + Food stores will no longer be consumed when resting within fiefs that you own and are consumed at half the normal rate when visiting a town.
  + Not attending a tournament from the “tournament invitation” quest will no longer trigger objections from honest companions.
  + The town chosen to deliver an escorted caravan to should be more geographically reasonable and non-hostile.
  + The starting merchant’s initial request for gathering 5 men now counts your men regardless of if they’re wounded or not.
  + The base health regeneration for the player when defeating an enemy has been improved by 1%.
  + The limits for the Party Unity factor have been extended from +/- 40 to +/- 60.
  + Regional patrol maximum size increased from 50 to 60.
  + Some of the equipment given for starting options has been altered.
  + An entirely new system for setup for determining battlefield loot has been implemented. The looting skill still ensures that you obtain more loot and of higher quality.
  + Ramun the Slave Trader now provides full price for prisoners.
  + Party strength calculations now key off of a troop’s tier rating instead of its level.
  + Feasts begun as a faction strategy have been extended from 2 days to 7 days in length.
* **Appearance**:
  + The background image for most menus and presentations has been changed to a more uniform light gray color. This is to enhance readability and allow for presentations to be simpler appearing in nature without the need for background boxes to enhance legibility.
  + The map has had its borders expanded to allow for future additions.
  + Companions and lords will now remove any helmets when inside the castle scene.
  + Companions are listed as being from the same faction as the player in tournaments.
  + Visiting the arena master and participating in the practice arena now uses the same scene as the tournaments are set to use.
  + The trade ledger access menus are now disabled until you access prices at least once.
* **Renaming Centers**:
  + You may now rename a center that you own or is part of a faction that you rule via the general information screen.
  + Whenever a center is reclaimed by the AI it will be reset to the original name and culture.
  + When a center is renamed any unique troops from that location may also adjust their name to match.
* **Center Management**:
  + The “manage this center” menu in all centers has been replaced.
  + The Trainer skill has been turned into a personal skill with the effect of lowering the cost of training troops into new roles by 2% per point of trainer. While not immediately beneficial for companions it provides the same bonus for them when promoted to vassal status.
  + Weekly wage calculation is now based on a troops rating & tier.
* **Recruitment Changes**:
  + Troop trees have been completely removed.
  + The quest “raise troops” has been temporarily disabled.
  + The AI will now recruit troops using the same system that the player does. They use a scripted priority to purchase the best troops they can reasonably afford based upon maintaining a predetermined cultural balance of types.
  + Recruiting from any castle or town allows full access to any troops of that faction type.
  + Recruiting from villages limits the available troop types to those within the tier limit for the village.
  + Villages no longer regain recruits whenever relation changes.
  + The “recruit volunteers” menu in villages has been disabled.
  + The option to recruit volunteers directly from the village elders has been disabled.
  + All centers gain fresh recruits weekly based on; prosperity, distance from their bound town (if a village), center type, owner’s renown, Captain of the Guard renown & persuasion (if assigned), game difficulty setting, domestic policies and royal decrees.
  + Veteran recruits may become available within castles or towns based upon:
    - Winning a tournament as a vassal or greater.
    - A weekly chance based upon your right to rule score as a ruler.
    - Successfully laying siege to a castle or town.
  + Mercenaries have been disabled within taverns.
  + Mercenaries may now be directly recruited from towns. Having a mercenary chapterhouse is required to unlock higher level mercenaries.
  + Each center has a limited supply of mounted that are available for new soldiers being trained in cavalry duties. These mounts are built up slowly over time based on improvements in the surrounding villages and faction bonuses.
  + Bandits may now be directly recruited from towns and villages if you have a negative honor value. The bandits available are dependent upon the area.
* **Center Improvements:**
  + A new improvement interface has been built that is accessed within the “manage this center” menu option if you own the center.
  + All improvements are now built or repaired through this screen.
  + If you own the location you can elect to destroy currently built improvements.
  + Improvements now factor in your treasury assets when determining if you can afford to build one.
  + **Altered Improvement** (Armoury): In addition to the normal benefit having an armoury now reduces the price of training new troops by 3%.
  + **Altered Improvement** (Training Ground): The functionality of this improvement has changed to reduce the training price by 3%. If you have a Captain of the Guard stationed at this location then this reduction is boosted to equal the Captain’s training skill for a -1% per skill point reduction. The cost of this improvement has increased from 5000 to 7500 denars.
  + **New Improvement** (Reinforced Walls): Reduces the chance of damage to improvements within a town or castle by 33% (stacks with the Fire Brigade). Improvements within this location are immune to the chance of critical damage. The time needed to siege a location is extended by 50%.
  + **New Improvement** (Fishery): Villages near a water source can now build fisheries that; improve the village’s weekly income, raises prosperity by 3, ensures the village elder regularly has fish in his inventory and that the price of fish purchased in this location is at a discount.
  + **New Improvement** (Stables): Building better lodging increases the capacity a center can have for unassigned mounts by 50%, reduces the cost for purchasing mounted troops by 25% (if you own the center) and even improves the availability of these mounts by 20%. This improvement’s cost is variable for the size of location due to how many stables would need to be built and varies in upkeep.
  + **New Improvement** (Horse Ranch): Villages can double their growth rate for producing battle-capable horses and automatically supply a portion of their extra mounts to their bound town by building a ranch. This costs roughly 150 denars per week in upkeep.
* **Combat Sprinting**:
  + The player can now sprint for short distances in combat by using the left control key.
