MANUAL

CRUSADER KINGS II

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paradox DEVELOPMENT STUDIO

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1.0 INTRODUCTION

1.1 WELCOME TO CRUSADER KINGS II

CRUSADER KINGS II is a grand strategy game set in Medieval Europe, North Africa, and the Middle East, spanning the centuries from the prelude to Hastings in September of 1066 all the way to the fall of the Byzantine Empire in May of 1453. You can drop into the game at any point. Refight the Hundred Years War. Lead the Reconquista of Spain from mountainous Navarre. Ride forth to Manzikert with your cataphracts. Can you stop the Turk? The game represents the economic, political, religious, and social aspects of the Middle Ages in an astoundingly intricate and accurate manner. Recreate history or charge off into infinite alternate possibilities. The choice is yours.

While everything happens in 'real time,' this is RTS unlike any you have seen before. The Paradox Interactive line of games is grand strategy in the finest sense of the word, and in *Crusader Kings II*, you must carefully balance the power of your demesne, the desires of your vassals, and the will of the Pope as you walk a delicate tightrope between obscurity and glory, between empire and collapse.

You can control the destiny of any of hundreds of historical dynasties as they seek to rise from the chaos of the Dark Ages and dominate the politics of Medieval Europe. Perhaps your Rhinelander prince seeks to gain the Imperial Crown of the Holy Roman Empire. Or perhaps your dynasty will storm the Holy Land, carving a New Kingdom of Jerusalem from the lands of the infidels. Will your Russian princes, the sons of Rurik, stand before the Mongol Hordes? Can you unite the Holy Roman Empire as it never was in our time? Will your English kings finally overcome all resistance, adding the Crown of France to their list of titles?

You will not be able to 'conquer the world,' bound as you are to the feudal system, but you can make your power and authority felt in any given generation. You see, unlike any other Paradox game, it is personal this time. It is your family, your dynasty, who you will trace and lead through the centuries as they seek to claw their way to the top of the feudal pyramid and stake their claim as Crusader Kings.

1.2 ABOUT PARADOX INTERACTIVE

ONCE YOU'VE GOTTEN a taste for all that *Crusader Kings II* has to offer, you may want to try other games in this unique genre. Fortunately, Paradox Interactive has many excellent titles ready to meet your desire for real-time grand strategy gaming. Each title is a unique experience, exploring various aspects of history.

Europa Universalis III spans the 14th through the early 19th centuries, covering the rise of nations and the age of exploration and colonization. Like no game before or since, *Victoria II* dives into the economic and political machinations that drove the Industrial Revolution and the Victorian age. Sengoku takes the same brilliant character-driven engine as used in *Crusader Kings II*, and explores Daimyo and Shogunate Japan as it has never been explored. If it is a war game that you are seeking, *Hearts of Iron III* will astound you with its attention to detail, its incredible and unparalleled scope, and its brilliant gameplay set during the Second World War.

Try a Paradox Interactive game and you will be a fan for life.

1.3 THE MANUAL AND THE PARADOX FORUMS

EVERY DECISION you make in *Crusader Kings II* affects your realm, your vassals, your friends, and your enemies in many different ways. It is these interrelated interactions between your character and the game world that makes *Crusader Kings II* so exciting and absorbing. It can also lead to some confusion, especially while you are learning the game.

If trouble occurs or if you just want to better understand a facet of the game, pause it and consult the manual. There have been considerable attempts made to explore every interface and relation within the game, but there is so much depth that much of it must be glossed over or else the manual would consume a ream of paper. Should the manual ever fail to answer an important question, you are not left to just drift in the wind. Feel free to turn to the Paradox Forums at forum.paradoxplaza.com. There, you will find a strong and friendly community of users, mods, and developers who are always happy to answer questions. They love Paradox and the games the company makes, and they want you to as well, so rest assured that you will have a very positive and troll-free experience.

Do not worry if you think your question might be silly or foolish. It isn't. These are incredibly complex games, and even the most seemingly obvious elements may not be clear to everyone. Fortunately, the developers, the community manager, and the forum community at large are always willing to help 'newbies' learn the game they love in a friendly and helpful manner.

1.4 INSTALLATION

To install from CD, insert the *Crusader Kings II* CD into your drive. Assuming Autoplay is enabled, the installer should begin on its own. If it does not, go to **Start>Run [d]:\Setup.exe**, where [d] is the local drive letter of your CD-ROM drive.

To install from **Steam**, **Gamersgate**, or another online distributor, follow the instructions provided to download and run the installer.

The system requirements to run *Crusader Kings II* are:

- Windows XP/Vista/7
- x32 or x64
- Intel Pentium 2.4 GHz or AMD 3500+
- 2 GB RAM
- 2 GB Available Hard Disk space
- NVIDIA GeForce 6800 or ATI Radeon X850XT or higher Video Card
- DirectX-compatible Sound Card and DirectX version 9.0c

1.5 LICENSE AGREEMENT

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2.0 GETTING STARTED

2.1 OVERVIEW

In this section, we are going to walk through the steps you need to take to configure your settings. Once we've done that, we will start a game of *Crusader Kings II*.

