



Managing Estates

Europa Universalis IV

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Estates

Estates are factions within the nation that influence domestic politics. They require control of a certain amount of the nation's stated provinces. They have two basic attributes which depend on the land they hold, event choices and several other factors:

- Influence
- Loyalty

The influence and loyalty levels of an estate determine their power within the country and how they "react" to the player's actions with them. These can be seen in the: nationwide bonuses or penalties provided the estate, localized effects which are applied in the provinces held by them, outcome effects of certain interactions provided through the estates, as well as their rebellion strength if worse comes to worst. Estates which grow too powerful can bring a disaster upon the nation. This may come into effect by an estate seizing control of the country or breaking it apart.

There are a total of 6 estates though most nations have access to 3 main estates. The exact number may change during the campaign and depends on location, government and religion. Conquered provinces have their estates removed.

- Burghers
- Clergy
- Cossacks
- Dhimmi
- Nobility
- Tribes

The following government types do not have access to estates:

- Celestial Empire
- Merchant Republic
- Veche Republic
- Trading City
- Colonial Nation
- Native Council
- Siberian Clan Council
- Steppe Nomads (except Tribes estate)

Influence

What is it?

- Estate influence is a measure of how much power the estate has over the nation's government and scales from 0 to 100.

How does it change?

- Influence does not increase or decrease over time.
- Events.
- Estate interactions.
- Development.
- Grant territory to an estate to increase the influence.
- Revoke territory from an estate to decrease influence.

What does it do?

- Influence determines the strength of the national effects conferred by the estate's loyalty through four levels.

Influence	National Effect Modifier
0-19	0.25
20-39	0.50
40-59	0.75
60-100	1.00

- The provincial effects are not affected by influence and are applied in all provinces owned by the estate.
- If an estate's influence is 80 or higher, regardless of the estate's loyalty, the nation is at risk of the estate seizing power in a coup, in the form of a disaster.
- Influence affects also the strength as well as the possibility of some estate interactions.
- If an estate's influence drops to 0, it will grant no nationwide effects and will not appear in the Estates interface until influence increases. It will still affect controlled provinces, however, and new provinces may be added to it via the provincial interface screen.

Loyalty

What is it?

- Loyalty is a measure of how willing the estate is to aid in the nation's government.

How does it change?

- Loyalty decays slowly towards its base value of 50. The speed of decay depends on how further from 50 it is (further = faster) and on any other *loyalty decay speed* modifiers present at the time.
- Events.
- Estate interactions.
- Decisions.
- Development.
- Grant territory to an estate to increase the loyalty.
- Revoke territory from an estate to decrease loyalty.

What does it do?

- Loyalty determines what effects the estate confers, both on the provincial and national level.
- Loyalty scales from 0 to 100, and is separated into three tiers.

Loyalty	Status
0-39	Disloyal
40-59	Neutral
60-100	Loyal

- When disloyal, an estate confers only penalties; when neutral, it confers a single bonus; and when loyal it confers an additional bonus.
- The strength of the effects is determined by the estate's influence.

Granting / Revoking a Province

The amount of territory each estate demands depends on the estate and various national factors. If these demands are not met, the estate in question will gradually lose loyalty. The capital cannot be granted to an estate and a province cannot have both an estate and a parliament seat.

A province can be granted or revoked in the Buildings tab of that province. Once granted to an estate, a province cannot be revoked until one year has passed.

Granting a province to an estate changes the following:

- Increase the loyalty of the estate.
- Increase the influence of the estate.
- Sets a minimum local autonomy floor to the province.
- Confers various provincial effects based on the estate and its level of loyalty.

Revoking a province from an estate changes the following:

- Rebels will rise up if the estate is disloyal.

Developing an estate province is treated as if they were granted additional development while losing an estate province (peace, sale etc.) will cause their loyalty to decrease (amount dependent on province development).

Burghers

This estate represents the urban population of your country such as Artisans, Merchants or others that reside inside city walls. Their traditional responsibility is to work to keep the economy going and in order to do so efficiently they expect to be granted special rights and privileges for themselves and the cities they represent.

The estate is not available for Revolutionary Republic governments.

Territory

The estate will demand territory if the nation has at least 5 provinces.