  + The AI can also sprint for short distances and do so depending on how close they are.
  + Sprint speed is determined by your agility attribute and athletics skill.
  + Sprint duration is determined by your strength attribute and athletics skill.
  + Once used the ability to sprint will go into cooldown based on how long you were sprinting and will force you to slow down for a short period. This cooldown has a maximum limit of 30 seconds – 1 second per point of Athletics.
  + A mod option has been added to disable player & AI sprinting to improve CPU performance.
  + Yes, troops beginning a sprint are where you’re hearing those insults from.
* **Encumbrance**:
  + A mod option has been added to enable or disable the encumbrance system.
  + This causes heroes to suffer penalties to athletics, shield, riding, horse archery and power draw based upon the total weight of that hero’s equipment.
  + The “Restrict to:” menu for auto-looting was designed for limiting your companions to staying within a certain encumbrance range.
* **Combat Hampering**:
  + A mod option has been added to enable or disable the combat performance hampering system. This setting is on by default.
  + As a troop, player or AI, takes damage the troop will become slower, deal less damage and become less accurate.
* **Rider Falling Damage**:
  + A mod option has been added to enable or disable the damage received by riders when their mounts are killed.
  + Rider damage is increased by the speed of the mount at time of death and the total weight of the rider’s equipment. It is reduced by the rider’s skill in riding.
* **Tournaments**:
  + The total rounds per tournament have been reduced from 6 to 3.
  + Tournaments may only be entered three times during a single feast now.
  + During a feast the final cash reward for a tournament placement is reduced by 50%.
  + The maximum bet value for tournaments has been reduced from 200 to 150.
  + Reduced the maximum renown earned from tournament wins from 50 to 30.
  + The minimum performance requirement for tier 5 loot has increased slightly.
  + Falling in a round now reduces your performance score to 33% down from 50%.
  + Improved general performance of AI troops vs. each other. (not vs. the player).
  + The damage for normal and enhanced tournament spears has been improved.
* **Troop Changes:**
  + Added 17 new troops that are unique to their recruitment location. A relation of 10+ is required with the center before they can be hired.
  + Unique troops from castles use their associated village for determining the relation requirement.
  + Unique troops are denoted with a golden name in the recruitment screen.
  + All unique troops have been given special abilities described below.
  + Most lords have had an increase in their base strength to accommodate the new armor requirements.
* **Troop Abilities**:
  + A new system of unique abilities has been added to give specific troops a little more flavor. These abilities will be added to “unique” and “affiliated” troops as they are created. Initially you’ll see them added to the unique troops with this version.
  + Companions have been given preset abilities, many unique specific to companions, that unlock at levels 5, 12 and 20.
  + A new mod option has been added to disable in-combat abilities to help frame rates for slower computers.
  + **New Ability** (Endurance): Allows a unit to sprint at a slower pace, but for twice the duration. Endurance also reduces the maximum cooldown for sprinting by 5 seconds.
  + **New Ability** (Inspiring): This unit improves the morale of the player party by 2. Companions with this ability add +1 per 2 points of Leadership. (Limit +15).
  + **New Ability** (Commanding Presence): This command ability buffs the health regeneration of nearby troops when they finish off an opponent. The buff equals 2% + 1% for every 2 points of leadership the commander has.
  + **New Ability** (Hardy): This troop has enhanced health regeneration equal to +1% per point of Ironflesh. This effect is capped for heroes at +5%.
  + **New Ability** (Agile Rider): This troop receives no falling damage when unhorsed.
  + **New Ability** (Sprinter): This troop sprints 50% faster, but tires 25% quicker.
  + **New Ability** (Dedicated): This troop is considered one stage better when looked at for party unity calculations. Mercenaries -> non-faction -> faction -> companion.
  + **New Ability** (Devoted): This troop requires only half the wages expected of its tier.
  + **New Ability** (Loyal): This troop sees party morale as 20 higher than it actually is when deciding to desert.
  + **New Ability** (Berserker): This troop gains an additional 7% health for each point of Ironflesh when entering combat due to their frenzied state. Troops under this effect will ignore the benefit of Volley Commander, Tactician or Sharpshooter.
  + **New Ability** (Boundless Endurance): This troop can sprint 50% faster and do so for 50% longer.
  + **New Ability** (Tactician): This troop improves the damage of nearby troops by 3% for each point of Tactics.
  + **New Ability** (Trailblazer): This troop raises the party leader’s Path-finding by 1 per 5 troops. Companions with this ability are considered equal to three normal troops with it. (Limit: +3 Path-finding)
  + **New Ability** (Bloodlust): This troop gains +20% damage and -10% accuracy. For each 1% of health lost the frenzied troop gains 1% damage (Max: +25%) and loses 0.5% accuracy (Max: -30%). Troops under this effect will ignore the benefit of a Volley Commander, Tactician or Sharpshooter.
  + **New Ability** (Fortitude): This troop is resistant to the effects of combat performance hampering from damage taken. Health is considered 30% higher than it actually is.
  + **New Ability** (Volley Commander): This troop improves the accuracy rating of nearby troops by 8 for each point of Tactics.
  + **New Ability** (Sharpshooter): This troop gains an additional 5 accuracy rating for each point of Weapon Master.
  + **New Ability** (Master Bowman): This troop gains an additional 8% + 2% damage per point of Weapon Master while wielding a bow.
  + **New Ability** (Blademaster): This troop gains an additional 2% damage per point of Weapon Master while wielding a melee cutting weapon.
  + **New Ability** (Siege General): This companion effect applies the benefits of Volley Commander, Commanding Presence and Tactician to any defending troops during a siege if the companion is assigned as the location’s Captain of the Guard.
  + **New Ability** (Quick Study): This companion gains an additional 1% experience per 2 points of Intelligence when extra experience is awarded for storekeeper, quartermaster or gaoler duties. This companion also has a higher base reading speed.
  + **New Ability** (Graceful Rider): A rider with this ability has a chance to dodge the extra damage dealt by pikes equal to their mount’s maneuverability score + 3% per point of Riding.
