# Current Work at hand

## Optimize religion descriptions.

Now we can have religions’ descriptions attached to the icon. In addition the bullet list of features should reflect the religion’s special features.

## Conversion overhaul.

* Files to look at: job\_lord\_spiritual.txt and religious\_events.txt
* Features to be tweaked:
  + relationship penalties for being heretical
  + the risk of vassals using the parent religion decision
  + Holy War targeting
* Ideas:
  + limit all "heresy" character events to zealous characters of Christian, Islamic and Zoroastrian groups, possibly with higher piety decreasing mtth. All other characters should not bother about what the game calls "heresies" and is now only variations of the same religions, so that the world's religious fragmentation remains plausible.
  + limit all "heresy" province events to the same religious groups as above.
  + temporarily increase mtth for chaplain's conversion job

## Adapting events, gfx etc.

Many files of the Old Gods should be screened to take into account the many religious groups LI includes. Such are events and portrait files.

## Reorganizing religions

Futuregary is re-organizing religions in terms of parent/heresy status.

## Enquiring Orthodox

Numahr is questioning the current status of Orthodox and suggests Arianism may be a more relevant alternative “mainstream” Christian faith.

## Defining Holy Sites

Each relevant religious group needs a set of holy sites

## Streamlining communitarian / sectarian mechanics

Traits can now be marked as religious, which will clear them out if a character changes religion

## Modding reforms

#### Religious unification

What we will REALLY need to make this concept of unite faiths dynamic true, will be a mend the schism-like mechanism... So when you reform, a global flag appears for like 2 years, and during these 2 years all characters and provinces get a certain chance to convert to your new reformed faith, with a mtth impacted by how they like you (after all you become the new Head of this religion), your Prestige, your Piety and State Learning.