2.2 LAUNCHING THE GAME

When you click the *Crusader Kings II* icon, a pre-launch screen may appear, depending on how you purchased the game. From here, you can download and install any patches and updates, choose to run any installed mods, and even connect directly to the Paradox Forums for *Crusader Kings II*. Some online retailers will automatically patch the game for you, while others will not.

Of course, you can also launch the game from here. Let's do that now.

2.3 THE MAIN MENU

Once the game finishes loading, which can take a bit of time, you will be presented with the Main Menu. There are several things you can do from here.

You can start or load a saved **Single-Player** game, begin or host a **Multiplayer** game, or you can run the **Tutorials**, which will walk you through the basics of gameplay. Here, you can also make changes to the game settings through the **Options** button. There are also links to Paradox's forums, Facebook page, and Twitter feed. **Credits** will show you everyone who made this game possible. **Exit** returns you to your desktop.

Now, you might be tempted to just jump right into the game without giving a thought to the **Options** button, but that is a much more important button than you think. You really should give it a quick peek.

Go on...click it.

You know you want to.

2.3 THE OPTIONS BUTTON

Now you know why you should stop here first. Here, you can change all the default settings and customize the look and sound of your game. In the **Game** tab, you can change the difficulty level, set the auto-save feature, and disable or enable the Wikipedia links within the game. The **Video** function allows you to customize screen resolution, refresh rate, multisample, and gamma. You can also decide whether or not you would like trees in the game. This checkbox is not just for hippies and loggers: the trees enhance the visual appeal of the game, but a computer near the minimum

game specs can see a solid performance boost by disabling them. From the **Audio** tab, you can set the master sound volume and the volume of the music and sound effects. Finally, the **Control** tab allows you to adjust the speed of map scrolling and the rate of zoom.

Once you have made the changes you want, click **Apply** to save them, and you are ready to go.

Okay, you've been patient; we can get into the game now. Go back to the Main Menu screen. Click on the **Single Player** button and get this game started.

2.4 STARTING A SINGLE-PLAYER GAME

Once you click on **Single Player**, you will see the following interface.

Here, you will choose the dynasty and the start date for your game. While you can set the game to begin at any date between September 15, 1066, and January 1, 1337, several particularly interesting dates have been bookmarked for you: **Stamford Bridge** opens on September 15, 1066. Harald Hadraada and William the Bastard are both challenging King Harold for the English Crown. **William the Conqueror** starts on December 26, 1066, after

William has won the English Crown and the sobriquet 'the Conqueror.' **The Third Crusade** places you in the heart of Angevin Europe as the Third Crusade prepares to depart for the Holy Land and face off against the great Saladin. Finally, you can choose **The Hundred Years War**, which starts at the beginning of the English and French kings' struggle for the crown of France.

Once you have picked your date, you can scroll through the map, using your mouse wheel to zoom in or out, and select the dynasty you wish to control by clicking the map. To aid you in making your choice, there are several different map views you can click through to help you find the dynasty you want to control. These map views, clickable under the date selection, are:

- **TERRAIN MAP** – The default map, which shows the terrain of the game world. The borders of the realms are visible.
- **INDEPENDENT REALMS** – This map shows the territories of any powers, be they Duke, Count, or King, who do not answer to anyone else on the feudal food chain.
- **COUNTS** – This map highlights the lands ruled directly by a Count.
- **DUKES** – This map highlights the lands under the control of a Duke.
- **KINGS** – This map highlights the lands under the direct control of a King.
- **EMPERORS** – This map highlights the lands of the two Emperors: Byzantine and Holy Roman.

The game also makes suggestions of particularly interesting characters who might be worth playing, which are displayed to the left.

Once you click on a province, county, duchy, or kingdom, the current ruler and any current vassals will appear for your perusal. When you are happy with your dynasty and your start date, click **Play** and get going!

This is also the screen you will use to launch a previously saved game. Just click on the **Saved Games** button next to the bookmarked **Historical Dates** and your list of previously saved games will appear.

2.5 STARTING A MULTIPLAYER GAME

ONCE YOU HAVE mastered the **Single-Player** campaign, you may seek a greater challenge.

Then you will turn to this button, and you will learn: what is best in *Crusader Kings II*? To crush your online enemies, to see them driven be-

fore you, and to hear the lamentations of their women.

And this is the place to do it! From this interface, you can host or join a game, whether over Internet or LAN. You can also join games on the Metaserver from here.

A great place to find others who want to play multiplayer *Crusader Kings II* is on the Paradox Forums at **forum.paradoxplaza.com**. Go to the board for *Crusader Kings II*, and you are sure to find others eager to try out their skills against a crafty human opponent.