The estate would require control of at least **0%** of the nation's state development, modified by:

- **+20%** Has Republic government type (does *not* include Noble Republic) and Nobility has not seized control of the nation.

The estate will only accept the following provinces:

- If government type is Republic (does *not* include Noble Republic) all provinces are accepted.
- Otherwise, if province has at least 10 development *or* 5 trade power.

The estate will apply the following Local autonomy effects:

- Minimum local autonomy floor of **25%**.
- Local autonomy is negated for:
 - Local sailors modifier
 - Naval force limit
 - Local production efficiency
 - Local trade power

Influence

The estate has a base influence of **10%**, modified by:

- **+30%** Is Free City
- **+5%** Has a province with 30 development
- **+5%** Has a province with a Center of Trade (but *not* a Free City)
- **+5%** Has capital in a province surrounding the Baltic Sea (but *not* a Free City)
- **+5%** Has capital in a province in the following areas:
 - Central Swahili Coast
 - Northern Swahili Coast
 - Mogadishu
 - Mombasa
 - Mozambique
- **+10%** If Trade income at least **75%**

- **+5%** If Trade income between **50%** and **74%**
- **-5%** If Trade income less than **25%**
- **-5%** Is Nahuatl
- **-10%** Is Celestial Empire
- **-40%** If Clergy or Nobility has seized control of the nation

Loyalty

The estate's loyalty decay speed is modified by:

- **+10%** Has full Plutocratic idea group
- **-20%** If Clergy or Nobility has seized control of the nation

Disaster

If the Burghers estate gains high influence levels (**80-100**), their estate disaster will begin ticking and - unless lowered - will eventually trigger the Plutocratic Coup disaster.

Modifiers

Burghers	Influence 0-19	Influence 20-39	Influence 40-59	Influence 60-100	Province Modifiers
Loyalty 0-39	-2.5% Trade efficiency +2.5% Development cost	-5% Trade efficiency +5% Development cost	-7.5% Trade efficiency +7.5% Development cost	-10% Trade efficiency +10% Development cost	+5 Local unrest
Loyalty 40-59	+5% Trade efficiency	+10% Trade efficiency	+15% Trade efficiency	+20% Trade efficiency	+50% Local trade power
Loyalty 60-100	+5% Trade efficiency -2.5% Development cost	+10% Trade efficiency -5% Development cost	+15% Trade efficiency -7.5% Development cost	+20% Trade efficiency -10% Development cost	+50% Local trade power +10% Local goods produced

Clergy

This estate represents the educated priests of your state religion. They have a long tradition of serving in the administration of your country and their traditional responsibility is to care for the spiritual well-being of it and your people. Over the centuries they have acquired both land properties and privileges from former rulers as well as pious individuals.

The Clergy estate is not available for the United States unless the government is a theocracy. It is also not available to a Revolutionary Republic.

Territory

The estate will demand territory if the nation has at least 10 provinces.

The estate would require control of at least **10%** of the nation's state development, modified by:

- **-10%** Is The Papal State.
- **-5%** Is Hindu.
- **+5%** Is Catholic (but *not* The Papal State).
- **+5%** Is Theocracy (but *not* The Papal State).

The estate will accept all provinces.

The estate will apply the following Local autonomy effects:

- Minimum local autonomy floor of **25%**.
- Local autonomy is negated for:
 - Local tax modifier.

Influence

The estate has a base influence of **20%**, modified by:

- **+30%** Is The Papal State
- **+20%** Is Hejaz *and* owns Mecca
- **+15%** If Inti authority at least **75%**
- **+10%** If Inti authority between **50%** and **74%**
- **+10%** Is Theocracy (but *not* The Papal State)
- **+10%** If Patriarch authority at least **75%**
- **+5%** If Patriarch authority between **50%** and **74%**
- **-10%** Is Celestial Empire
- **-15%** If state religion is *not* dominant
- **-40%** If Burghers or Nobility has seized control of the nation

Loyalty

The estate's loyalty decay speed is modified by:

- **+10%** Has full Religious idea group
- **+10%** Is Papal Controller
- **+10%** Is Protestant
- **+10%** If Piety at least **75%**
- **+5%** If Piety between **50%** and **74%**
- **+5%** Has modifier *Statute in Restraint of Appeals*
- **+5%** Has modifier *Sheikh ul Islam Office*
- **-5%** If Piety between **-50%** and **-74%**
- **-10%** If Piety less than **-75%**
- **-20%** If Burghers or Nobility has seized control of the nation

Disaster

If the Clergy estate gains high influence levels (**80-100**), their estate disaster will begin ticking and - unless lowered - will eventually trigger the *Dominance of the Clergy* disaster.