## Assigning features

### List of new features and related approaches

* Succession law mechanics
  + Non reformed religion to be limited to Gavelkind
* conversion mechanics  
  *Access to missionaries, resistance to conversion, power to convert  
  Look at the following files: events/job\_lord\_spiritual.txt and job\_actions.txt*
  + By default, low conversion power, low resistance and no missionary.
  + (Reformed) **proselyte** mentality religions have conversion war versus heresies, high conversion power and access to missionaries. The status is granted to reformed **Christian, Muslim and Persian** civilizations.
  + (Reformed) **bastion of the faith** mentality religions have high resistance to conversion and access to missionaries (in addition, defensive bonus). The status is granted to all reformed religions **other than Christian, Muslim and Persian** civilizations.
  + (Unreformed) **ancestral religion** have high resistance to conversion
* allow\_viking\_invasion = yes # Allows the "Prepare Invasion" diplo action
  + Granted to **messianic** and **populist** religions
  + To be balanced by a +3 **short\_reign** modifier
* allow\_looting = yes
  + Granted to **Tengri, Norse, Celtic and Barbarian** civilizations. Consider removing the possibility for these religions to take prisoners to balance the issue pointed out by Riknap; I consider this OK from a lore point of view.
  + To be balanced by a +2 **short\_reign** modifier and **peace\_prestige\_loss = yes**
* allow\_rivermovement = yes  
  *From my understanding this has to remain a religious factor. Note religion is akin to a civilization.*
  + Granted to **Norse** civilization
* female\_temple\_holders = yes  
  *I confirm it is new to TOG*
  + Granted to **reformed** religions to selected religious groups (to be determined)
  + Granted to unreformed **Norse** civilization, **Arabo-Sabean** and **Berber** religious groups
* defensive\_attrition = yes
  + Granted to **Tengri** civilization and **Messianic** soul **!!! not balanced yet !!!**
* peace\_prestige\_loss = yes # Lose Prestige while at peace
  + Granted to **Tengri, Norse, Celtic and Barbarian** civilizations to balance out raiding possibility
  + Granted also to **Martial** civilizations as balance for the holy war CB
* raised\_vassal\_opinion\_loss = no
  + Granted to **Martial** civilizations **!!! not balanced yet !!!**
* max\_consorts = 3
  + Granted to **Persian, Archaic,** **Tengri, Norse and Barbarian** civilizations
  + This should replace the specific polygamy feature for some Slavic religions (succession law files needs to be edited also).
* independence\_war\_score\_bonus = 30 # Overrides define   
  *Amount of* ***warscore per year*** *since attacker/defender started getting the bonus, for independence wars (can be overridden separately in religion scripts). Default is 20*
  + +15 to **Tengri, Norse, Celtic and Barbarian** civilizations
  + +15 to **Traditional** soul
  + Cumulative including 50% though ascendant. A Barbarian Traditional religion has 50 instead of 20.
* reformed = <religion>
  + Each religious group with unreformed religion gets one, all unreformed religions become this one upon reform
  + Need to create a reformed religion for religious group: same Civilization, **Statist**, **Mainstream**, **Proselyte**.
* reformer\_head\_of\_religion = yes #make the character that reforms this religion the head of the new reformed faith*.*
  + All **unreformed** religions should get this one
* aggression = 2.0 # AI aggression factor
  + Already covered by existing AI weights, so no need to apply this one I think
* short\_reign\_opinion\_year\_mult = n # The default is 2
  + Soul: **statist** gest -2, **messianic** gets +2 and **populist** gets +3
  + Civilization: **Norse and Barbarian** get +2; **Tengri and Celtic** get +1, Archaic -1
  + Cumulative, including with ascendants (50%)
* At Home Unit modifiers
  + Bonus to be determined for so-called “pacifist souls”, in want of a balance against the CB attributed to war-like religions. Concretely, **Traditional, Statist, Scholarly and Clerical** religions are concerned.
  + **Clerical** and **Traditional**: focus on LI archers and LC
  + **Statist** and **Scholarly:** focus on HI, HC and pikemen (for scholarly, represents either Socrate-like citizen-based militia; or more probably the special guard these religions have to rely on to remain alive in the Darwinian world).
  + Also bonus to “**bastion of the faith**” mentality religions: all units have a morale offensive and defensive bonus (they will not break easily and discourage attackers but not fight better). This complements the previous one which is on the fighting skills and not the morale.
* Tribal prestige modifiers  
  Means that the authority-based triggered modifiers have a more important impact
  + Granted to **Tengri, Norse, Celtic and Barbarian** religions
* Blood sacrifices
  + Granted to **Solar** religions
  + Others?

### List of existing features and related approaches

#### Head features

* Heads
  + TBD
  + Under overhaul by Futuregary, no clear list defined for changes as of yet.
  + We need to come up with the definition of religions with heads, with 3 options: Independent Head (a la catholic), Vassal Head (a la Orthodox), Ruler Head (a la Caliphe).
  + Futuregary suggests Caliph-like Heads for Sana, Solar-Imperial and Imperial Cultist
* autocephaly = yes  
  *These religions can nominate an Autocephale Patriarch if rulers following them has a King tier title, and compete for complementary "Pentarchies", the four holiest sites of Lux Invicta's Greek-Roman world, together with the seat of their own respective patriarchates.*

*As per design decision of Shaytana, out of these religions, only a few (e.g. Arianism, Monophysitism and Neoplatonism) have a permanent, universal Head. All others will need to either create an Autocephale Patriarch by reaching the King tier, or by taking control of one of the four seats of complementary "pentarchies" to create a local Pentarch.*

*The four "complementary" pentarchies shared between these religions are Rome, Jerusalem, Carthage and Alexandria.*