It is very important to remember that you must be playing the same version of the game as the other player, so consider what mods and what patches you have installed.

The quickest way to verify this is to pay attention to the "checksum," that four-letter code following the version number at the bottom-left of the main screen. In this case, the checksum is LIEG. If your opponent's checksum is also LIEG, then you are ready to play.

3.0 THE MAIN MAP

3.1 OVERVIEW

THIS IS THE Main Map, where all the action happens. The crisp, clean layout allows you to view the map while providing easy access to all the many, many interface screens you will need. In order to scroll around the Main Map itself, you just need to move your mouse to the edge of the screen and the map will scroll in that direction. To zoom the map image in and out, you can spin your mouse wheel or click the magnifying glasses on the **Toolbar**.

Throughout the rest of this section, we are going to look at all the useful information and tools you have at your fingertips directly from this Main Map interface.

Before we do that, though, let's take a moment and talk about hints. When you first launch *Crusader Kings II*, you will see this little dialogue box:

This is one of the **hints** to help you get the hang of the game. These appear the first time you click on any of the buttons and when you first access the various interfaces within the game.

Don't just click past these hints, even if you are familiar with other Paradox games! These hints contain some valuable tips and suggestions to help you learn and really understand what is happening in the game.

In fact, in many ways, you could say they are far more valuable than any user manual, since they pop up right when you need them most. Indeed, you could even say that a user manual is redundant and useless when these great hints are built right...Hey! Wait a minute! Just ignore these hints, people! They are no good for you! Focus only on this manual!

I jest. These hints are very valuable, and you really should pay attention to them.

Later on, when you are a grizzled veteran of many a campaign, you can disable them, but for now, read, learn, and enjoy.

Even if you are not using the hints, you can still make use of the tool tips which are associated with virtually every element of the game. If you don't know what something is or does, or you don't understand why your gold reserves are decreasing, hover your mouse pointer over it and you will doubtless see a pop-up explaining what is going on.

That being said, it is time to look at this Main Map and all the different elements it contains, because there is a lot of information you can access from the **Main Map** Interface.

We'll start with:

3.2 THE QUICK LINK BUTTONS

Along the top row is a series of buttons. These will take you to the various interfaces which you will use throughout the game. Those will be discussed in greater detail further on, but let us take a moment to discuss what they are and how to get to them. On the far left is the **Council** button, which takes you to the **Council Interface** where you can view and edit your Court. Next is the **Laws** button, from which you can view the **Laws Interface**. There, you can view your heirs, Succession Laws, and the laws of your domain. The **Technology** button brings up the **Technology Interface**, where you can set your research priorities. The **Military** button leads to the **Military Interface**, which is where you can view and raise your armies and navies, and manage your military force. From the **Intrigue** button, you can see the **Intrigue Interface**, where you can set your Ambitions and view your prisoners and any plots or threats against your realm. From the **Diplomacy** button, you can access the **Diplomacy Interface**, where you interact with the other nations and dynasties. From the **Religion** button, you can view your relationship with the current Pope and your ecclesiastical vassals in the **Religion Interface**. Finally, the **Characters** button brings up the **Character Interface**, where you can view all the characters within the game.

To the left of the Quick Links, you will see the portrait of your handsome and dashing character. The framing of your portrait and the crown mounted on top of the Coat of Arms shows your current title. The Coat of Arms of your highest title appears in the lower left. Clicking on him will bring up the **Character Interface** where you can view all sorts of character information, such as family, friends, enemies, heirs, and vassals. Your character's traits, stats, and attributes can also be seen from this interface.

3.3 THE INFORMATION BAR

On the top-right of the Main Map, you will find the Information Bar. The Information Bar holds several icons which tell you a lot about the state of your realm and your ruler. The number under the pile of gold coins, the **Wealth** icon, is how much gold you have on hand. The **Crown** icon tells you your ruler's level of Prestige, which is how he is viewed by other lords. The **Cross** icon tells you how you are viewed by the princes of the church. The Demesne icon represents your Holdings – the baronies, cities, and temples that are direct fiefs of your ruler. The number on the right is the maximum number of Holdings your ruler can comfortably control directly. This is referred to as the **Demesne** Limit. The **Realm** icon shows the total number of Holdings your realm contains, whether directly or through vassals; it also lists those vassals. Finally, the **Score** icon adds up the Prestige of all your rulers at their time of death. This running tally is a good way to judge your game, and it is used to determine your rank at the end of the game.

The date is displayed beneath the icons, and clicking on it pauses and unpauses the game. Game speed can be adjusted by clicking the plus or minus signs next to the date. This can also be accomplished by pressing the Space Bar to pause the game and pressing the + or – keys to increase or decrease game speed.

