

ExtraModMod

About ExtraModMod

ExtraModMod is a modification of Fall from Heaven II which enhances gameplay and adds new options and features while trying to avoid big changes or additions to the original lore of the Erebus world. The base version of Fall from Heaven II used by ExtraModMod is Fall from Heaven II 0.41o.

ExtraModMod also includes More Naval AI, created by Tholal. This mod brings an enhanced AI and some select features to Fall from Heaven II, along with a lot of bug fixes and nearly no OOS errors.

Besides being based on More Naval AI, ExtraModMod borrows features from many other sources, while others have been developed specifically for it. Feedback about the new features or balance changes is always welcome. All new features are described in detail in the Features section, but you can find a summary below.

- Creation, Dimensional and Force spheres.
- All minor leaders are available as playable leaders, including new leader traits.
- Doviello get +1 food on tundras and on ice. They also get Savage as their civilization trait.
- Adventurer Counter as the mechanic for obtaining Grigori Adventurers.
- Additional resources.
- More Events expanded.
- Events with images.
- Balance adjustments to leader traits, team thresholds, techs and buildings.
- Visible improvements in forests.
- It is possible to build lumber mills in ancient forests.
- The Genesis ritual affects every civilization in the same team.
- Kuriotates are no longer forced to create cities instead of settlements in multiplayer.
- Mage guilds unlock a sage slot.
- Tsunami is now only range 1 instead of 2.
- Sorcery is now a higher priority for Great Sages than Alteration, Divination, Elementalism and Necromancy.
- The Mobility I promotion can be chosen by Siege Units.
- Gibbon Goetia requires Sorcery instead of Deception.
- The Lichdom spell requires Divine Essence.
- The building cost of Doviello battlemasters has been reduced to the default for champions.
- Chalid Astrakein's Pillar of Fire requires Righteousness, and causes less damage.
- The Luchuirp Blasting Workshop requires the Blast Powder tech to be built.
- Honor and Deception are placed along with other Religion techs in the tech tree.
- The National Epic does not produce Great Commander GPP anymore.
- Great generals can now be attached to Beast units.

- The Blinding light spell only lasts for one turn, and it is easier to resist.
- The Grigori are no longer able to build the Mercurian Gate.
- Strength of Will is now a higher priority for Great Sages than Pass through the Ether.
- The Pyre Zombie explosion still can set nearby tiles on fire, but the explosion damage requires Sorcery.
- Lucian is now a normal warrior with the Strong promotion, and he can be upgraded to Son of Asena (and other units) normally.
- It is possible to drop equipment.
- Golem slayer promotion.
- Units with the Marksman promotion can choose between attacking the strongest or the weakest unit in the stack.
- The spawn probability of planar gates is now scaled linearly with the Amageddon Counter.
- Grigori museum.
- Council of Esus spells.
- The Sidar Divided Soul unit gets the Divided soul promotion, which allows to use the Sever soul spell after upgrade. The Sever soul spell now lasts longer.
- Doviello Beastmen, Calabim Moroi and Sidar Divided Souls are not made obsolete anymore.
- MountainCoast mapscript.

ExtraModMod takes components from a lot of sources and as such it is fair for it to give back to the community. It is encouraged to use parts of ExtraModMod in your own work if you want to, but do not forget to give credit to the creators of the components you are using (you can check the full credits at the Features section). If you plan to use ExtraModMod to create something with it or with some of its components, the Development section is meant to help you.

Installation

ExtraModMod is available for download at <https://bitbucket.org/Terkhen/extramodmod/downloads>.

To install this mod you need to paste its contents over a clean installation of Fall from Heaven II 0.41o. An installer is not planned for now.

Features

Most of ExtraModMod features have been obtained from other Fall from Heaven II modmods, modcomps or other contributions made for Civilization IV. Some of these features open up new possibilities for modders, which can be consulted in the Development section.

I consider crediting each contribution properly a priority, so please report any errors or omissions in the credits and they will be promptly fixed. All components included in ExtraModMod, along with their authors and websites are listed below.

[Mod] Fall from Heaven II 0.41o

Credits: Fall from Heaven team, see also <http://forums.civfanatics.com/showthread.php?t=304415>

Thread: <http://forums.civfanatics.com/showthread.php?t=171398>

Subforum: <http://forums.civfanatics.com/forumdisplay.php?f=190>

Fall from Heaven II is a dark fantasy mod for Civilization IV. The Age of Ice has ended. What is left of the once great empires of man have formed into small tribes, ready to rebuild and retake that which was lost. But the world is not empty. Hordes of barbarians await these new civilizations. Wild animals stalk hapless scouts and reckless emissaries. Giant spiders lie in patient wait in the jungles and the forests waiting for their prey to take that last, fatal, step.