  + **New Ability** (Hunter): Each troop with this ability has a stacking chance of reducing the need to draw from your food stores by 1-3% for 6 men depending on the geographical area. A companion with this ability increases the chance by 3-9% per point of Tracking.
  + **New Ability** (Administrator): A companion with this ability grants the following bonuses when assigned as a Captain of the Guard; Increases the size of regional patrols from their center by +4 per point of Leadership and reduces the cost of training troops at their center by 1% per point of training. A companion assigned with this ability grants the following bonuses when assigned as a Castle Steward; Improves the trade income of a center by 1% per point of Trade, Raises the center’s chance of gaining +1 relation per week by 1% per point of Leadership and reduces the center (and all bound centers) tax inefficiency by 1% per point of Intelligence.
  + **New Ability** (Efficient): A companion with this ability grants the following bonuses when assigned as a Castle Steward; Reduces the wage cost of garrisoned troops by 1% per point of Intelligence, reduces the cost of regional patrols by 2% per point of Leadership and reduces the center’s tax inefficiency by 1% per 2 points of Intelligence.
  + **New Ability** (Tax Collector): Each troop with this ability stationed at a garrison will reduce that center’s tax inefficiency by 4%. (Limit: 25%).
  + **New Ability** (Cargomaster): A companion with this ability grants the following bonuses when assigned as a Quartermaster; when auto-selling items merchants will have 5% more cash available per point of Trade and items will gain an increased sale price of 3% per point of Persuasion.
  + **New Ability** (Useful Contacts): A companion with this ability grants the following bonus based upon party assignment.
    - *Gaoler* – He can always find someone to purchase prisoners in a town regardless of if a ransom broker is present or not.
    - *Gaoler* – Will increase the sale price of prisoners by 4% per point of either Persuasion or Trade.
    - *Quartermaster* – He can always find someone to sell items t regardless of how much money merchants have.
    - *Storekeeper* – Purchases food at a reduced cost of 4% per point of trade.
  + **New Ability** (Supply Runner): Each troop with this ability restocks the quivers of ranged attackers within your army. Each troop can restock 3 archers per minute. A companion with this ability can restock one additional ranged attacker per minute per point of *Inventory Management* and *Athletics*. Each skill is required for each additional restocking. (Limit: +5 additional ranged attackers)
  + **New Ability** (Scavenger): Each troop with this ability applies a small bonus to how much loot is found on the battlefield and improves its quality. A companion with this ability applies the same bonus as an individual troop per point of Looting.
* **Troop Prerequisites**:
  + With the change to recruitment comes a new system for determine what type of troop can be hired at a location. The following prerequisites are individually assigned to troops and determine if one shows up in the recruitment list at all or if they are simply disabled from recruiting.
  + **New Requirement** (Peasant): This unit requires an available peasant recruit at a location in order to be trained.
  + **New Requirement** (Veteran): This unit requires an available veteran recruit at a location in order to be trained.
  + **New Requirement** (Mercenary): This unit requires an available mercenary recruit at a location in order to be trained.
  + **New Requirement** (Mounted): This unit requires an available mount at a location in order to be trained.
  + **New Requirement** (Unique Location): This unit can only be hired at a specific location on the map.
  + **New Requirement** (Affiliated): This unit can only be hired if you are a member of the faction to which they belong.
  + **New Requirement** (Owner Only): This unit can only be hired if you own the center they’re available to be recruited from.
  + **New Requirement** (Friend): You must have a relation of 10 or greater with the center in order to hire this type of troop from there.
  + **New Requirement** (Ally): You must have a relation of 25 or greater with the center in order to hire this type of troop from there.
  + **New Requirement** (Dishonorable): You must have a negative honor value in order to hire this type of troop. These troops will not show up in the recruitment list unless this requirement is met.
  + **New Requirement** (Elite Mercenary): You must have a Mercenary Chapterhouse improvement built at this location in order to hire this troop. These troops will not show up in the recruitment list unless this requirement is met.
  + **New Requirement** (Chartered): This unit is part of a unique organization and you must have their consent prior to being recuitable. These troops will not show up in the recruitment list unless this requirement is met.
* **Item Changes:**
  + Added 3 new specialty books.
  + 68 new styles of helmet have been added.
  + 68 new styles of armor have been added.
  + 6 new styles of boots have been added.
  + 2 new styles of gauntlets have been added.
  + 35 new weapons have been added.
  + Bodkin arrows have had their base damage increased from 3 to 4.
  + Barbed arrows have had their base damage increased from 2 to 4.
  + Barbed arrows now deal cutting damage.
  + Standard arrows are now called broadhead arrows and deal cutting damage.
  + Damage type is now determined by missile damage vs. ranged weapon damage.
  + The strength, power draw, power throw and riding requirements for most items have been increased to give intermediate items more usefulness and provide a better progression of gear vs. being able to simply wear the best armor immediately.
* **Included Mods:**
  + [Mobile Village Raiding & Castle Sieging](http://forums.taleworlds.com/index.php/topic,148290.0.html) by **Caba’drin**. This lets the player move around within a small radius while raiding villages or laying siege to a keep.
  + [Mortal Women Sound Pack](http://forums.taleworlds.com/index.php/topic,259709.0.html) by **Mortal**. This is only applicable in the cinematic download.
* **Removed Mods:**
  + **Dynamic Troop Trees**. With the removal of all troop trees from the game this mod is no longer relevant. It has been left within the mod’s code to facilitate maintaining save games.
  + **Garrison Training**. This feature has been disabled until it can be redesigned.
  + **Garrison Recruitment**. This feature has been disabled until it can be redesigned. It is naturally occurring in every center on a weekly basis with v0.15 except instead of adding these troops to your garrison they’re being added to the available recruit pool.