* + **12 Christian** religions without heretical status or Barbarian ascendant: Adoptionist, Apollinarist, Arian, Audianist, Docetist, Melkite, Monophysite, Monothelitist, Orthodox, Pelagian, Sabellianist and Semipelagian;
  + The 5 **Neo-Platonic**: Neoplatonic, Porphyryan, Platonic Pythagorean, Platonic Islam and Platonic Christian;
  + The 5 **Classical Graeco-Roman** : Graeco-Roman, Jupiter Optimus Maximus, Alexandros-Ammon, Cybele, Imperial Cult;
  + The 3 **Mithraic** religions: Mithraic, Mithraic-Christian, Eosphorist.
  + The 9 **Solar** religions benefit from it: Apollo-Heliosean, Apollo-Boreasean, Solar-Christian, Al-Shams Islamic, Solar-Manichean, Ódinn-Sólar, Horsic and Ts'ähäy Mahremite.
* investiture = yes
  + Only **Catholic** as of now
  + Any other than **catholic**? It could be applied to others as long as they have an independent Head: neo-Platonism, at least, seem to make sense to me. Comments welcome…
* can\_excommunicate = yes
  + Currently all **Pentarchy religions** **except the Neoplatonic faiths** can excommunicate.
  + All reformed religions should have this ability as well, as well as **Persian** civilization I think.
* can\_grant\_divorce = yes
  + Currently **Orthodox, Catholic, Nestorian, monothelitist**, **Pentarchy religions except the non mainstream neo-Platonist faiths, Zoroastrianism, Buddhism, Zalmoxianism, Indohellenism, Mandean, Yazdanism**  can grant divorce.
* can\_grant\_invasion\_cb = invasion
  + Currently **Orthodox, Catholic, Nestorian, monothelitist, Pentarchy religions except the neo-Platonist faiths and Kharijite\*** can grant invasions CB. (\* without a head, Kharijite’s ability to grant invasion is useless)
* can\_call\_crusade = yes  
  *According to Futuregary’s tests, Zoroastrians and Solars never call crusades was because the landed\_titles document didn't have any crusade weight for them on any provinces. Without crusade weight, no crusades happen*
  + Currently **Catholic, Sunni, Shiite, Kharijite\*, Ilm Islam, all 9 Solar faiths and Zoroastriansm can declare crusades** (\* without a head, Kharijite’s ability to grant invasion is useless)

#### Special Casus Belli

* Sacred War  
  *Grants piety if successful*
  + Granted to **martial** religions
* Conversion War  
  *Expand religion by the sword*
  + Granted to **populist** soul religions
  + Granted to **Christian, Muslim and Zoroastrian** religious groups (! Not civilizations!)
* Total War  
  *Bad-ass CB*
  + Granted to **Ahrimanic**, **Ragnaröker, Ofridrtívaric, Tengri-Ahrimanic, Angra Mainyui,** hand-picked by Shaytana himself
  + Granted to **Christian, Muslim and Zoroastrian** religious groups (! Not civilizations!)

#### Other features

* priests\_can\_marry = yes
  + Currently **all Muslim, classical graeco-Roman, all Norse and Firner Situic** priests can marry.
  + Could probably be expanded

# Compilations of pre-release forum discussions

## Dev Diaries 1

### Who should get the new CBs?

[B]- Raiding[/B]: technically not a CB, it can be considered as an ideal and actually quite fun substitute to the "raiding CB" I was mentioning above for "traditional/non proselyte" (henceforth "tribal") religions.

[B]- Prepared Invasions[/B]: if we apply it through the prism of souls, we should extend it beyond the original Norse context. But it should remain quite limited. It could be applied to Martial religions (as much ghazi Islamic would not make war to [I]convert[/I]; them staging such wars makes perfect sense if you go back to the root the Ghazi word)

[B]- Subjugation[/B]: in the Old Gods, it is for pagans only and linked to the ambition "Become King." In LI, kingdoms are so small that access to this CB can be quite liberal. Otherwise the basic principle stands... so maybe the same scope as the raiding mechanics, with a high prestige cost in addition to the trait requirement. Basically a succesful subjugation war should become the eventual goal of a ruler engaging in raiding.

[B]- Tribal invasion:[/B] I am not sure this one needs to be considered, except for the sinno-hellenic mod in development.