Modifiers

Clergy	Influence 0-19	Influence 20-39	Influence 40-59	Influence 60-100	Province Modifiers
Loyalty 0-39	-2.5% National tax modifier +2.5% Stability cost Depending on religion and government: -0.125 Yearly devotion -0.25 Yearly papal influence -6.25% Church power -0.25 Monthly fervor	-5% National tax modifier +5% Stability cost Depending on religion and government: -0.25 Yearly devotion -0.5 Yearly papal influence -12.5% Church power -0.5 Monthly fervor	-7.5% National tax modifier +7.5% Stability cost Depending on religion and government: -0.375 Yearly devotion -0.75 Yearly papal influence -18.75% Church power -0.75 Monthly fervor	-10% National tax modifier +10% Stability cost Depending on religion and government: -0.5 Yearly devotion -1 Yearly papal influence -25% Church power -1 Monthly fervor	+5 Local unrest
Loyalty 40-59	+5% National tax modifier	+10% National tax modifier	+15% National tax modifier	+20% National tax modifier	-2 Local unrest
Loyalty 60-100	+5% National tax modifier -2.5% Stability cost Depending on religion and government: +0.125 Yearly devotion	+10% National tax modifier -5% Stability cost Depending on religion and government: +0.25 Yearly devotion	+15% National tax modifier -7.5% Stability cost Depending on religion and government: +0.375 Yearly devotion	+20% National tax modifier -10% Stability cost Depending on religion and government: +0.5 Yearly devotion	-2 Local unrest +10% Local tax +2% Local missionary strength

	+0.25 Yearly papal influence +2.5% Church power +0.25 Monthly fervor	+0.5 Yearly papal influence +5% Church power +0.5 Monthly fervor	+0.75 Yearly papal influence +7.5% Church power +0.75 Monthly fervor	+1 Yearly papal influence +10% Church power +1 Monthly fervor	
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Cossacks

The Cossacks are the free people of the Steppes. Their background varies, some have been born on the grasslands while others are escaped serfs from the great latifundia that border the wild fields. Great raiders and hardy settlers, the Cossacks aspire to be recognized as an estate of the same importance as the Nobility and to strike down at anyone who would attempt to limit their freedom.

The estate is not available for Revolutionary Republic governments. Aside from that, it is only available to Christian nations in the Eastern tech group.

Territory

The estate *doesn't* require control of any particular percentage of the nation's state development

The estate will only accept provinces that have Steppe terrain

The estate will apply the following Local autonomy effects:

- Minimum local autonomy floor of **25%**
- Local autonomy is negated for:
 - Land force limit
 - Local manpower

Influence

The estate has a base influence of **0%**, modified by:

- **+10%** Has at least 10 provinces and a Steppe terrain
- **-40%** If Burghers, Clergy or Nobility has seized control of the nation

Loyalty

The estate's loyalty decay speed is modified by:

- **-20%** If Burghers, Clergy or Nobility has seized control of the nation

Disaster

If the Cossacks estate gains high influence levels (**80-100**), their estate disaster will begin ticking and - unless lowered - will eventually trigger the *Cossack Independence* disaster.