There is great evil, but also selfless good. There are those who strive to remain neutral in the coming conflict as opposed ideologies break the world asunder once again. The first goal is survival. The second goal is power, for good or ill.

Will you pursue power through strength of arms or arcane studies, through piety or blasphemy? Choose carefully. On each path you will find allies, and bitter foes, and the deeper you delve into the secrets of combat, sorcery, or the divine, the harder it will be to turn back.

You can check the list of the people who made the original mod possible at the *Readme 041.rtf* file included in this modmod and at the Civfanatics forum thread mentioned before.

[ModMod] More Naval AI

Credits: Tholal

Thread: <http://forums.civfanatics.com/showthread.php?t=357824>

Subforum: <http://forums.civfanatics.com/forumdisplay.php?f=476>

The original purpose of this mod was to give the Fall from Heaven II AI the ability to use ships properly again, but it has expanded to include many enhancements and tweaks to the game AI, along with the inclusion of the BUG mod and other features.

MNAI also includes new game options such as Advanced Tactics, Puppet States or Revolutions and fixes a lot of bugs, performance issues and OOS errors.

ExtraModMod is based in this modmod, and therefore it includes all MNAI features. There are too many changes and features in More Naval AI to detail them here; check the More Naval AI thread to know them.

[ModComp] Spanish translation

Credits: TaSSeRD and Terkhen

A spanish translation for More Naval AI. Most of it has already been included in More Naval AI.

[ModComp] Civilization specific modifications to terrain yields change

Credits: Jean Elcard, Xienwolf, Rise from Erebus Team (adapted by Terkhen)

This ModComp modifies how civilization specific changes to terrain yields are handled. Instead of allowing only one civilization for each terrain, each civilization can define modification for as many terrain types as desired. This ModComp only introduces DLL and XML without any changes in behavior.

[ModComp] Fix civilizations civlopedia page

Credits: Terkhen

Show the civilization specific terrain yield changes at the civilizations civlopedia page. Traits are still not shown; for that we would need art for them.

[ModComp] More events expanded and Events with images

Credits: Black Emperor, Ostar and lfgr

Thread: <http://forums.civfanatics.com/showthread.php?t=483736>

More events expanded includes many additional events into the game. Events with images includes an image with each event, instead of just showing a wall of text.

The version of More events expanded ModComp includes the following modifications:

- The Orc Slaying promotion is not available to all units anymore.
- Reduced the chance of the orphaned goblin event.
- Reduced the chance of the Muris Clan goblins waste event.

[ModComp] Visible improved forests

Credits: Monkeyfinger, xalien and [to_xp]Gekko

Thread: <http://forums.civfanatics.com/showthread.php?t=485043>

Improvements built on forests are now clearly visible instead of being nearly hidden.

[ModComp] Ancient forest lumbermill

Credits: [to_xp]Gekko

Thread: <http://forums.civfanatics.com/showthread.php?t=485173>

It is now possible to build lumbermills on ancient forests.

[ModComp] Bannor palace fix

Credits: Terkhen

Prevents the display of the Bannor palace as the "default" palace for all civilizations. With this modcomp, the default palace for all civilizations is just a palace.

[ModComp] Team Genesis

Credits: Terkhen

The Genesis ritual now affects all the empires in the same team, instead of only the empire which builds it.

[ModComp] Kuriotate settlements

Credits: Terkhen

This ModComp prevents Kuriotates from always creating cities without being given the chance to decide between cities and settlements in multiplayer. The first Kuriotate settlement will still be upgraded automatically to a city.

The rest of the new settlements will not be upgraded automatically; they can be upgraded later (if the player chooses to do so) by activating the Promote settlement ability in the settlement. This ModComp should not modify this behavior in single player games.

[ModComp] Adjusted tech costs

Credits: SareIn (Erebus in the Balance)

Thread: <http://realmsbeyond.net/forums/forumdisplay.php?fid=24>

Many mid to late game mundane technologies take less time to be researched.

[ModComp] Adjusted building costs

Credits: SareIn (Erebus in the Balance)

Thread: <http://realmsbeyond.net/forums/forumdisplay.php?fid=24>

Many buildings require less hammers to be built.

[ModComp] Mage guild change

Credits: SareIn (Erebus in the Balance)

Thread: <http://realmsbeyond.net/forums/forumdisplay.php?fid=24>

Mage Guilds now unlock a sage specialist slot.