Version 0.14.1

Released 4/5/13

1.153+ - 3017+438 (cinema), 1673+234 (basic) downloads

* **Bug Fixes**:
  + Companions should no longer receive credit for books the player reads.
  + New players should no longer receive an excessively high party limit.
  + The “Test 1…” bug should no longer display in dialog conversations.
  + AI lords should no longer spawn a script error if their party is not active when they decide to build improvements.
  + The readable and reference books that improve training will stack now.
  + New characters with the student background should only receive usable books now.
  + Tournament invitations should not be issued from towns with a host that is a prisoner.
  + When you abandon a tournament round early survivors should now get their 3 points.
  + The game shouldn’t hang up when turning down a mercenary contract offer as part of the “Mercenaries for Hire” quest.
  + Battle continuation should now function properly in sieges.
  + When a tournament round ends due to the stalemate timer the round’s points should now be transferred over to the total points.
  + Companion bodyguards will no longer try to rejoin your party when spoken to inside of an enterprise scene.
  + When completing the “Needs of Man” you’ll now be correctly informed that charisma is increased, not engineering.
  + Leaving the “key config setting” screen should no longer lead you back to PBOD’s old preference page.
  + Spears that were lacking an overhead swing animation should be fixed.
  + When returning to the initiating village during the quest “Sending Aid” the elder will no longer refer to the wrong elder’s name in his conversation.
  + The bodyguard limit option now works as described as opposed to 1 extra than set.
  + The weekly budget shouldn’t run out of display lines when you have a lot of patrols or treasury allotments anymore.
  + When completing construction on a mercenary chapterhouse the town in which it is built should no longer be incorrectly listed as “building”.
  + When exchanging items with your companion via dialog this will no longer exit to another dialog topic by default. It will go back to the main list of topics.
  + The dialog turn in for quest “Denounce Lord” will now list the correct lord’s name.
* **Conveniences**:
  + A mod option has been added to manually set the minimum value for auto-loot pickup.
  + A mod option has been added to set & limit the functions of the party gaoler. You can now elect to have them only store prisoners in your keeps, only sell prisoners to ransom brokers or perform both functions (default).
  + The option to recolor factions has now been made available at all times. Previously it was only available if you were a ruler yourself.
  + The “show all items” report now displays prerequisites to use an item in its tooltip.
  + You now have an option in the camp menu to modify the backside color for heraldic armors to match their banner.
* **Game Balancing:**
  + The starting weapon choices for several backgrounds have been modified.
  + The sluggish villagers sent to acquire tools during “A Craftsman’s Knowledge” have been whipped and told to speed it up.
  + Nissa will no longer complain about avoiding tournaments unless it is one you’ve been notified about via the Tournament Invitation quest.
  + Party size benefit to morale has been increased from +1 per 8 soldiers to +1 per 6 soldiers.
  + Maximum benefit from party size has been increased from +30 to +45.
  + Morale now constantly tries to move towards your “ideal” morale value daily. This rate of change is directly impacted by your leadership skill.

Version 0.14

Released 3/10/13

1.153+ - 1983 (cinema), 134 (basic) downloads

* **Bug Fixes**:
  + Map travel has been slowed down to the native speed.
  + Battle continuation should now be working properly in the field.
  + Debug message spam that disables the message log should no longer occur.
  + Health regeneration should be functioning as intended now.
  + Nissa Part I quest should no longer spawn a list of script errors when talking to the elder upon arrival.
  + Nissa Part II quest should properly load contestants to fight.
  + Nissa Part II quest should now trigger her dialog instead of an empty string.
  + Books added in v0.12 will now be readable by the player via the camp menu.
  + Fire arrows now work again.
* **Appearance**:
  + All travelers, minstrels, book merchants and ransom brokers have unique names.
* **Conveniences**:
  + You now have a “never mind” option to escape out of the “I’d like to ask you something” option during a companion conversation.
  + A mod option has been added to enable / disable the troop ratio bar in combat.
  + A mod option has been added to enable / disable troop prefixes similar to the ones used in the Floris Mod Pack.
  + Travelers can now be paid to tell you were minstrels, ransom brokers and book merchants are located.
  + Companions may now have their character history exported and imported.
* **Quest Pack 5**: ***Village Quests***
  + **New Quest** (villages): *Sending Aid*.

Version 0.13

Released 3/2/13

1.153+ - 286 / 26 downloads

* **Bug Fixes**:
  + Defeated patrols will no longer display a host of script errors, but will be cleaned out when you try to access information about them.
  + The list of troops for setting upgrade paths while speaking to the Captain of the Guard will now display if you’re using a faction that isn’t the custom player faction.
  + When you withdraw money from the treasury you’ll now receive it. Novel, huh?
  + AI heroes will now appropriately upgrade their village improvements.
  + The diplomacy in-game guide now has a credits page.
  + Sending Nissa on a mission to support you as king should no longer cause repeated errors due to a non-existent rival wanting to object.
  + The “show all items” screen should no longer show the “Invalid Item”.
  + Numerous heraldic items were worth only 1 denar and now have more realistic values.
  + Recruiting from villages during mandatory conscription should no longer cause DIV / 0 errors and should no longer cost you money.
  + When summoned to your hall by a steward the quest shouldn’t fail to continue on to the reason you were summoned for. (Failed npc\_map\_talk\_context).
  + Replacing an advisor when none is currently assigned should no longer result in script errors.
* **Game Balancing**:
  + The price of salt is now cheaper at the salt mine.
  + Advisors may now be appointed by speaking to a companion directly. This allows you to appoint them as a vassal instead of being a king.
  + Indicted lords have their controversy reset to prevent the being stuck in a controversial loop. (**Credit**: Zsar)
* **Conveniences**:
  + The game option for bodyguards is now a menu that allows limiting them to a number between 1 and 4 or disabling them entirely.
  + The trade ledger can be accessed from the town marketplace and personal reports menus once you have assessed local prices at least once.
* **Appearance**:
  + A new regional name generator has been added. This allows every NPC, permanent or quest related, to be dynamically named based upon the culture they’re from. Each NPC has now been given unique names.
  + Several new mercenary company names have been added.
* **New Option: *Mod Difficulty***:
  + A new “mod difficulty” option has been added to the character creation process that alters a number of features designed at making the mod “easy”, “normal”, “hard” or “very hard”. The default setting is normal.
  + The game difficulty setting found in the mod options has been removed.
  + Mod Difficulty now alters:
    - The size of AI parties.
    - The size and composition of initial garrisons for castles and towns.
    - The strength of troops AI parties use to rebuild their party.
    - The maximum number of bandit and deserter parties that spawn on the map.
* **Book Improvements**:
  + Added 5 new standard readable books for tracking, training, first-aid, prisoner management and charisma.
  + Added 2 new specialty readable books.
  + Added 1 new standard reference book for path-finding.
  + Standardized the cost of all books based on the benefit type they give.
  + Readable books now display what they do in their tooltip.
  + Book merchants now have their inventory re-shuffled when they change locations.
* **Village Quest System**:
  + Village quests no longer have quest-based cooldowns. Instead they are gated by village-based cooldowns. Quest A may be completed in Village A and then immediately started in Village B, but Village A won’t have any quests available again for a few days.
  + **New Quest** (villages): A Craftsman’s Knowledge.
* **Included Mods:**
  + [Trade Ledger](http://forums.taleworlds.com/index.php/topic,213434.0.html) by Caba’drin. Adds a new “personal report” presentation for tracking trade values in towns whenever you assess prices.
  + [Dynamic Arrays](http://forums.taleworlds.com/index.php/topic,127910.0.html) by Sphere. More of an under the hood addition to support the trade ledger, but added for my notes.
  + [Cinematic Compilation](http://forums.taleworlds.com/index.php/topic,199149.0.html) by DOMA. Adds a number of graphical & sound improvements. Only included on the “cinematic download” copy.
  + [Ethnic Troops](http://forums.taleworlds.com/index.php/topic,170996.0.html) by Nemchenk. More racially diverse facial codes.
* **Removed Mods:**
  + **Quest Pack 2** (Trade Quests). For those who may have discovered these they were not ready for release yet and should have been blocked from triggering.