### Other interesting bits:

- [I]Norse and Tengri pagans lose prestige if they have been at peace for too long[/I]: obviously, perfect for the [B]martial[/B] ethos, in addition to the norse and tengri. Don't leave your Mithraic followers at rest too long!

- [I]Non-pagans suffer from a significantly smaller supply limit when in pagan territory[/I]: I wonder what degree of flexibility we will have. But this is a feature I tried to include for [B]tengri/steppe[/B] religions (balanced out by the steep malus these get in fort level). I think it should not be extended for all pagans in LI, but it is definitely an interesting one for [B]tengri/steppe[/B] religions.

- [I]their warriors [Suomenusko, Romuva and Slavic pagans] enjoy several defensive bonuses, especially when fighting in provinces with their own religion[/I]: that sounds like a very interesting feature to "defensive" religions such as the [B]archaic[/B] and the [B]traditional[/B] souls or the [B]heretical[/B] doctrines.

- [I]Christians and Muslims can dispatch missions to convert the depraved heathens[/I]: very interesting prospect! Should make the line of divide between proselyte religions and non-proselyte ones even more clear. As mentioned above, proselyte religions would be [B]Christian[/B]+[B]Islam[/B]+[B]Zoroastrian[/B]+[B]Messianic[/B] soul, tentatively.

[I]- New events and decisions: berserkers, sejdr, curses, omens, divinations, runestones and much more[/I]: a lot of work in view to apply these interesting events to the right scopes (related to the religious groups most probably).

[I]- Play as a Zoroastrian lord and restore your ancient religion to prominence:[/I] in this timeline Zoroastrian does not need it, but [B]archaic[/B] religions are good candidates to whatever this means... (?)

[I]- Sacrifice to Odin at the great Blot![/I]: ??.. promising anyway... I wonder which religions incorporate ritual sacrifices and whether this correlates with souls or civilizations?

### Follow up discussion

@ Darkgamma:   
- Actually the more I think of it, the more I think that the "Prepared Invasions" (which are more like mass mobilizations than detailed planning) should be granted not to **Martial** religions, but rather to **Messianic** and **Populist** ones, to simulate the revolutionary potential contained in these souls, as illustrated by this description of **Antinomianism**. Of course, the huge benefit provided by this feature should then be balanced by further malus on the political and economic side attached to these souls.  
- Holy sites: yes, I mentioned just above that this mechanic shall be used to model just what it aims, holy sitse of different religious groups. Until now we had the pentarchy system, but we were limited by the fact that all religions using this mechanic share the same four holy sites, so we could not create different geographies for different religious groups. Now we will be able... although the benefits of controlling these holy sites remain to be determined.

## Dev Diaries 2

- new decisions / events: I don't think they introduce any new hardcoded mechanic (maybe some new triggers though) so we could almost have done the same. But well if someone puts all these lines of code together for us, let's use them smartly. So:

\* the blot sacrifice can be adapted as is for Norse and German religions (the Civilization, not the group)

\* runestone can be further extended to other Pagan religions with re-wording to make it less culturally focused

\* the duel decision, if implemented, should be onnected to the imported GOT-duel mechanic for the sake of consistency. Why not, but less convincing as far as I am concerned.

\* mongol - nerge could be applied to all steppe civilization religions as is

\* the various Pagan festivals could be imported with their cultural specificities for their respective religions; in addition all other traditional religions could receive a similar, generic decision.

### Zoroastrian features:

\* curious about the decision to establish a Religious Head. Obviously not applicable to Zoroastrians but could be a way to reward some "reformed" religions without a head at game start if hey can conquer their holy sites. Again, not a new mechanic per se I believe, just soft coding, but hell if they do it nicely let's use it.

\* OK we can keep the feature on marrying relatives for Zoroastrians as is

\* the Saoshyant mechanic could be used to give more reward to rulers uniting their respective holy sites... and create new "dynamic" bloodlines! Very immersive in my opinion, for the player to create such new legends - would go a long way towards giving a feeling of life to the LI universe.