[ModComp] Tavern change

Credits: SareIn (Erebus in the Balance)

Thread: <http://realmsbeyond.net/forums/forumdisplay.php?fid=24>

Taverns and Grigori taverns give +1 Happiness from Ale.

[ModComp] Breeding pits change

Credits: SareIn (Erebus in the Balance)

Thread: <http://realmsbeyond.net/forums/forumdisplay.php?fid=24>

Breeding Pits are now enabled with Agriculture.

[ModComp] Tsunami tweak

Credits: SareIn (Erebus in the Balance)

Thread: <http://realmsbeyond.net/forums/forumdisplay.php?fid=24>

Tsunami is now only range 1 instead of 2.

[ModComp] Team threshold changes

Credits: SareIn (Erebus in the Balance)

Thread: <http://realmsbeyond.net/forums/forumdisplay.php?fid=24>

- Number of team members penalty restored to Beyond the Sword's 50% from Fall from Heaven 2 0%.
- Known team modifier restored to Beyond the Sword's 30%, from Fall from Heaven 2 10%.
- Great People Teammate Threshold Increase restored to Beyond the Swords's 50% from Fall from Heaven 2 100%.

[ModComp] Sorcery change

Credits: SareIn (Erebus in the Balance)

Thread: <http://realmsbeyond.net/forums/forumdisplay.php?fid=24>

Sorcery is now a higher priority for Great Sages than Alteration, Divination, Elementalism and Necromancy. This means that now it is possible to research only one of these technologies instead of being forced to research all of them to continue using Great Sages for research.

[ModComp] Siege mobility

Credits: SareIn (Erebus in the Balance)

Thread: <http://realmsbeyond.net/forums/forumdisplay.php?fid=24>

The Mobility I promotion can be chosen by Siege Units.

[ModComp] Gibbon Goetia change

Credits: SareIn (Erebus in the Balance)

Thread: <http://realmsbeyond.net/forums/forumdisplay.php?fid=24>

Gibbon Goetia requires Sorcery instead of Deception.

[ModComp] Lichdom change

Credits: SareIn (Erebus in the Balance)

Thread: <http://realmsbeyond.net/forums/forumdisplay.php?fid=24>

The Lichdom spell requires Divine Essence.

[ModComp] Game option changes

Credits: SareIn (Erebus in the Balance)

Thread: <http://realmsbeyond.net/forums/forumdisplay.php?fid=24>

The Advanced Tactics, Compact Enforced, Living World, No Acheron and Puppet States game options are enabled by default. This ModComp also disables the possibility of taking over an AI in multiplayer, to prevent knowing the identity of your opponents.

[ModComp] Cheaper battlemasters

Credits: Terkhen (idea by [to_xp]Gekko)

Thread: <http://forums.civfanatics.com/showpost.php?p=12135099>

The building cost of Doviello battlemasters has been reduced to the default for champions.

[ModComp] Pillar of Fire change

Credits: SareIn (Erebus in the Balance)

Chalid Astrakein's Pillar of Fire requires Righteousness, and causes less damage.

[ModComp] Blasting workshop change

Credits: Terkhen

The Luchuirp Blasting Workshop requires the Blast Powder tech to be built.

[ModComp] Religion placement in the tech tree

Credits: Terkhen

Honor and Deception are placed along with other Religion techs in the tech tree.

[ModComp] National epic change

Credits: Terkhen

The National Epic does not produce Great Commander GPP anymore.

[ModComp] Paramander art swap

Credits: Terkhen

This ModComp switches the art used for Paramanders and Soldiers of Kilmorph.

[ModComp] Great general attachment change

Credits: Terkhen

Great generals can now be attached to Beast units.

[ModComp] Shorter Adaptive intervals

Credits: Terkhen

The base cycle for triggering the Adaptive trait changes has been reduced from 100 to 75.

[ModComp] Blinding light change

Credits: Terkhen

The Blinding light spell only lasts for one turn, and it is easier to resist. This avoids having big stacks of units completely blocked by just two or three units casting blinding light.

[ModComp] Forbid Grigori Mercurian Gate

Credits: Terkhen

The Grigori are no longer able to build the Mercurian Gate.

[ModComp] Strength of Will priority change

Credits: Terkhen

Strength of Will is now a higher priority for Great Sages than Pass through the Ether.