If you hover your mouse pointer over these icons, pop-ups will give you valuable information about how much Prestige you are gaining monthly, how close you are to the Demesne Limit, and how much Piety you are gaining each month.

3.4 THE ALERTS ZONE

Between the Information Bar and the **Quick Links Bar** is some open map space, also known as the **Alerts Zone**. When something is going on that you need to be aware of, this space will fill up with buttons providing information about the problem, and if you hover over these buttons, you will get in-

formation on the issue. If you click on them, you will be taken to the interface where that problem can be resolved. Some of the issues and warnings that you may see include:

- **TITLE ALERTS**, indicated by some form of shield, whether broken, whole, or in the grip of your greedy hands. This alert includes titles which you own the land necessary to create, and also the titles that your dynasty currently will lose at the death of your character.
- **SUCCESSION ALERTS**, indicated by a crowned shadow. This alert warns if you lack an heir or if you need to nominate a successor for a given title.
- **REBELLION ALERTS**, indicated by a raised fist. These are early warnings about issues of potential rebellion, such as vassals who might be planning to rebel or who have a low level of loyalty.

3.5 THE MESSAGE DIALOGUE

Just to the south of the Information Bar, tucked snugly along the right edge of your screen, is the Message Dialogue. When messages are ready for your review, there will be a number under the relevant envelope. The top ones are 'urgent,' meaning they directly affect your dynasty. The bottom ones are 'regular,' which are usually important, but not directly so. Click on an envelope, and the message will pop out for your perusal.

Under the envelopes is a pop-out dialogue box which allows you to customize what type of messages you will receive and how often you will receive them.

These messages are great ways to keep up with the goings-on in your domain and the courts of your friends and enemies, but if you are a fan of unpleasant surprises, you can disable most or all of the messages from this dialogue box.

3.6 THE MINIMAP

On the bottom-right of your screen is a pop-out Minimap. If you click anywhere on this little map, you will jump to that location on the Main Map. If you would like the Minimap to remain in the extended position, click on the lock to 'lock the map' in its current position. There is also a set of buttons here which will modify the appearance of the Main Map. These are:

- **TERRAIN**, the default map mode at startup, which shows the different terrain types on the Main Map.
- **INDEPENDENT REALMS**, which displays the current kingdoms and other independent duchies and counties on the Main Map.
- **DIPLOMATIC RELATIONS** breaks down the map based on your allies, vassals, and territorial claims.
- **RELIGIONS** breaks down the provinces, displaying the majority religion of the people in each.
- **CULTURES** displays the distribution of the distinct cultures of the game world.
- **DE JURE DUCHIES** displays the territories that are considered the legal territories of each duchy in the game. These are the *de jure* lands traditionally and historically associated with the title and may not reflect the *de facto* reality of the game world.
- **DE JURE KINGDOMS** displays the lands considered the traditional holding of a particular kingdom in the world. As with the *de jure* duchies, what you see here represents the traditional and historical associations with that title. These are not always the current territorial holdings of the kingdoms of *Crusader Kings II*.
- **DIRECT VASSAL** shows the lands headed by immediate vassals of an independent ruler.

3.7 THE TOOLBAR

Sitting just below the Minimap is a small toolbar with a few links to other places. We've already discussed using the magnifying glasses to zoom in and out on the Main Map, but there are a few other useful icons here worth looking at.

- **MAIN MENU** brings up the Menu Dialogue, from which you can save and load games, quit the game, change message settings, view your Achievements, and much, much more.
- **THE LEDGER** brings up a dialogue book which you can scroll through. This book is full of useful information. The ledger is, in essence, an account book for your whole realm, and it contains information you want and need to effectively control your realm. The **Next** and **Previous** buttons will move you through these highly intuitive and easy-to-understand pages.

  The pages themselves are very easy to comprehend. They are sortable by clicking the headings, and they also provide links directly to characters, provinces, and other areas – indeed, for your whole game.
- **GO TO HOME PROVINCE** takes you to the capital province of your ruler's demesne.
- **FIND A TITLE** allows you to hunt down the full name and location of any title in the game world through a nifty type-ahead dialogue box. It will also take you to the de jure location of that title.
- **ZOOM IN / ZOOM OUT** will zoom the map view in...or out. Depending, of course, on which icon you press.

So, now that we've learned all there is to know about these useful Main Map tools, let's take some time to investigate those different interfaces you can reach through all these links, shall we?

4.0 MAIN INTERFACES

4.1 OVERVIEW

The main map is where the action takes place, but most of your work will be done behind the scenes, in the various game interfaces. In this section, we will look at how the game works through these interfaces and all the interesting things you can do in them.

4.2 THE CHARACTER INTERFACE

The character interface is accessible from the **Character** button on the Main Map. If you want to view your own dashing nobleman, you can also click on his portrait at the top-left of the Main Map. You can also access the **Character Interface** for any other character in the game by clicking on their portraits wherever you encounter them.