Modifiers

Cossacks	Influence 0-19	Influence 20-39	Influence 40-59	Influence 60-100	Province Modifiers
Loyalty 0-39	-2.5% Cavalry combat ability	-5% Cavalry combat ability	-7.5% Cavalry combat ability	-10% Cavalry combat ability	-10% Cavalry combat ability

	+5% Cavalry cost	+10% Cavalry cost	+15% Cavalry cost	+20% Cavalry cost	+20% Cavalry cost
Loyalty 40-59	+5% Cavalry combat ability	+10% Cavalry combat ability	+15% Cavalry combat ability	+20% Cavalry combat ability	+20% Cavalry combat ability
Loyalty 60-100	+5% Cavalry combat ability -5% Cavalry cost +2.5% Cavalry to infantry ratio	+10% Cavalry combat ability -10% Cavalry cost +5% Cavalry to infantry ratio	+15% Cavalry combat ability -15% Cavalry cost +7.5% Cavalry to infantry ratio	+20% Cavalry combat ability -20% Cavalry cost +10% Cavalry to infantry ratio	+20% Cavalry combat ability -20% Cavalry cost +10% Cavalry to infantry ratio

Dhimmi

Originally a term reserved for Christians and Jews the Dhimmi are the non-Muslim subjects in a Muslim realm. Their status and privileges can vary greatly between different states as do both their organization and numbers. Traditionally it is the responsibility of a just ruler to protect these people while keeping them apart from the Muslim majority. These principles are not always as easy to keep in parts of the world where the Dhimmi may constitute the majority of the population themselves however.

The Dhimmi estate is only available to Muslim nations *not* in the Western tech group.

Territory

The estate *doesn't* require control of any particular percentage of the nation's state development.

The estate will only accept provinces with non-Muslim religion.

The estate will apply the following Local autonomy effects:

- Minimum local autonomy floor of **25%**
- Local autonomy is negated for:
 - Local tax modifier

Dhimmi provinces cannot be converted to another religion by a missionary.

Influence

The Dhimmi receive only 50% of the normal influence from territory (0.75 influence per 1% of total development).

The estate has a base influence of **0%**, modified by:

- **+20%** Has non-Muslim *dominant* religion
- **+10%** Has province with non-Muslim religion
- **-40%** If Burghers, Clergy or Nobility has seized control of the nation

Loyalty

The estate's loyalty decay speed is modified by:

- **+10%** Has full Humanist idea group
- **+8%** If Piety less than **-75%**
- **+5%** If Piety less than **-50%**
- **-5%** If Piety between **50%** and **74%**
- **-8%** If Piety more than **75%**
- **-20%** If Burghers, Clergy or Nobility has seized control of the nation

Disaster

If the Dhimmi estate gains high influence levels (**80-100**), their estate disaster will begin ticking and - unless lowered - will eventually trigger the *Dhimmi Independence* disaster. If the estate revolts it will form a new nation consisting of the provinces previously given to it.

Modifiers

Dhimmi	Influence 0-19	Influence 20-39	Influence 40-59	Influence 60-100	Province Modifiers
Loyalty 0-39	-0.25 Tolerance of heathens +2.5% Technology cost	-0.5 Tolerance of heathens +5% Technology cost	-0.75 Tolerance of heathens +7.5% Technology cost	-1 Tolerance of heathens +10% Technology cost	-100% Local missionary strength +5 Local unrest
Loyalty 40-59	+0.5 Tolerance of heathens	+1 Tolerance of heathens	+1.5 Tolerance of heathens	+2 Tolerance of heathens	-100% Local missionary strength +33% Local tax
Loyalty 60-100	+0.5 Tolerance of heathens -2.5% Technology cost	+1 Tolerance of heathens -5% Technology cost	+1.5 Tolerance of heathens -7.5% Technology cost	+2 Tolerance of heathens -10% Technology cost	-100% Local missionary strength +33% Local tax -2 Local unrest

Nobility

This estate represents the families of landed aristocrats in your country. Their privileges are guaranteed by old traditions and most have originally been won through performing great services to the state. Their traditional responsibility is to fight and protect the realm against outside dangers as well as help the ruler keep the peace.

Parliamentary and Revolutionary governments types along with Peasants Republic do not use this estate.

Provinces

The estate will demand provinces if the nation has at least 5 provinces.