[ModComp] Pyre Zombie explosion change

Credits: Terkhen

This ModComp increases the cost of building Pyre Zombies slightly. The Pyre Zombie explosion still can set nearby tiles on fire, but the explosion damage requires Sorcery.

[ModComp] Upgradeable Lucian

Credits: Terkhen

Lucian is now a normal warrior with the Strong promotion, and he can be upgraded to Son of Asena (and other units) normally. When possible, Lucian keeps his original artwork after being upgraded.

[ModComp] Avoid multiplayer spoilers

Credits: Terkhen

This ModComp prevents showing some information about civilizations which have not been met yet.

[ModComp] Drop equipment

Credits: Terkhen

Allows equipment to be dropped. It supports the new items introduced by the More events expanded modcomp.

[ModComp] Golem Slayer promotion

Credits: MagisterCultuum

Thread: <http://forums.civfanatics.com/showthread.php?t=455111>

Adds the Golem Slayer promotion. This promotion requires the Engineering technology, and it can be chosen by disciple, mounted and melee units. It requires Combat III, and it gives the unit a 30% to its strength and defense against golem units.

[ModComp] Marksman promotion changes

Credits: MagisterCultuum

Thread: <http://forums.civfanatics.com/showthread.php?t=455111>

Units with the Marksman promotion can choose between attacking the strongest or the weakest unit in the stack.

[ModComp] Scaled planar gate probabilities

Credits: MagisterCultuum (modified by Terkhen)

Thread: <http://forums.civfanatics.com/showthread.php?t=455111>

The spawn probability of planar gates is now scaled linearly with the Armageddon Counter.

[ModComp] Grigori Museum

Credits: Rise from Erebus team

Thread: <http://greyfox.me/rife>

The Museum is an expensive Grigori building available with Education. It can be built faster by Creative leaders. It provides +1 culture and gives an additional happiness to the city, which increases to two with Marble.

[ModComp] Council of Esus spells

Credits: SareIn (Erebus in the Balance)

Thread: <http://realmsbeyond.net/forums/forumdisplay.php?fid=24>

- Recon units with Council of Esus as Religion can cast Hire the Nightwatch and Esus Heal.
- Nightwatch can cast Extort, which feasts the city for gold instead of experience.
- Assassins that follow the Council of Esus can cast Hide.

[ModComp] Sever soul changes

Credits: MagisterCultuum (modified by Terkhen)

Thread: <http://forums.civfanatics.com/showthread.php?t=455111>

Severed souls now last three turns. The caster cannot cast Sever soul if it already has a Severed soul summoned. Severed souls cannot capture but they can move through enemy territory and explore enemy cities. They cannot fly but they can move two squares and pass through impassable terrain. Severed souls get the movement, perception and immunity promotions of the unit that created it.

[ModComp] Unit abilities as promotions

Credits: Terkhen

Certain unique unit abilities are now granted by promotions. This means that upgrading those units no longer makes them lose their special ability.

- The Sidar Divided Soul unit gets the "Divided soul" promotion.

[ModComp] Extra Magic Spheres

Credits: Listed for each component between parentheses.

This modcomp adds the three missing magic spheres, and introduces a few magic related changes. When possible, the AI has been "taught" how to use the new spells. Code for the missing AI for spells is welcome.

Creation: Creation mana is available with Divination. Creation mana counts as a health resource.

- **Growth (Creation I):** Adds 2 food, 1 culture and 1 health to a city. Keeps 10% of the food storage after a population increase. (Rise from Erebus)
- **Fertility (Creation II):** Allows to switch between different health resources of the same type. The different groups are "Wheat, Rice and Corn", "Cow, Sheep and Pig", "Banana, Sugar and Cotton", "Deer and Fur" and "Clam, Crab and Fish" (Rise from Erebus) (Missing AI)
- **Blessing (Creation III):** Allows the city it has been casted in to build living units faster (20%). All living units created in the city start with the Strong promotion. It also opens up a specialist slot for all specialist types. (TaSSeRD, Terkhen).

Dimensional: Dimensional mana is available with Necromancy. Dimensional mana penalizes diplomatic relations with most civilizations. It is associated with unholy damage.

- **Escape (Dimensional I):** Teleports the caster to its capital (Rise from Erebus).
- **Unsummon (Dimensional II):** Banishes nearby summons. It can be resisted (MagisterCultuum).
- **Rift (Dimensional III):** Creates a rift. The rift can be moved and opened to allow instant transportation of a certain number of units between the caster and the rift or viceversa (Terkhen, inspired in MagisterCultuum's version of Rift). (Missing AI)

Force: Force mana is available with Alteration. It reduces maintenance in 5%. It is associated with force damage.

