# To Do

* Create events for leaderhead switches TO Tribal Law (Need BI to add)
* Flesh out tribal election events (wait until leaderheads events are done)
* Serpent and Tortoise Tribe + Dance of the Coyote promotion icons when hovering over Menawa broken (these are both monster icons, which maybe don’t have a smaller version?)
* Reactivate tribal law elections after testing
* Set all extra leaders to not available under Civilizations (but make sure you can still switch to them in events)
* Set “train unit” back to 1 XP for The Council when done testing (then test all XP gains)
* Rewrite concepts, Tribal Law civics, and Chislev strategy page when done
* Remove extra techs for Chislev

# Optional To Do

* Create events in GreyFox/FoxTools.py and map them that way (if built into the main mod)
* Clean up code (mostly irrelevant if put into main mod)

# Black Imperator To Do

* Write a building dependency in XML: for building ‘a’, if building ‘x’ is not within ‘y’ range, building ‘a’ is lost
* Have a building block off the ability to build other buildings (so if you have a totem in a village, you cannot build another totem)
* Optional: Get rid of former Bear Totem and Totem of the Old Enemy *if* added into main mod

# Done

* Build all five totems, coded to place replica totems in cities 3-4 tiles away
* Change Adept to Shaman
* Create event that allows Menawa unit to select a tribe
* Create a system to allow Spirit Healers and Shamans to bury the bones of a level 5 unit for a Morale boost
* Create six leaders, one for each tribe, plus an emergent leader representing all five
  + Music, unique diplomacy text, and Pedia entries added for all leaders
* Create a system to proc an event after ‘x’ turns in the Tribal Law civic
* Build Tribal Cohesion emergent trait

# The Tribes

Each of the five tribes has a few central themes that are core to it:

## Eagle Tribe

* Mobility
* Vision
* Charisma/Leadership
* Goodness

Units gain: Mobility

Menawa gains: No terrain movement cost, +1 movement

## Coyote Tribe

* Opportunistic
* Witty
* Evasive
* Pioneers and Explorers

Units gain: Drill

Menawa gains: +10% withdrawal, +100% pillage gold, 10% chance to do 5% to enemy stack, 10% chance to avoid bad lair results

## Bear Tribe

* Strong
* Healthy
* Industrious
* Courageous

Units gain: Combat

Menawa gains: +1 strength

## Serpent Tribe

* Aggressive and hot-headed
* Vindictive
* Despises the weak
* Evil

Units gain: City Raider

Menawa gains: Attacks the weakest unit in the enemy stack, 15% chance to generate a slave

## Tortoise Tribe

* Defensive
* Isolationist and pacifistic
* Philosophical
* Religious

Units gain: City Garrison

Menawa gains: +10% defensive strength, counters “target weakest unit”, x2 fortification bonus

# Tribal Election System

While under the “Tribal Law” civic, players will have an election every 45/60/90/180 turns, depending on their game speed. The player will be presented with seven options: one for each tribe, a random tribe of the five, or a “don’t have an election” option, which results in one turn of anarchy and is pretty much only useful if you want to stay as Absaroke or Natane within the Tribal Law civic.

Selecting the tribe options will elect the leader of that tribe (the leaders are shown on the next page). If you’re already that leader, selecting that tribe again will result in one turn of anarchy (unless you’re Shimasani) and a 50% chance of a positive bonus:

* Eagle Tribe: +3 relations with all other leaders
* Coyote Tribe: Great Bard
* Bear Tribe: Great Engineer
* Serpent Tribe: Great Commander
* Tortoise Tribe: Golden Age

Voting for the “fair election” option two times in a row will unlock the ability on the third election to switch to “The Council” leader. Upon doing so, the tribal election system for a “Head Chief” is abolished, and the five tribes learn to rule completely equally.

# New Leaders

Shimasani (Eagle Tribe), +2 relations from all other leaders:

* Charismatic, Trader
* Neutral Good
* Same AI as Ethne
* AI goal: peaceful, very friendly, trusting, doesn’t build many units

Soyala (Coyote Tribe), +2 relations from male leaders:

* Creative, Imperialistic
* Chaotic Neutral
* Same AI as Rivana (but more friendly)
* AI Goal: Opportunistic

Motsqueh (Bear Tribe):

* Industrious, Expansive
* Lawful Neutral
* Same AI as Verocchio (but increase wonder construction, less isolationist)
* AI Goal: Likes to build, wonder-focused

Osyka (Serpent Tribe):

* Aggressive, Raiders
* Neutral Evil
* Same AI as Jonas
* AI goal: War-like, holds a grudge, builds lots of units

Alosaka (Tortoise Tribe):

* Philosophical, Defender
* Lawful Good
* Same AI as Einion, but more isolationist
* AI goal: Isolationist, cautious of others, builds lots of units

The Council (Mixed Tribes):

* The Council will appear when the player elects to not interfere with two elections in a row. In turn, the “Head Chief” position is abolished, and all five tribes rule completely equally.
* Emergent Ability – Tribal Cohesion (Randomly selects Charismatic, Trader, Creative, Imperialistic, Industrious, Expansive, Aggressive, Raiders, Philosophical, Defender; switches throughout game)
  + Tribal Cohesion 1: Random 3, +2 unit XP
  + Tribal Cohesion 2: Random 4, +3 unit XP
  + Tribal Cohesion 3: Random 5, +4 unit XP
* Neutral Neutral
* Same AI as Arturus (but less isolationist, less gold/Runes of Kilmorph focused)

Absaroke and Natane will be used when the player is *not* using the Tribal Law civic. Switching away from Tribal Law will prompt an event asking the player which of the two leaders they would like to play as.