Here, you will find information on your character's personal relationships, including their family, vassals, court, allies, and any members of the court who are currently residing abroad, whether taking their education at a foreign court or a prisoner of war. You can also see your character's titles, claims, heirs, and spouses.

You also get general information about the character: their culture group and religion, their role in the world, and their attributes and traits. Hovering over any of these items will give you some additional information in a pop-up.

There are three especially fascinating buttons here as well. **The Wikipedia Link** will take you to the Wikipedia article for that historical character, if there is one, so you can learn more about them and the situations they faced in life.

The other two buttons, **Dynasty Tree** and **Family Tree**, will take you to beautiful tables where you can view the whole family and history of your character, arranged as an interactive family tree. To their right is your dynasty's Coat of Arms, which is distinct from any titles they may hold.

Clicking on the pen-and-scroll button just to the bottom-left of the portrait will take you to the **Diplomacy Interface** where you can interact with that character. Right-clicking on the character's portrait brings up several *shortcut* buttons, which allow you to speed through the actions you can take with that character.

4.3 THE COUNCIL INTERFACE

Here, you can see and change the members of your court, and send them out on various missions.

- **The Chancellor** is your highest official of state. As he is responsible for negotiating with your vassals and with other powers, **Diplomacy** is his most important stat. Your chancellor can be sent to **Improve Feudal Relations** with your vassals, **Fabricate Claims** for you in lands that you covet, and **Sow Dissent** to damage the relations between foreign rulers and their vassals.
- **The Marshal** is your highest-ranking military official and the commander of your levies. Because of this, **Martial** is his most important stat. The Marshal can be sent to **Prepare Arrests** of potential rebels and enemies, **Train Troops** to increase the size of a province's feudal levy, and to **Research Military Tech** to provide a boost to military research and increase the chances of a discovery.

- **The Treasurer** handles your vast stores of wealth and is the **Steward** of the realm. As such, **Stewardship** is his most important stat. The Treasurer can be sent to **Collect Taxes** in a province, boosting the wealth taken from that province. He can also be sent to **Oversee Construction** in a province, significantly speeding up the building time of a project. Finally, the Treasurer can **Research Economy Tech** in a county, providing a boost to research and increasing the chances for a discovery.
- **The Spymaster** handles all of your intrigue and underhanded needs. Because of this, **Intrigue** is the most important stat for this character. The Spymaster can be sent to **Uncover Plots** by local Lords against your ruler, **Build a Spy Network** in a province, increasing the success rate of actions against local nobles, and **Study Technology** in foreign provinces, increasing the chances of ideas spreading to your capital and providing opportunities to steal technologies.
- **The Lord Spiritual** heads up the religious and learning initiatives of your realm. The Lord Spiritual's **Learning** stat directly affects the rate of technology growth in your realm. The Lord Spiritual can be sent to **Head a Local Inquisition** to root out heretics and convert infidels in the province to your religion. He can **Research Cultural Tech** in a province, increasing the speed of technology growth as well as the chances for a discovery. The Lord Spiritual can also **Improve Religious Relations** by leading delegations to discuss religious matters with the local clergy of a province.

4.4 THE LAWS INTERFACE

Here, you can view and change the current Succession Laws. The possible Succession Laws will be laid out in detail in the **Appendix**, but you want to tread lightly here. These laws are difficult to change because the different laws can have a significant impact on the game's dynamics. Be prepared, too: any changes to the Succession Laws are going to anger a significant group of people in your realm and in your court.

You can also see your current heir as well as any potential pretenders to the throne. You can also make changes to your domain's laws here. If you are a King or Emperor, there are additional laws available as well.

The two laws which can only be set by a King or Emperor, known as Crown Laws, are:

- **CROWN AUTHORITY** – This toggle determines the power a King or Emperor is able to exercise over his vassals and the domain as a whole.
- **INVESTITURE** – This toggle decides who will appoint the Bishops in your kingdom: either the Pope or you.

The rest of these laws can be set by any level of ruler:

- **FEUDAL LEVIES** – This determines the percentage of your vassals' levies that have to be provided to their liege in times of war.
- **FEUDAL TAXATION** – This determines the tax rate your feudal vassals must pay. Traditionally, this is little or none because of the levies they provide, but other arrangements can, of course, be made.
- **CITY LEVIES** – This toggle sets the amount of troops your cities are obligated to provide in times of war.
- **CITY TAXATION** – The cities are the golden geese of your realm, and here is where you decide how much gold to squeeze from those geese.
- **CHURCH LEVIES** – This toggle determines the amount of troops that church vassals are formally obligated to provide.
- **CHURCH TAXATION** - Church vassals can provide you with a significant tithe. How large that tithe is can be set here. Of course, if they like the Pope or Patriarch more, that gold just might flow to their coffers instead.