- **Temperance (Force I):** Adds the Temperance promotion to all units in the caster's stack. This promotion adds resistance to both Holy and Unholy damage (MagisterCultuum).
- **Magic Missile (Force II):** This spell creates a force projectile that can attack the weakest unit on a stack (KuBaTRiZeS, Terkhen).
- **Summon Runewyn (Force III):** Summons a powerful angel immune to magic called Runewyn (MagisterCultuum).

Changes to starting bonuses (modifications are marked with an asterisk):

- **Amurites:** Body Mana, Fire Mana, Metamagic Mana
- **Balseraphs:** Air Mana, Chaos Mana, Mind Mana
- **Bannor:** Law Mana, Earth Mana, Spirit Mana
- **Calabim:** Body Mana, Mind Mana*, Shadow Mana
- **Clan of Embers:** Fire Mana, Nature Mana, Body Mana
- **Doviello:** Body Mana, Chaos Mana, Earth Mana
- **Elohim:** Life Mana*, Spirit Mana, Water Mana
- **Grigori:** Enchantment Mana, Force Mana*, Spirit Mana
- **Hippus:** Air Mana, Horses, Nature Mana
- **Illians:** Enchantment Mana, Ice Mana, Law Mana
- **Infernal:** Entropy Mana, Fire Mana, Iron
- **Khazad:** Earth Mana, Gold, Law Mana
- **Kuriotates:** Creation Mana*, Sun Mana, Water Mana
- **Lanun:** Air Mana, Chaos Mana, Water Mana
- **Ljosalfar:** Air Mana, Life Mana, Nature Mana
- **Luchuirp:** Earth Mana, Enchantment Mana, Life Mana
- **Malakim:** Life Mana, Mind Mana, Sun Mana
- **Mercurian:** Earth Mana, Life Mana, Iron
- **Sheaim:** Chaos Mana, Death Mana, Dimensional Mana*
- **Sidar:** Dimensional Mana*, Shadow Mana, Spirit Mana
- **Svartalfar:** Mind Mana, Nature Mana, Shadow Mana

Changes to Towers:

- **Tower of Alteration:** It now requires Force mana to be built. It also gives +2 global health.
- **Tower of Divination:** It now requires Creation mana to be built. Increases research in 15%.
- **Tower of Necromancy:** It now requires Dimensional mana to be built.
- **Tower of the Elements:** Cost increased from 800 to 1000. Owning Ice mana negates this increase in cost.
- **Tower of Mastery:** This tower gives 2 Metamagic Mana and reduces the cost of hurrying production globally in 20%. It also gives +2 global health and happiness, and it reduces the costs of projects in all cities.

Extra changes:

- The Manabar UI has been modified to show the new mana types and to take less space in the screen (MagisterCultuum).
- The AI should take into account the new mana types when pursuing a tower victory.
- The Overcouncil can vote to forbid Dimensional mana.
- Djinnns also get affinity from Creation, Dimensional and Force mana.
- Govannon can teach spellcasting from the new Magic Spheres.
- Arcane Lacuna is also affected by the new mana types.
- **Treetop Tactics (Nature I):** Replaces Treetop Defense. Gives all units in the caster's stack a temporal promotion which gives them a 10% withdrawal chance and increased combat strength in Forests and Ancient Forests (KuBaTRiZeS).
- **Assuage (Spirit III):** Assuage removes some mental damaging promotions from nearby units, and does damage to Apocalypse units (MagisterCultuum).
- **Water Walking (Water II):** Water Walking is no longer a spell, but a passive ability earned with the Water II promotion (MagisterCultuum).
- Ice Nodes can be built by Priests of Winter and High Priests of Winter. They cannot be built by any other units.
- The Nexus has an increased cost, which is halved if you own Dimensional mana.
- The new spells have been added as possible effects of the Wonder spell when possible.
- Raw mana is slightly more frequent in new maps.

[ModComp] Balanced traits

Credits: Listed for each component between parentheses.

This ModComp tweaks a few existing traits:

- Creative gives a 10% boost to culture production (platyping's Enhanced Original Traits).
- Industrious increases worker production speed in a 25% (RifE).

[ModComp] Extra Leaders

Credits: Terkhen, based on the work by Bobchillingworth, SareIn and others at <http://realmsbeyond.net/forums/showthread.php?tid=4912>. Specific credits for some components are noted between parentheses.

