Subject: Modding the Morality and Primality Values?
Posted by TheNicklao on Fri, 09 Mar 2018 03:42:07 GMT

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So I realised that manually manipulating the values in-game (aka. actually doing things in-game to change the values) was a pain and so I was wondering if there was some script I could use that change the values. I don't feel like killing villagers and destroying the world through ruler quests just to not run around being a smurf and thus I was wondering. Thanks in advance.

Subject: Re: Modding the Morality and Primality Values?
Posted by RyanBurnsRed on Tue, 13 Mar 2018 06:38:17 GMT

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I'm also interested in knowing this too if anyone can help

Subject: Re: Modding the Morality and Primality Values?
Posted by Phnx on Mon, 13 Dec 2021 16:58:00 GMT

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Use Timeslip's save editor.

An easy method using lots of money, I suggest getting 10 million gold coins, you can buy all the property you can and set the rent according to the primality value you want. High rent means high primality, low rent means low primality. Transfer all your personal gold, about 5-6 million is needed, to the royal treasury to get the highest morality. Transfer the same amount back to your personal treasury to get the lowest morality.