All leaders will prefer Fellowship of the Leaves since it effects alignment the second least after Council of Esus (which doesn’t fit the Chislev).

# The Council

The Council is an “emergent leader”, but unlike other emergent leaders, he does not level a single trait. Instead, the Council must contend with five different tribes to maintain favor with. At the beginning of the game, you’ll begin with 50 favor with each faction, but you need 100 favor points to receive that tribe’s support.

When favored, the tribes each give you a new trait. This trait provides a combination benefit of the tribal leader who normally leads that tribe, as well as some other benefits.

## Eagle Tribe

+1 happiness/city

-10% XP needed for unit upgrades

+25% commerce food and production from trade routes

+2 relations with all other leaders

Gaining Favor: +1 per turn with the Foreign Trade civic, +10 making peace, +20 constructing Totem of the Eagle, +10 building that gives happiness, +20 building that gives area happiness, +30 building that gives global happiness

Losing Favor: -1 per turn at peace, -3 per turn at war, -5 starting a war

## Coyote Tribe

+2 culture/city

+75% Great General Emergence

Gaining Favor: +1 per turn with the Liberty civic, +20 founding cities, +5 on population growth, +15 on culture growth, +20 constructing Totem of the Coyote, +15 popping a goody hut, +10 exploring a lair, +3 pillaging

Losing Favor: -2 per turn,

## Bear Tribe

+5 health

+25% wonder production

+1 production on plots with 3 production

Gaining Favor: +1 per turn with the Industry civic, +5 constructing any building, +25 constructing a national wonder, +100 constructing a world wonder, +10 constructing a building that gives health, +20 constructing a building that gives area health, +30 constructing a building that gives global health, +20 constructing Totem of the Bear

Losing Favor: -2 per turn

## Serpent Tribe

Free Combat I promotion

+100% gold from pillaging, and pillaging modifies culture by +150%

-50% war weariness

Gaining Favor: +1 per turn with Conquest civic, +15 acquiring a city, +3 killing a unit, +3 killing an orc unit, +20 razing an orc city (not sure if this one will work), +20 constructing a Totem of the Serpent,

Losing Favor: -3 per turn at peace, -1 per turn at war, -5 making peace

## Tortoise Tribe

+75% great person birth rate

Combat does not influence cultural borders

+15% science while at peace

Gaining Favor: +1 per turn with the Scholarship civic, +3 training a unit, +5 killing a unit within your own borders, +20 having a great person born, +20 constructing Totem of the Tortoise

Losing Favor: -1 per turn at peace, -3 per turn at war

# Totem System

Totems will need a “Replica” version of each. The Replica version of the building should spread to cities within ‘x’ squares of the source totem. This is required because new cities will do a check to see if any cities within ‘x’ squares have a totem, and if so, it will also start with that totem. This should *only* happen to the source totem, otherwise you could chain a single totem across the map. Cities with totems or replica totems cannot build totems.

Further, the player should have the ability to migrate the source totem (the same way you can migrate your capital). Doing so will remove the replicas around the source. Losing a source totem city in any way will also remove the replica totems.

A player can strategically create a city with multiple different replica totems (up to 4) if they have a city in a center of a sort of circle, each with a source totem. Doing this would be difficult since replica totem cities can’t make source totems, but it is and should be doable.

Totem of the Eagle:

* Increased city vision? Not possible in XML – check in Python?
* Units start with Sentry 1
* Happiness boost

Totem of the Coyote (Frontier/border expansion focused)

* Culture Boost
* Settler production increase? Not possible in XML – check in Python?
* Food boost

Bear Totem (rename to Totem of the Bear):

* Health boost
* Strong promotions to units built here

Totem of the Old Enemy (rename to Totem of the Serpent):

* Orc Slaying promotion
* New Units receive 2 experience points
* -50% war weariness Serpent Totem cities

Totem of the Tortoise:

* 10% city defense bonus
* Magic Resistance to units built here
* +2 generic GPP
* Enemies suffer +5% war weariness

# Other Changes

* The Chislev now use the semi-unique “Shaman” unit instead of the Adept, which means they don’t need a Mage’s Guild to make their arcane units; but also means they don’t get the training modifier from the Mage’s Guild, and cannot build the Catacomb Libralus.