The estate would require control of at least **10%** of the nation's state development, modified by:

- **+5%** Is Feudal Monarchy
- **+30%** Is Noble Republic

The estate will accept all provinces

The estate will apply the following Local autonomy effects:

- Minimum local autonomy floor of **25%**.
- Local autonomy is negated for:
 - Land force limit
 - Local manpower

Influence

The estate has a base influence of **20%**, modified by:

- **+10%** Has ruler modifier *Power to Magnates*
- **+5%** Has Eastern technology group
- **+5%** Is a Monarchy (but *not* a Feudal Monarchy)
- **-10%** Is Celestial Empire
- **-10%** If has the country modifier *Black Army*
- **-40%** If Burghers or Clergy has seized control of the nation

Loyalty

The estate's loyalty decay speed is modified by:

- **+10%** Has full Aristocratic idea group
- **+10%** Is Prussian Monarchy
- **+10%** If legitimacy at least **95**
- **+5%** If legitimacy between **70** and **94**

- **+5%** Has a consort from local minor noble dynasty
- **-5%** If legitimacy between **25** and **49**
- **-10%** If legitimacy less than **25**
- **-20%** If Burghers or Clergy has seized control of the nation

Disaster

If the Nobility estate gains high influence levels (**80-100**), their estate disaster will begin ticking and - unless lowered - will eventually trigger the *Aristocratic Coup* disaster.

Modifiers

Nobility	Influence 0-19	Influence 20-39	Influence 40-59	Influence 60-100	Province Modifiers
Loyalty 0-39	-2.5% Manpower recovery speed +2.5% Land maintenance	-5% Manpower recovery speed +5% Land maintenance	-7.5% Manpower recovery speed +7.5% Land maintenance	-10% Manpower recovery speed +10% Land maintenance	+5 Local unrest
Loyalty 40-59	+5% Manpower recovery speed	+10% Manpower recovery speed	+15% Manpower recovery speed	+20% Manpower recovery speed	+20% Local manpower
Loyalty 60-100	+5% Manpower recovery speed -2.5% Land maintenance	+10% Manpower recovery speed -5% Land maintenance	+15% Manpower recovery speed -7.5% Land maintenance	+20% Manpower recovery speed -10% Land maintenance	+20% Local manpower +15% Local defensiveness

Tribes

The ruler of a nomad realm must always strive to keep control over the many tribes that make up his lands. As there are no strong or permanent institutions in the same way as in many sedentary states the tribes are the primary source of authority and acts as everything from tax collectors to soldiers or raiders. While the Tribes consider the ruler of their state the foremost of them they expect to be given large land areas to feed their horses and support their lifestyles as well as to be granted influence over most of the day-to-day matters of the state.

The Tribes estate is only available to Steppe Nomads as well as being the only estate available for them. If the player reforms the nation the estate disappears (and removed from the provinces) and in its place the other estates become available.

Territory

The estate will demand territory if the nation has at least 4 provinces.

The estate would require control of at least **25%** of the nation's state development, modified by:

- **+5%** for every 200 development (up to a max of **+25%**). **Note:** This means *total* development

The estate will accept all provinces

The estate will apply the following Local autonomy effects:

- Minimum local autonomy floor of **50%**
- Local autonomy is negated for:
 - Land force limit
 - Local manpower

Influence

The Tribes only receive 40% of the normal influence from territory (0.6 influence per 1% of total development).

The estate has a base influence of **25%**

Loyalty

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Disaster

If the Tribes estate gains high influence levels (**80-100**), their estate disaster will begin ticking and - unless lowered - will eventually trigger the *Dominance of the Tribes* disaster.

Modifiers

Tribes	Influence 0-19	Influence 20-39	Influence 40-59	Influence 60-100	Province Modifiers
Loyalty 0-39	-10% Manpower recovery speed -2.5 Yearly horde unity -25% Razing power gain	-20% Manpower recovery speed -5 Yearly horde unity -50% Razing power gain	-30% Manpower recovery speed -7.5 Yearly horde unity -75% Razing power gain	-40% Manpower recovery speed -10 Yearly horde unity -100% Razing power gain	+5 Local unrest
Loyalty 40-59	+5% Manpower recovery speed	+10% Manpower recovery speed	+15% Manpower recovery speed	+20% Manpower recovery speed	+33% Local manpower
Loyalty 60-100	+5% Manpower recovery speed -5% Cavalry cost	+10% Manpower recovery speed -10% Cavalry cost	+15% Manpower recovery speed -15% Cavalry cost	+20% Manpower recovery speed -20% Cavalry cost	+33% Local manpower -2 Local unrest