It is important to remember that whether you are Count, Duke, King, or Emperor, you are not an absolute monarch. There is a very important check on your authority to set these laws, as your vassals get to vote. A majority must approve the proposed change before it can take effect.

4.5 THE TECHNOLOGY INTERFACE

IN THE TECHNOLOGY INTERFACE, you can set your realm's focus and see how far technologies have developed not only within your demesne but within your entire realm. Technology in the Middle Ages progressed very, very slowly. The game does an excellent job of simulating this gradual growth as well as its spread, as advances are discovered and slowly drift, on their own, across the game world.

The three different trees are **Military**, **Economy**, and **Culture**.

While you cannot directly affect the speed of technological growth, the skills of your ministers and the technology in each tree you choose to focus on will have an impact on the speed of development, the chances of making a new discovery, and the chances of discoveries spreading to your provinces from neighboring lands.

You set the focus for each tree by clicking on the area of research you want to develop the fastest.

For **Military,** the critical minister traits are **State Martial** (the total Martial of your ministers) and **State Learning** (the total Learning of your ministers). For **Economy**, **State Stewardship** (the total Stewardship of your ministers) and **State Learning** matter the most. Finally, your **Culture** tech is influenced by **State Diplomacy** (the total Diplomacy of your ministers) and **State Learning**, which as you can guess by now is the most important trait for technology development. Hover your mouse over the number in the upper-left of each tech column to see how these skills have affected your development.

4.6 THE MILITARY INTERFACE

The Military Interface is where you go to manage and raise your armies, feudal levies, and fleets. At the top, you can use the Armies tab to raise your demesne soldiers and feudal levies en masse and track your monthly costs for all soldiers, whether vassals, demesne, or hired. You can also call your fleets into being and track their monthly costs from the aptly named **Fleets** tab.

Below, there are three buttons ready for your use:

- From the **Vassals** button, you can raise the levy of individual vassals. There is no upfront fee for this: it is your vassals' duty to provide these troops, but you will have to pay their monthly upkeep.

- The **Mercenaries** button displays a list of available mercenary companies, their monthly costs, composition, and also their ongoing expenses. Mercenaries also cost a large upfront fee to secure their services.
- Finally, the **Holy Orders** button displays a list of Warrior Monk companies available to help your cause, as well as their compositions, ongoing expenses, and cost in Piety, since you are calling in a favor from the church (and must be considered very religious) in order to secure their services.

4.7 THE INTRIGUE INTERFACE

You will go to the Intrigue Interface for all of your nefarious, scheming needs. Though, to be fair, a lot of what goes on in this interface is not related to nefarious scheming at all.

When you **click to choose an Ambition**, you will be taken to a drop-down menu where you can choose what your ruler should focus on. You can also see the potential rewards for fulfilling this ambition and attempt to recruit other characters to your cause.

These ambitions can be political in nature, such as **Plot: Institute Elective Monarchy in France**, as innocent and pure as **Ambition: Become a Paragon of Virtue**, a noble ambition for anyone, or as vile as **Plot: Assassinate Your Spouse**, which is somewhat less innocent and pure. The author could make a joke here about your spouse's cooking, which would make this ambition somewhat nobler, but that would be wildly inappropriate. So he won't.

You also have a choice of several decisions here which include such actions as **Invite a Holy Man to Court**, which brings a kindly old man to your court, ready to advise you on religious matters; **Invite a Noble to Court**, which brings a much less kindly and peaceful fellow to your court; and **Present Debutante**, which

brings a young lady of marriageable age to your court. You devil, you.

This is also the field you will consult to view the people who are **Threats** to your power, **Plotters** against your throne, and of course, your **Prisoners**. Clicking on their portrait will take you to that character's **Character Interface**, where you can attempt to force them to give up their plotting and scheming, though this does not always work.

4.8 THE DIPLOMACY INTERFACE

THE DIPLOMACY INTERFACE is where you will interact with other rulers and characters, whether they are Emperors, Kings, Dukes, Counts, or just your lazy cousin that you can't seem to find a job for. Besides displaying some basic information about the other character, there are also many actions you can take from this screen. The most common ones are:

- **DECLARE WAR** – If you have a valid casus belli on another Lord, you can go to war with them by clicking here.
- **CLAIM TITLE** – If you don't have a valid casus belli, one quick way to get it is to lay claim to one of your potential enemy's titles. You can do that by clicking here. Claiming a title costs you some Prestige, though the amount varies depending on the nature of the title.
- **SEND GIFT** – If you would like to be friends rather than enemies, you can click here to send a little money to the ruler; this will raise their opinion of you.
- **ASSASSINATE** – If you decide that you cannot defeat your enemy in war, if you are the heir to one of their titles, or if you are just something of an ass with money to burn, then you can send highly trained killers to dispatch the

poor unfortunate soul. But be careful: if you are caught, people will tend to think ill of you for some strange reason.