Note: when the expansion gets released, I'll be in the middle of a mission in Tanzania, so not available for a week or so. Does not mean I will have disappeared.

## Change Log

Re. change log, outlining and commenting items of specific interest for SELIN, which were not already mentioned before:

### General:

- Catholic Holy Orders will no longer fight other Christians unless they are a heresy of Catholicism: if I understand correctly, the HO will not be used against other religions of the same religious group except for heresies.

- Demand Conversion now also converts the court of the recipient: to be taken into account where implementing the conversion tweaks

- Vassal religious heads can now grant the invasion CB: this will open the feature to many religions which could not use it until now although they had it in their properties...

- When the primary title is taken from a Caliph, the Caliphate should now go with it if the taker can hold it: very interesting as primary titles in LI are so fragile...

- Certain religions are now more passive, some more aggressive: we just discussed how we do it in LI through AI weights in triggered\_modifiers... does this one mean a new, more adapted tool?

- Will now prioritize recreating destroyed religious head titles

## New modding tools:

- Added religion\_modifiers, these are temporary modifiers to a religion's MA score

- Traits can now be marked as religious, which will clear them out if a character changes religion

- Added an 'aggression' field to religions (AI parameter): answers my question above I think

- Added trigger 'is\_reformed\_religion'

- Added 'defensive\_attrition' to religions

### Edit: from Q/A:

- Reformed pagans can all declare holy wars, but they cannot send their high priest to proselytize.: so the equation reformed = proselyte does not apply, at least in terms of game mechanics. Does not mean we cannot do it so. To be assessed further I would say...

- the two systems do not mix (concubines and polygamy.): we can remove the current polygamy for Slavs and replace it by Concubines, probably

- No it does not give you an alliance. Most often the concubines of nobles you take are forcefully taken.: I was concerned that Slavs were getting an undue advantage with the 3-wives polygamy, no longer thanks to the new concubine system.

- It's raiding moddable? Can i enable (via modding) the raiding and river sailing features to any religion/culture? / Yes, it's just a field in religion.txt : confirmation of what we had guessed. Good, flexible system.

## Post release

- "What I do see is that the reformed religions are actually separate religions from their primitive counterparts." Different religions for reformed ones is what I hoped... if we can control what religion becomes what when reformed. Then we could have these 1 reformed religion per religious group (ex: many unreformed German religions... but the winner takes it all and becomes the new all-Germanic reformed religion whatever his original religion). That would allow to define the winning religions as "mainstream" and have a dynamic where reform is not only that, it is also some kind of theological unification. So the question is, can we define what religion an unreformed religion become when it reforms?

- It appears that they've made it so all reformed religions can call crusades. I think that is only a matter of having the line for it in the religion file, in which case we are not concerned as we have our own religions file. Although your idea to re-assess who can lunch crusades remains relevant.

- Unit modifiers!: Good but if the new modifiers do not integrate the character modifiers affecting the whole realm as the infamous triggered modifiers, then we won't be able to export the existing modifiers out of triggered\_modifiers... The new possibilities created by "in my provinces" only unit modifiers are really exciting though...

### I guess to simplify several issues at once we can divide religions in 3 groups:

1. Proselyte: all the conversion goodies in terms of actively converting others. Reformed status.

2. Bastion of the faith: weak conversion of others (I would say none but gameplay-wise a little chance for the player to play the conversion game should remain) but resists conversion and enjoys defensive unit-modifiers. Reformed status.

3. Tribal religion: weak conversion of others, vulnerable to conversion, but access to the looting mechanics. Unreformed status.

Note (reminder): the political malus on not declaring war cannot be merged with the above as I intend to use it to remedy to the current inbalance due vassal\_opinion not working properly. As it is a drawback, but a kind of sweet drawback, it will affect those religions such as Barbarian and Populist ones, which should have an internal malus because of the instability they bring in... so in essence it will get incorporated to the current civilization/soul system