This ModComp includes scenario leaders as extra leaders and a few changes to civilization traits. Some of these leaders have new traits also created for this modcomp. The new leaders are "duplicates" of the original scenario leaders, which means that the original scenario leaders are still present in the game files. Therefore, the minor leaders present in Fall from Heaven 2 scenarios are not modified by this ModComp.

Some civilizations get new civilization traits; all of their leaders get that trait removed. This is made to allow playing games with unrestricted leader/civilization combinations while keeping each civilization gamestyle.

This modcomp also introduces two balance changes. Garrim (Luchuirp) loses Defender and becomes Arcane. The Doviello get the Savage trait as their civilization trait.

New unit promotions:

- **Savage:** Makes the unit immune to fear, and the unit is cured a 10% after combat. With Combat V, Savage lets the unit take the Fear promotion. This promotion can only be obtained by units of a leader with the Savage trait.
- **Slaver:** Gives a 15% chance of capturing defeated living units as slaves. This promotion can only be obtained by units of a leader with the Slaver trait (Rise from Erebus).

New leader traits:

- **Agrarian:** Gives +1 food in tiles with 4 food. Doubles the production speed of Granaries and Smokehouses (Realism Invictus).
- **Bountyhunter:** Gives the Bountyhunter promotion to Recon, Archery, Mounted, Melee, Arcane and Naval units. Doubles the production speed of Taverns.
- **Sage:** +15% to science. Doubles the production speed of Alchemy Labs and Libraries.
- **Savage:** Gives the Savage promotion to Recon, Archery, Mounted, Melee and Beast units.
- **Slaver:** +10% to commerce. Gives the Slaver promotion to Recon, Archery, Mounted, Melee, Arcane, Disciple, Animal and Beast units. Doubles the production speed of Dungeons (Rise from Erebus).

Changes to existing traits:

- **Adaptive:** Adaptive leaders can now choose the Agrarian, Bountyhunter and Sage traits.
- **Insane:** Insane leaders can also acquire the Agrarian, Bountyhunter, Sage, Savage and Slaver traits when their traits change randomly.

A complete list of the civilizations and leaders present in this modcomp can be found below, along with their traits. All new leaders get dialogue and a defeat popup. Additional leaders and changes to civilization or leader traits are tagged with an asterisk (*).

Amurites (No civilization trait)

- Valledia(Neutral): Arcane, Organized
- Dain(Neutral): Arcane, Philosophical
- Tya(Neutral)*: Sage, Spiritual

Balseraphs (No civilization trait)

- Perpentach(Evil): Arcane, Charismatic, Creative, Insane
- Keelyn(Evil): Creative, Summoner
- Furia(Neutral)*: Defender, Spiritual
- Melisandre(Evil)*: Industrious, Expansive
- Weevil(Evil)*: Barbarian, Charismatic, Slaver

Bannor (Guardsmen)

- Sabathiel(Good): Charismatic, Organized
- Capria(Good): Industrious, Spiritual
- Decius(Neutral): Organized, Raiders
- Tethira(Good)*: Aggressive, Expansive

Calabim (No civilization trait)

- Alexis(Evil): Aggressive, Philosophical
- Flauros(Evil): Financial, Organized
- Decius(Neutral): Organized, Raiders
- Mahon(Evil)*: Agrarian, Savage

Clan of Embers (Barbarian*)

- Jonas(Evil): Expansive, Spiritual
- Sheelba(Evil): Aggressive, Organized
- Hafgan(Evil)*: Bountyhunter, Charismatic

Doviello (Savage*)

- Charadon(Evil): Aggressive, Barbarian
- Mahala(Evil): Ingenuity, Raiders
- Duin(Evil)*: Charismatic, Magic Resistant

Elohim (Tolerant)

- Ethne(Good): Creative, Defender
- Einion(Good): Defender, Philosophical
- Thessalonica(Neutral)*: Organized, Spiritual

Grigori (Agnostic)

- Cassiel(Neutral): Adaptive, Industrious, Philosophical
- Koun(Neutral)*: Organized, Sage

Hippus (Horselord)

- Tasunke(Neutral): Aggressive, Raiders
- Rhoanna(Neutral): Expansive, Financial
- Ostances(Neutral)*: Bountyhunter, Organized
- Uldanor(Neutral)*: Defender, Industrious

Illians (Agnostic*)

- Aurid(Evil): Charismatic, Defender
- Anagantios(Evil)*: Philosophical, Organized
- Braeden(Evil)*: Barbarian, Ingenuity, Savage
- Dumannios(Evil)*: Arcane, Sage
- Riuros(Evil)*: Financial, Spiritual