- **ARRANGE MARRIAGE** – If you want closer ties with another ruler, if you or a member of your court needs a spouse, or if you just have some deadbeat daughter you want to get out of the house, this is where you will arrange that marriage.
- **ARRANGE MATRILINEAL MARRIAGE** – If your dynasty is in danger of dying out for lack of sons, you can arrange a marriage where the children will inherit their mother's name, ensuring the continuation of your bloodline...and your game.
- **ARRANGE BETROTHAL** – If you want to arrange a marriage but the happy couple is still being weaned from their mothers, then you can arrange a betrothal, a promise of marriage involving one or two minor characters. The marriage won't take place until they are adults.
- **EDUCATE CHILD** – If you have a youth at your court and need them to leave home and learn from a guardian, here is where you will choose the guardian and arrange the education of your child.
- **OFFER VASSALIZATION** – If you would like to invite a lower-ranking, independent nobleman into your realm, you can do so here.
- **REQUEST INVASION** – If you are particularly pious or have a great relationship with the Pope, then you can ask him for permission to invade another ruler's domain, even if you don't have a valid claim to his throne.
- **REQUEST EXCOMMUNICATION** – Once again, if your character is particularly pious and holy or has a great relationship with the Pope, then you can ask the Holy Father to place another ruler's domain under interdict and condemn his eternal soul to the fiery pits of Hell.

4.9 THE RELIGION INTERFACE

THE RELIGION INTERFACE is where you interact with the church and, if you are Catholic, the Pope. Here you can see the current Pope and view the Moral Authority of the church at that moment. You can also see what missions the Pope has called, such as Crusades, and what you need to do to accomplish the mission.

You also have a quick link to all of your realm's Bishops and Prince-Bishops. Here, you can see their title, their opinion of the Pope, and their opinion of you. This is important, because you can see very quickly who they are going to support with their tithes.

There are two other things you can do from this interface:

- **APPOINT A SUCCESSOR** – If your kingdom's laws permit it, you can appoint the successor to the current Bishop from here.
- **APPOINT AN ANTI-POPE** – This button allows you to appoint a Bishop as an Anti-Pope, so long as you are a King. Doing so allows you to excommunicate anyone in your realm while also protecting your people from excommunication at the hands of the actual Pope. Additionally, any Bishops who like your Pope more than the real Pope will pay taxes to you instead. The major drawback, besides the prohibitive cost to your Piety, is the crippling blow this option will deal to the Moral Authority of the church.

Of course, if you are the sort who runs around appointing your own Popes at will, this is probably not going to concern you too much.

4.10 THE PROVINCE INTERFACE

WHEN YOU CLICK on a province in the game, you will be taken to the Province Interface. Here, you are given information on who owns the land, to which kingdom they owe fealty, who has claims upon it (including to which kingdom and duchy they traditionally belong to), the Culture and Religion of the province, and its Supply Level, which indicates how many thousands of soldiers can survive off the land.

You also see the taxes the county is currently paying relative to the income the county actually generates, as well as the potential and actual levy sizes, and the Technological Advances which have been discovered or spread there.

Finally, the levies and fleets of a full county can be raised from this screen.

Each province is a county-level territory and contains several smaller vassal-held areas known as **Holdings**. The **County Seat**, the Holding which is the capital of the province, is at the top of the interface. These Holdings can be **Baronies**, **Bishoprics**, or **Towns**, and one of them will be the county seat, typically owned by the province owner.

These Holdings are the backbone of the economy and military of your entire dominion.

If the county is under your direct control, you can also **Build New** Holdings to expand your domain. For those Holdings under your direct control, you can also initiate building projects.

Clicking on the Holding will bring up a dialogue allowing you to select additions that can be built there to improve defenses, increase the strength of the feudal levy, and even add to the tax base. From here, you can also see the current tax base of the Holding, its current defenses, and the size and strength of the levy.

5.0 WARFARE

5.1 OVERVIEW

As Clausewitz famously said, "War is the continuation of diplomacy by other means." Well, that is true. If you cannot marry into a family and gain your claims through negotiations and peaceful intermarriage, if your family has an ancient (or not so ancient) claim that a rival is ignoring, or heck, even if you just like pillaging things, you will need to know how to wage war. Since you can count on the other dynasties to launch attacks on you for just those same reasons, even the most peaceful and meek feudal overlords will still find themselves at war at some point. When that happens, you'd better know how to use your armies. This section explains the basics of your military and how to use them.

5.2 YOUR ARMIES

What will you do when you are faced with your neighbor's army marching into your lands and besieging your castles? Alternately, what will you do when you want to march into your neighbor's lands and lay siege to his castles? In both cases, you are going to need an army.