Version 0.12

Released 2/13/13

1.153+ - 746 downloads

* **Bug Fixes**:
  + Your quartermaster shouldn’t ninja sell books you give him now.
  + Party emoticons should actually be disabled now and stay that way.
* **Conveniences**:
  + You can now turn in partial prisoner amounts in quest “Capture Prisoners”.

Version 0.11

Released 2/12/13

1.153+ - 54 downloads

* **Bug Fixes**:
  + Fixed inaccurate key command names from being displayed within the key config screen and during troop deployment.
  + Lords that have defected to your kingdom will not be affected by your weekly relation changes until accepted as a vassal.
  + The garrison training troop selection list shouldn’t spawn invalid troop errors when using a custom culture now.
  + Disabled Emoticons due to occasional crash-to-desktop issues.
  + Removing an appointed castle steward now cancels any associated quest given by that steward with the exception of the mercenary contract.
  + Quest “Raise Troops” should no longer assign “veteran fighters” as a goal.
  + When troop tiers are displayed they should no longer account for upgrading bandits.
  + Deserters shouldn’t have naked veteran fighters within them any longer.
* **Conveniences**:
  + New game option added to prevent “pop-up” notifications.
  + Game option for pausing fast travel refined into a pop-up menu to select between “**Any Enemies**” (current functionality) and “**Actual Threats**” (only pauses for enemy heroes, hostile groups as large as your own or anyone actively seeking to attack you).
  + Fast travel should now pause if a party related to an active quest is near at any setting.
* **Game Balancing**:
  + No fief relation percentage penalty reduced from -75% to 0%.
  + Quest “Raise Troops” requires troops to be upgraded a little less than native now.
* **Center Improvements**:
  + New Improvement: **Training Grounds** (castles, towns) improves the chance of troops upgrading to the next tier during Captain of the Guard training by 5% and reduces the cost of garrison training by 10%.
* **Book Improvements:**
  + Reading speed is now directly set by character intelligence. (14 INT = native speed)
  + Companions can now be assigned to read books in their inventory via the companion management menu options.
  + Advisors can be given books and will read at a slower pace when not in your party.

Version 0.10

Released 2/10/13

1.153+ - 75 downloads

* **Bug Fixes**:
  + Nissa should give a proper final comment after completing her story arc.
  + The slaver availability setting in kingdom management should now work properly.
  + The “restore defaults” button in the game options now works.
  + Morale changes for other parties should not display anymore.
  + After combat you will always be directed to the autoloot menu even if no companion has this enabled to allow for quartermasters to pick up loot.
  + A companion kicked out of the party will perform any companion role turnover to the player as needed.
  + Fixed several tooltips within the kingdom management report.
  + The weekly budget no longer refers to your party using random party names.
  + Tournaments should no longer occasionally have looping noises stuck playing.
  + When companions quit they will be removed from any party roles now.
  + Lord holdings screen should no longer show % relation changes if you aren’t ruler.
* **Conveniences**:
  + Prisoner caravans no longer show on the weekly budget unless one is active.
  + Added option to pause fast travel when enemies are near. (**Credit**: Caba’drin).
  + PBOD preferences have been merged into the main game options screen.
  + Your minister now has an option to let you drop ownership of a fief.
  + Post combat debrief now displays kill counts by “heroes”. (**Credit**: Custom Commander)
  + You can now ask an advisor to see their character screen.
  + When asking a lord or lady for the location of someone, they will note their relatives.
* **Appearance**:
  + Altered the appearance of the game mod options order & added title bars.
  + Weekly budget altered so that it is easier to read the numbers.
* **Game Balancing**:
  + Advisors now gain 10 renown & 250xp each week while holding office.
  + Requesting your Castle Steward to host a tournament costs 8000 denars now.
  + Hosting a tournament via the Castle Steward improves town relation by 3.
  + Normal tournament spear speed increased from 85 to 95.
  + Enhanced tournament spear speed increased from 85 to 90.
* **New Advisor: ( *Captain of the Guard* )**
  + Your minister will now allow you to appoint a Captain of the Guard.
  + This advisor can commission patrols (up to 3) to keep the area around his station safe.
  + The advisor can be asked about the status of each patrol in the area.
  + Town patrols are now tracked on the weekly budget.
  + Patrols are disbanded by talking to your captain of the guard or via non-payment.
  + Removing a captain of the guard from service disbands any of that center’s patrols.
  + Kingdom policies that alter troop wages are twice as effective on the cost of patrols.
  + Patrols can be ordered to turn over prisoners to their owning lord. Otherwise they’ll clean out their prisoner list weekly.
  + Castle or town garrisons can be set to automatically recruit from nearby settlements when enabled via the Captain’s dialog.
  + The maximum limit a Captain will build a garrison up to is influenced by their combined leadership & persuasion scores.
  + The rate at which a Captain will train up troops is influenced by his combined leadership & training scores.
* **New Treasury System**:
  + Now funds can be allocated directly to a town’s treasury and shows up on the budget.
  + Funds from the treasury directly pay for recruitment & training activities.
  + Deposits, withdrawals and income adjustments to the treasury are made at the Captain of the Guard (for now).