# Non-Related Bug Reports

* Shard of Courage promotion icon isn’t right
* Defender trait does not display that workers start with Hardy

# Module Forum Topic

Whenever I look through my list of which civilization to play next, I always dismissed the Chislev. I looked at what they had and thought that they didn’t really have anything truly unique… there wasn’t much of a reason to play them if you wanted a different type of gameplay experience. So I sought to change that.

[H1]Tribal Law Civic[/H1]

Many of the new additions are locked behind being in the Tribal Law civic that is unique to the Chislev. This makes their once lackluster civic a great option, at the expense of not being able to use any of the other government types.

[H3]Elections[/H3]

While under the “Tribal Law” civic, players will have an election every 45/60/90/180 turns, depending on their game speed. The player will be presented with seven options: one for each tribe, a random tribe of the five, or a “don’t have an election” option, which results in one turn of anarchy and is pretty much only useful if you want to stay as Absaroke or Natane within the Tribal Law civic.

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[H3]New Tribal Law Leaders[/H3]

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All leaders will prefer Fellowship of the Leaves since it effects alignment the second least after Council of Esus (which doesn’t fit the Chislev).

[H3]Random Tribe Mechanic[/H3]

Under Tribal Law, whenever a combat unit is created, it will randomly be from one of the five tribes. This gives them a random starting promotion (each tribe’s promotions will be explained below). The prerequisite tech need not be unlocked, and if the unit would already acquire that promotion for free from some other means, it is automatically bumped up to the next level.

[H3]Menawa[/H3]

The Menawa, or “Great Warrior”, is a unique national unit available to the Chislev at the Conquest technology. When built, it offers the player a choice of which tribe they would like for the Menawa to come from, each imparting a unique benefit. The Menawa will start with that unique promotion in addition to the tribal promotion from the random tribe mechanic.

## [H3]Eagle Tribe[/H3]

Units gain: Mobility

Menawa gains: No terrain movement cost, +1 movement

## [H3]Coyote Tribe[/H3]

Units gain: Drill

Menawa gains: +10% withdrawal, +100% pillage gold, 10% chance to do 5% to enemy stack, 10% chance to avoid bad lair results

## [H3]Bear Tribe[/H3]

Units gain: Combat

Menawa gains: +1 strength

## [H3]Serpent Tribe[/H3]

Units gain: City Raider

Menawa gains: Attacks the weakest unit in the enemy stack, 15% chance to generate a slave

## [H3]Tortoise Tribe[/H3]

Units gain: City Garrison

Menawa gains: +10% defensive strength, counters “target weakest unit”, x2 fortification bonus

[H1]Funeral Pyre[/H1]

When a unit of level 5 or higher dies in a stack where you own either a Spirit Healer or a Shaman, the Spirit Healer or Shaman will automatically acquire a promotion called “Bones of the Exalted”. They may light a Funeral Pyre, consuming the bones, to give all units in the stack the Morale promotion. The bones may also be passed onto other Spirit Healers and Shamans.

[H1]New Buildings[/H1]

[H3]Canoe Harbor[/H3]

Replaces Harbor. Only gives 25% trade route yield, but is cheaper and gives a static +2 food boost.

[H3]Warchief’s Harbor[/H3]

Requires 3 Canoe Harbors per Warchief’s Harbor. +10% production to sea units, +2 XP to sea units, 1 trade route, +50% trade route yield

[H3]Tribal Watchpost[/H3]

Replaces Lighthouse, but does not need to be on the coast (but still allows Great Lighthouse if built on the coast). +1 food on plains tiles, +1 trade route, +5% city defense.

[H3]Warchief’s Security Council[/H3]

Requires 3 Tribal Watchposts. +10% city defense, +10% land unit production, +2 recon unit XP, 0.25 recon unit XP train rate

[H1]Other Changes[/H1]

[list]

[\*]The Shaman now replaces the Adept for the Chislev, and the Chislev are blocked from building the Mage Guild.

[\*]I’ve explicitly blocked out the Catacomb Libralus, the Great Library, and National Epic for the Chislev. Their required buildings were blocked off, so this has no effect, but it was causing world builder issues for me without them being blocked.

[/list]

I have created an installer that will do most of the work for you **but**:

[underline][bold][color=red]THIS INSTALLER SHOULD ONLY BE USED IF YOU DON’T HAVE YOUR OWN CUSTOMIZATIONS TO THE BASE CIV4CivilizationInfos.xml, Audio2DScripts.xml, AND AudioDefines.xml[/color][/bold][/underline]

Why?

[list]

[\*]CivilizationInfos.xml: I need to remove the “Bear Totem” and “Totem of Old Enemy”, which have been merged together to make one totem. I can’t remove the items via a module, so the installer has to overwrite your CivilizationInfos.xml. They’ll still exist in the buildings Pedia unless you remove them from CIV4BuildingInfos.xml, but they’re not really hurting anything.

[\*]Audio2DScripts.xml and AudioDefines.xml: For some reason there is a problem where these files aren’t picked up in modules, so the entries must be added into the base XML files.

[/list]

If you DO have customizations to these files, I’ve included a .zip download so that you can extract the info from those files to add manually (and if you already have customized these files I trust you don’t need further instructions, but if so, let me know).