Infernal (Fallow)

- Hyborem(Evil): Barbarian, Spiritual, Summoner

Khazad (Ingenuity*)

- Arturus(Neutral): Industrious, Organized
- Kandros(Neutral): Aggressive, Financial

Kuriotates (Sprawling)

- Cardith(Good): Adaptive, Expansive, Philosophical
- Cheron(Good)*: Agrarian, Raiders (Rise from Erebus)

Lanun (No civilization trait)

- Falamar(Neutral): Charismatic, Expansive
- Hannah(Neutral): Financial, Raiders

Ljosalfar (Dexterous)

- Amelanchier(Neutral): Defender, Raiders

- Arendel(Good): Creative, Spiritual
- Thessa(Neutral): Arcane, Expansive

Luchuirp (No civilization trait)

- Garrim(Good): Arcane*, Financial
- Beer(Good): Financial, Industrious

Malakim (No civilization trait)

- Varn(Good): Adaptive, Creative, Spiritual
- Decius(Neutral): Organized, Raiders
- Kane(Neutral)*: Agrarian, Barbarian, Financial

Mercurian (No civilization trait)

- Basium(Good): Aggressive, Ingenuity, Raiders

Sheaim (Sundered)

- Os-Gabella(Evil): Industrious, Summoner
- Tebryn(Evil): Arcane, Summoner
- Averax(Evil)*: Aggressive, Barbarian, Organized
- Gosea(Evil)*: Philosophical, Sage
- Malchavic(Evil)*: Expansive, Spiritual

Sidar (No civilization trait)

- Sandalphon(Neutral): Defender, Industrious
- Shekinah(Neutral)*: Arcane, Creative

Svartalfar (Sinister)

- Faeryl(Evil): Arcane, Raiders
- Rivanna(Evil)*: Bountyhunter, Spiritual
- Volanna(Evil)*: Aggressive, Creative

[ModComp] Adventurer Counter

Credits: Rise from Erebus team (Modified by Terkhen)

Thread: <http://greyfox.me/rife>

Adventurers are the special heroes created by the Grigori civilization. With this ModComp, they are no longer generated by the Great Person Point mechanic.

Adventurers are created in the Grigori capital when the Adventurer counter (shown at the upper left part of the screen) reaches a certain value. Whenever the player gets a new adventurer, the value required to get the next adventurer will increase.

All cities can increase the global counter, depending on their buildings. The Grigori Palace gives the highest increase (40 points each turn), while the Adventurers' Guild, the National Epic and the Heroic Epic increase the counter by 20 each turn. Command Posts increase the counter in 6 each turn. Buildings that allow to build units allowed as upgrades for Adventurers (Archery Ranges, Hunting Lodges, Infirmaries, Mage Guilds, Stables and Training Yards) increase the counter only by 1 each, but many of them can be built on every city.

The Grigori get a Courthouse replacement, called the Citizen's forum. In addition to the regular Courthouse effects, the Citizen's Forum allows each one of the Specialists of the city it has been built in to increase the Adventurer Counter in 1 every turn. The Citizen's forum can be built faster by Philosophical leaders.

The Grigori Tavern no longer has any special abilities, but it increases the adventurer counter in 10 each turn. Finally, certain civics such as Republic and Pacifism multiply the rate at which the Adventurer counter increases each turn by 1.10. The Grigori world spell, Ardor, now allows to reset both the Great Person count and the Adventurer Counter.

Note that all of these values are specified for Normal game speed, and they will scale accordingly if a different game speed is chosen.

[ModComp] Extra Resources

Credits: Listed for each component between parentheses.

This modcomp adds a small selection of resources to the game, and turns some event results into rare resources.

- **Amber:** Happiness resource extracted from mines. It gives extra happiness with Jewelers (Master of Mana, font and button from Realism Invictus).
- **Nightmare:** Font icon imported from Rise from Erebus.
- **Mushrooms:** Rare health resource. It gives extra health with Granaries. It is extracted from mines (Rise from Erebus).
- **Penguins:** Rare happiness resource. It gives extra happiness with a Hunting Lodge (MagisterCultuum, Font icon taken from: <http://www.isc.tamu.edu/~lewing/linux>)
- **Salt:** Health resource extracted from quarries (Rise from Erebus).
- **Stone:** This resource is extracted from quarries, and it increases slightly the construction speed of Adventurer's Guilds, Aqueducts, Caves of Ancestors, Dungeons, Governor's Manors, Lighthouses, Monuments, Planar Gates, Walls and Warrens. (Rise from Erebus, effects modified by Terkhen).