Version 0.09

Released 1/24/13

1.153+ - 458 downloads

* **Bug Fixes**:
  + Companion advisors should now display properly in the companion mission report.
  + Storekeepers will now auto-buy food when leaving a fief if so configured.
  + The storekeeper’s description text in the “assign party roles” screen now properly displays the food variety morale bonus when using the alternate morale system.
  + Hired mercenary parties now build their party based upon their named culture, not the one of the city they were spawned within.   
    **Note**: As a result the mercenary parties will go through some odd changes for a week.
  + Renewing a contract with a hired mercenary party should no longer lock up the game.
  + Hired mercenary parties should now attempt to replenish their numbers with recruits.
  + Hired mercenary parties should now attempt to upgrade their troops every 14 days.
  + Mercenary parties will now expect payment weekly after renewing their contract. Previously this was not occurring.
* **Game Balancing**:
  + Staying within a city grants a 33% chance of reducing march penalty by 1 every 6 hours.
  + Hired mercenary parties will now attempt to upgrade their troops every 14 days down from 30 days.
  + Characters with persuasion 2 or greater may attempt haggling mercenary party costs down by 15% when it comes time to renew their contract.
* **Conveniences**:
  + Center notes now display any improvements built or in construction, any player owned enterprises and description on how the center views the player.
  + The “View Lord Holdings” presentation has been changed as follows:
    - A lord’s renown value is now displayed under their name.
    - A lord’s reputation type is now displayed under their name if previously met or the lord is a vassal under the player.
    - The initial faction displayed upon opening should always be the player’s.
  + Morale changes are now displayed on the message log in green or red coloring.
* **Center Improvements**:
  + Raiding or besieging parties now have a 0.5% chance per point of looting of dealing double damage to an improvement. Lords begin with a 2% chance with certain lords gaining bonuses based upon their reputation type in addition to their looting skill.
* **Enhanced Diplomacy**:
  + Vassals are now given a boost to weekly relation gain based upon fiefs owned. If no fiefs are owned by a vassal then it becomes a penalty.
    - +30% for each village.
    - +55% for each castle.
    - +75% for each town.
    - -50% for having no fiefs.
  + New game option added to force vassals, with the player as ruler, to reinforce their party with troops from the player’s chosen culture vs. their original one.

Version 0.08

Released 1/21/13

1.153+ - 89 downloads

* **Conveniences**:
  + Companion inventories can now be directly accessed from the town marketplace. No really, I’m not kidding this time.
* **Game Balancing**:
  + Disabled castle garrison patrols until the Captain of the Guard feature is introduced giving it more control options for players.
* **Bug Fixes**:
  + Scene exits within towns should work properly instead of displaying a “.”.
  + Fixed division by zero errors from diplomacy\_get\_player\_party\_morale\_values when switching from native morale system to the alternate one.
  + The salt mine now enters into its own town menu instead of the last town visited.

Version 0.07 (save game break)

Released 1/17/13

1.153+ - 160 downloads

* **SAVE GAME BREAK**. Necessary to move slot #’s around to prevent conflicts with native.
* **Bug Fixes**:
  + PBOD menus should now show the proper ‘F#’ values.
  + Accessing a companion’s inventory menu is limited to the first 11 companions unless they are one of your party roles to prevent being stuck in that menu.
  + Raiding villages should no longer yield only butter at times.
* **Conveniences**:
  + Companions that are turned into vassals will no longer have their equipment replaced.
  + The native banner presentation now has a “previous page” button.
  + The tournament in-game guide has been added to the “Reference Material” menu.
  + A new Diplomacy in-game guide has been added to the “Reference Material” menu.
  + You only need to go through the introduction for ransom brokers once now.
  + Companion inventories can be directly accessed from the town marketplace.
* **Game Balancing**:
  + AI opponents during “elimination mode” tournaments have been buffed slightly, but still remain a little easier than “performance mode” opponents.
  + Party unity range extended from -30/+30 to -40/+40.
  + Upon being made a vassal companions retain any current renown they built up from tournaments and their maximum starting renown has been improved from 200 to 400.
  + Hero escape chance from the player party has been increased from 5% to 15%.
  + Hero escape chance from the player party is reduced by 1.3% per point of prisoner management.
  + Time before a lord without a party will respawn has been increased from 48 to 96 hours.
* **Appearance**:
  + Fixed the background color for dozens of banners . Still more to go.
  + Moved PBOD’s split party assignments to the “Party Reports” menu.
* **Kingdom Policies & Decrees**:
  + Once you are a king you may alter the domestic policies of your kingdom which have many effects on your kingdom in the long term. You may also enact royal decrees that are meant as a temporary measure based upon the needs of your kingdom.
  + AI kingdoms will have their own policy settings which should make being a vassal in each kingdom a slightly different experience.
  + As a vassal you may view the policy screen for your kingdom, but cannot alter it.
  + The kingdom policies can be accessed via reports -> kingdom reports -> kingdom management.
* **Companions**:
  + New Companion - Nissa. This is taken directly from the Odval companion of Floris created by Monnikje. I wanted to have her in the game so that her story arc quest chain could be tested without having her directly identical to Odval as I'll likely make changes along the way.
  + Added new morality type: “egotistic”.
  + Added new morality type: “gladiator”
* **Quests**:
  + New quest chain – Nissa’s Redemption. This adds 5 quests to the game along with a new feature of ‘permanent loyalty’ if you complete the entire story arc successfully on the hard quest setting.
* **Included Mods:**
  + [Emoticons](http://forums.taleworlds.com/index.php/topic,242577.0.html) by Lav. Adds rotating icons displaying AI behavior on the map. This can be disabled in the main mod options.

Version 0.06

Released 7/20/12

1.143 – 4,036 downloads

* **Party Morale**:
  + New Mechanic: “Party Unity”
    - + [ (combined leadership of all companions & player) \* 3 ]
    - Companions are ignored as troops.
    - -1 for every 3 troops of your faction in your party.
    - -1 for every troop not of your faction in your party.
    - -2 for every mercenary in your party.
    - Value is restricted to -30 to +30.
  + Party size benefit to morale is capped at +30.
  + Party size benefit improved to +1 per 8 troops.
  + Food no longer provides 150% of the listed benefit. It provides 100%.
  + Point of desertion reduced from 31 to 20 morale.
* **Center Improvements**:
  + Mercenary chapterhouses now ensure a minimum level of 19 for mercenaries available.
  + Mercenary chapterhouses now reduce the cost of mercenaries by 40% instead of 15%.
* **Game Changes**:
  + The town guild master can now be accessed directly from the town menu.
  + Quests from the town guild master may now be accessed via a list of options during dialog with him.
  + Brognar’s voice acting pack has been removed.
* **Bug Fixes**:
  + Slaughtering all of your cattle in a herd should no longer cause invalid party script errors.
  + Accepting or rejecting selling all prisoners to a ransom broker now ends the conversation.
  + Quest “Summoned to Hall” should now trigger properly in the intended location.

Version 0.05

Released 7/15/12

1.143 – 22 downloads

* **Center Improvements**:
  + Bugfix to allow the “Field of Grain” improvement to be built repeatedly. If you’ve already built one the game will fix itself.
  + Bugfix to prevent the “cancel work” menu from showing if no building is in progress.
  + New Improvement: **Castle Library** (castles, towns) grants double reading progress while resting in a center with this improvement.
* **Companion Role Updates**:
  + The Jailer should now sell things at the ransom broker rate vs. the flat 50 denars.
* **Diplomatic Changes**:
  + Rejecting a ransom offer does not incur an honor penalty while at war.
  + Giving troops to one of your vassals will improve your relation with them.
  + The starting factional disputes have been altered to even the conflicts out a little.
  + Diplomatic Role: “**Castle Steward**” added that companions can be assigned to. This is in initial stages of development yet with more to come. This role is assigned by speaking to your minister.
* **Appearance & Graphics**:
  + Included: “**Custom Clan Banner Pack**” by MadocComadrin.
  + Added numerous new heraldic armors.
  + Minor color alteration of text messages for quest log updates & morale changes.
  + Faction colors may now be altered once you are a king.
* **Reports Menu**:
  + Revamped the reports menu similar to the way it appeared in Floris 2.5.
  + Included: “**Estates of the Realm**” presentation.
  + Included: “**Show All Items**” presentation from Custom Commander by rubik.
  + The tournament history log can now be accessed from the personal reports menu.
* **Party morale**:   
  *These changes should make morale much harder on a small company if they are not being successful, but far less painful on a mid to large sized army.*
  + Party size gives a benefit for every 15 men vs. a negative equal to your current size.
  + Base party morale has been reduced from 50 to 0.
  + Leadership contributes roughly 1/3rd the benefit it previously did.
  + The longer you spend away from your home centers on the march the more of a morale penalty your army will receive. This is slow reduced as you spend more time in your own territories.
* **Reading Books**:
  + Books that grant permanent increases should now be readable at any time and still allow you to raise a skill as high as your attributes would have allowed without it.

Version 0.04

Released 6/26/12

1.143 – 164 downloads

* **Message Log Filtering**:
  + Villages being raided should no longer show up in the log unless the village or the raider is of your faction. If they do show up they should be colored green if your faction does the raiding or red if your faction’s village is being raided.
  + Lords being taken prisoner, freed from captivity or defeated and escape it should no longer show up unless they are of your faction. These messages will be red/green colored based on if this is beneficial to your faction or not.
  + Castles and towns under siege should no longer display this unless you are a member of the attacking or defending faction. Message will be colored red / green as appropriate.
  + Lords defecting will no longer appear in the message log unless they are joining or leaving your faction with red/green coloring as appropriate.
  + Messages regarding the seizing of a castle or town will show up red or green if your faction is involved or light blue if not. These messages are not hidden.
* **Center Improvements**:
  + AI lords will now build center improvements on their own if in an owned town and they have enough disposable income (so as to not deplete their army funds). A scripted priority has been designed so that they’ll try to do so in an intelligent order.
  + AI lords will now repair damaged center improvements. Repairs are given priority over new construction.
  + Castle and town improvements are now damaged upon a successful siege.
  + Repairing improvements now modifies the cost of the original construction based upon the extent of the damage. This was an oversight in v0.03.
  + New Improvement: **Improved Roads** (any) improves weekly income and doubles the normal daily recovery rate of prosperity and progress towards recovering from being looted.
  + New Improvement: **Fire Brigade** (any) reduces the chance of improvements being damaged during a raid by 33%. Cannot be damaged itself.
  + New Improvement: **Forge** (villages) improves a village elder’s available cash and adds weapons to his sellable merchandise.
  + New Improvement: **Mercenary Chapterhouse** (towns) increases the number of mercenaries available in the tavern by 8 and reduces the cost of hiring them by 15%.
  + New Improvement: **Escape Tunnels** (castles, towns) provides a 90% chance that you or a lord will escape from a town under siege when defending it. If damaged these tunnels become less reliable.
  + New Improvement: **Guild of Merchants** (towns) increases town tariffs by 8% and raises ideal prosperity by 3%. (Requires: Improved Roads & Marketplace)
* **Companion Role Updates**:
  + The Storekeeper will now actually get rid of rotted food versus simply say he is doing so.
* **Included**: “Troop Ratio Bar” 1.0 by rubik.
* When you are attacked in the tavern you’ll no longer be forced to unequip your ranged weapons and the tavern keeper will only warn you once not to shoot ranged weapons.
* You and the AI are now always captured if defending a castle from siege and lose.