- **Shrimp:** Health resource acquired with fishing boats. The Fertility spell (Creation II) sea resource group is modified to: "Clam, Crab, Fish and Shrimp" (Rise from Erebus).

[ModComp] Never obsolete units

Credits: Terkhen (idea by [to_xp]Gekko)

Doviello Beastmen, Calabim Moroi and Sidar Divided Souls are not made obsolete anymore.

[ModComp] Doviello terrain yields

Credits: Terkhen

Doviello get +1 food on tundras and on ice.

[ModComp] Disabled Kuriotates

Credits: Terkhen

Because of an unfixed issue, multiplayer games with Kuriotates may have repeated OOS errors which render the game unplayable. This Modcomp disables Kuriotates as a playable civilization for AIs as a temporal solution.

[MapScript] MountainCoast

Credits: lonkero173

Thread: <http://forums.civfanatics.com/showthread.php?t=305364>

The main point of this script is to create credible mountain ranges that are large enough to be strategically important without overly disturbing movement. This map script leaves some nice open areas, but limits them off from one another to a considerable degree. There should rarely be any absolutely critical choke points (lone entrances to valleys), but maintaining control of choke points should be important nevertheless.

Development

The source code of ExtraModMod is available at <https://bitbucket.org/Terkhen/extramodmod>. Do not forget to download the repository with "qclone" instead of "clone", otherwise Mercurial will not download the patch queue (see below).

The source code changes of ExtraModMod are developed independently from each other in a Mercurial queue (see <http://mercurial.selenic.com/wiki/BeginnersGuides> and <http://mercurial.selenic.com/wiki/MqExtension>).

A Mercurial patch queue allows to store a queue of changes in diff format (see <http://en.wikipedia.org/wiki/Diff>) based against some original code. This means that each diff file in the queue contains just the changes related to a specific feature.

In ExtraModMod's case, the original code is Fall from Heaven 2 0.41o along with the last revision of More Naval AI that has been applied to ExtraModMod, and the patches are each one of the additions listed in the CREDITS file, in the same order they follow in that file.

This means that it is relatively easy to isolate and port these changes to other mods if desired. Do not hesitate to ask for help in this regard if you do not know how to use the diff file format in which ExtraModMod changes are kept, as it is way simpler to extract the changes from a diff that contains only the change itself than from the complete modmod.

If you dislike one of the features included in ExtraModMod, you can also unapply all patches, remove the specific patch that includes the feature to remove from the queue, apply all patches again and recompile the dll. Most of the times the patches will need only minor adjustments.

ExtraModMod considers More Naval AI its "parent" mod, and because of this the goal is to only include features and changes that conflict with More Naval AI goals. All fixes, improvements and features that may be compatible with MNAI will be developed in a way that makes a possible inclusion in MNAI simpler. That way, all users of the MNAI mod can benefit from ExtraModMod fixes.

You can find development notes about some of the components of ExtraModMod below. If no details are mentioned about a specific component, it means that the changes are simple and/or that they do not open up new possibilities for modders.

Kuriotate settlements: The ideal solution to the problem solved by this modcomp would be modifying the popup that appears in single player whenever a Kuriotate tries to found a city to be multiplayer safe. That way, we could have the same behavior in both single player and multiplayer. Because of this, the current solution may be a bit hackish.

Extra magic spheres: This ModComp adds the `iLivingProductionModifier` tag to buildings. This tag allows the building to modify the rate at which living units are produced in the city. All of the DLL source code changes required for this feature are tagged with `iLivingProductionModifier`.

A `UnitInfo` is considered to belong to a living creature if it is not mechanized, and if it does not get any free promotion which makes it not alive. The methods `CvUnitInfo::isAlive`, `CvBuildingInfo::getLivingProductionModifier` and `CvCity::getLivingProductionModifier()` are not exposed to Python, but this could be changed if required.

Extra leaders: Promotions get a new `iEnslavementChance` tag. It allows to define an increase in the unit's enslavement chance. This tag is optional.

Both `CvUnit` and `CvPromotion` get a new method called `getEnslavementChance`. For promotions, this method returns the enslavement chance given by the promotion.

For units, `getEnslavementChance` returns the sum of the `UnitInfo`'s enslavement chance plus the enslavement chance of all of the unit's promotions. These methods are not currently exposed to Python, but they could be exposed easily if required.

Adventurer Counter: See <http://forums.civfanatics.com/showthread.php?t=485606>

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