Version 0.03

Released 6/22/12

1.143 – 107 downloads

* Added new dialog options for noble prisoners held captive.
  + You can attempt to persuade a captive king to make peace, but you must be a king or the marshal of a faction to do this. (persuasion based)
  + You can attempt to intimidate a captive king into relinquishing his claim to the throne causing his kingdom to follow your banner. This is exceptionally difficult to do unless your empire easily out powers theirs. You must be a king to attempt this.
  + You can attempt to ransom a noble for 60%. With a high enough persuasion you can increase this to 120%, but there is some penalties involved and it is a gamble on if it works. (persuasion based)
* Removed the thrusting attack from the two-handed Iron Mace. It looked silly.
* Disabling companion complaints also prevents a companion from leaving on their own.
* **Skill Changes** (testing these out):
  + Power Draw now functions based upon the Agility attribute.
  + Shield now functions based upon the Strength attribute.
  + Persuasion now functions based upon the Charisma attribute.
* **Party Size Changes**:
  + Players now receive same party size boosts the AI receive for fiefs, being marshal or being king.
  + Charisma’s contribution to party size improved from 1 to 2/point.
  + Leadership’s contribution to party size improved from 5 to 8/point.
* You now automatically gain relation boosts with allied heroes that fight in the same battle as you. Kings and marshals receive a small boost to this while enemies may ignore it.
* Fixed a dialog bug displaying incorrect text when granting a fief to a vassal.
* **Center Improvements**:
  + Villages, castles & towns may now have three improvements building in parallel.
  + Improvement construction time has been reduced by 33%.
  + You can now cancel work on improvements mid-construction. All progress is lost.
  + Improvements can now be damaged by raiding. Once damaged they must be repaired to get full benefit again. If allowed to deteriorate too far they will be destroyed.
  + You will lose 2 relation with the town for each building destroyed.
  + New Improvement: **Local garrison** (village) doubles the amount of time needed to raid a village and prevents bandits from infesting it. Costs a weekly upkeep.
  + New Improvement: **Planting Grain** (village, castle) costs 3 bags of grain and takes 60 days to complete (unmodified by engineering), but returns 5,000 denars one time profit.
  + New Improvement: **Armoury** (castle, town) allows replenishment of a siege defenders’ ranged ammunition during combat. Costs a weekly upkeep.
  + New Improvement: **Marketplace** (any) improves prosperity by 3% and tariffs by 5% in town.
* **Companion Role Updates**:
  + The Gaoler will no longer attempt to sell 0 prisoners upon entering town when only hero prisoners exist in the party.
  + The Gaoler will now transfer any prisoners available (including heroes) to a prison of a castle that you own upon entry.

Version 0.02 (save game break)

Released 6/18/12

1.143 – 104 downloads

* Fixed a dialog issue when asking a village elder for quests while not a noble.
* Companion relation report & assign party roles are now disabled menus if you have no companions.
* Fixed a bug with script\_auto\_buy\_food to prevent it misfiring upon leaving a castle.
* Refined slaughtering of cattle to allow storekeeper companion to loot the beef.
* When companions win prizes from a tournament they automatically give them to the player.
* Added a “gaoler” companion role for the companion management system.
  + Uses his prisoner management skill instead of yours for determining prisoner limit.
  + Will automatically sell any non-quest related prisoners upon entering a town with a ransom broker present. Companion receives 15% of the take as payment.
* Added a “quartermaster” companion role for the companion management system.
  + Collects all valuable battlefield loot from the auto-loot screen.
  + Sells any goods or gear stored upon entering town and receives 15% of the earnings.
* Imposed maximum relation gains/losses for nobles at a tournament during a feast.
* Removed courtship benefit to relation gain on winning a tournament if you are married.
* Limited town relation gain to maximum of 3 upon winning a tournament.
* Experience gained due to high intelligence is capped at 50xp per kill during tournaments.

Version 0.01

Released 6/8/12

1.143 – 169 downloads

* Mercenary Contracts
  + Increased payment for mercenary contracts to scale with player party upkeep, player persuasion, and player + companion levels.
  + Failure to report to the marshal, scout as requested or join in sieges as ordered will cause the contract to immediately end.
* Added ability to join either side in a battle as well as information on your relationship with each side.
* Included: “Dynamic Troop Tree Viewer” by Dunde.
* Included: “Killer Regeneration” by Windyplains.
* Included: “XGM Mod Options” by Sphere with updates by Caba’drin.
* Included: “Tournament Play Enhancements” 1.5.2 by Windyplains.
  + Includes “Arena Overhaul Mod” by Adorno.
* Included: “Companion Management System” (beta) by Windyplains.
* Included: “Character Creation Panel” 1.0.7 by Windyplains.
* Added cheat to disable companion complaints.
* Lords who are holding a feast will still gain +1 relation with you for attending even if you have 10+ relation with them already.
* Altered native quest “raise\_troops” to allow turning in a partial number of the requested troops for a small duration increase.
* Included: “Pre-Battle Orders & Deployment” 0.96.3 by Caba’drin
  + Allows pre-deployment options & phase prior to beginning combat.
  + Adds special command for “volley fire”.
  + Adds special command for “spear bracing”.
  + Adds special command for “skirmish mode”.
  + Adds player option to disable companion complaints.
  + Adds player option to enable battle continuation.
  + Includes post-death “battle camera” by MadVader.
* Included: “Battle Formations” by Motomataru.
* Included: “Quest Utilities” by Windyplains.
* Included: “Quest Pack 3” (1.0) by Windyplains.
  + Adds Quest: Summoned to Hall
  + Adds Quest: Patrol for Bandits
  + Adds Quest: Mercenaries for Hire
  + Adds Quest: Root Them Out
  + Adds Quest: Escort Prisoners to Salt Mines
* Added “prisoner caravans” that appear to move large prisoner populations from castles to the salt mines and return back with their sale value. These caravans are raidable.
* Added option to speak with village elder to the village menu. (Custom Commander)
* Added game option to block popup menu notifications for factions going to war, making peace, calling a truce or being involved in a border incident if you do not belong to either faction.
* Heroes earn additional experienced based on intelligence above 10 when in combat.
* Added a quest menu for village elder quests.