How large an army you need and how you plan to fund your war will determine how you choose to raise your troops. From the **Military Interface**, you can raise all of your demesne troops. You can also call up the full feudal levy or the individual levies of your vassals. Here, you can also hire Mercenary forces who work for cash, and you can also recruit regiments of the

Warrior Monks to your cause, if you are pious enough. This is where you will go to call up the troops for large-scale warfare.

From the **Province Interface**, you can call up the levy of a single town, barony, or bishopric. This allows you the flexibility to raise very particularly sized units to handle smaller tasks, such as minor border issues. These selections can even be done at the Holding level, so there is tremendous flexibility in how you raise the forces you need to fight your wars.

Your armies and any enemy armies will appear on the Main Map. Here, you will control them, sending them off to wreak havoc on your foes' lands or to clash with your enemies' armies for control of Europe and the Holy Land in bloody battles.

Whatever your goal, you need to get all those Feudal Levies, Mercenaries, and Holy Warriors to your desired objective. To do so, click on your army to activate them, and then right-click on the destination province. You will see the sprite begin to march to glory (or infamy, depending on your motives). Click and drag on the map to select multiple armies, if you want to unite them at a common destination.

When you click on your armies, you will see the **Army Interface** where you can appoint and replace your commanders, split your forces, and order them to board ships docked in the same province.

From here, you can also see a detailed breakdown of the Center, Right Flank, and Left Flank of your army and each flank's composition. You can also see the commanders of the elements and their Military Skill.

5.3 YOUR NAVIES

Your navies can be raised and controlled in much the same way as your armies. You can call up large fleets through the **Military Interface** in order to move your sizeable armies across the ocean. Also, just as you can do with the armies, you may also go down to the **Province Interface** and commandeer the ships of an individual barony, town, or bishopric. It goes without saying that this can only be done in coastal provinces. But, just in case you thought river provinces could raise fleets, I will go ahead and clarify: they can't. You will move your fleets on the Main Map the same way you command your armies.

5.4 ALLIES

Sometimes, you might need a little extra help in achieving your war aims, or maybe you don't want to hog all the fun for yourself. When that happens, remember your allies. We saw them last back at the **Character Interface**.

When you need their help, you can issue a **Call to Arms**. This option will appear under the **Diplomacy Interface** for your allies when you are at war. Choosing it will bring up a dialogue which explains your relationship in slightly more detail, and if you hover your mouse pointer over the **Yes** button, you will get a bit more information on the usefulness of your ally. For example, if your ally has a tendency to ignore your requests for help, that will be noted here.

You cannot control the armies of your allies in battle, and in the finest medieval tradition, they will not be following some grand unified strategy with you. However, your allies can serve several valuable functions, such as flank distractions, intimidating steam rollers, or even cannon fodder.

5.5 BATTLES

Battles take place whenever your army encounters an enemy's army in a province. As these battles often last several weeks rather than several hours, it is best not to consider them as a single encounter; rather, think of them as an abstraction of the maneuvering for position, sharp clashes, and surprise combat that make up a campaign — as well as the main battle itself.

To view the progress of the battle, click on your army. This shows the three Divisions (or wings) of your army locked in combat with the enemy's army. You can see the strength of each Division, as well as the strength of their opponents, the relative morale of the soldiers and the commanders of each force, and the total strength of each army.

You can also see the tactics each wing is using. For example, at the **Battle of Scarborough** depicted here, Harald's Left Wing and Center are using the **Shield Wall** Tactic while the right wing is **Skirmishing**. The tactics employed will change as the battle rages.

Once a wing or the center is defeated, then your Divisions will have the chance to envelop your opponent's flank. Usually, the battle ends very quickly once this happens, as the morale of the losing army breaks and they flee from combat.

The defeated army will retreat from the contested province, leaving the victors in command of the field.

When that happens, the army will flee and remain out of your control until they reach the safety of the province they have retreated towards. This may not always be the direction you want them to go, so it is a good idea to closely monitor battles you are losing and break contact deliberately. The army will still retreat and remain out of your control until they reach their destination, but their flight will be towards a province of your choosing.

To withdraw from a fight, select the fighting army and then right-click on a province you want them to retreat towards.

However combat ends, whether it's with your glorious victory or in a shameful flight, you will see this battle report.

It displays the number of soldiers employed on each side, the casualties both sides suffered (including any major nobles killed), the gains in Prestige, and the leading generals. The victor also has the option to pursue the defeated enemy and continue the fight.

5.6 SIEGES

To take control of an enemy province, you have to lay siege to it by moving one of your armies into that province. Once in the province, the army will automatically begin to lay siege.

Unless they are driven off by an opposing force, the siege will tighten until the morale – or the food – of your enemies gives out and they surrender. That is, as long as your armies outnumber the garrison; otherwise, you cannot establish an effective perimeter and are really more of an annoyance than a threat.

When you click on the besieging army, you can view the progress of the conquest, as well as the leader of the besieging army, the leader of the garrison, the morale and size of both the attacking force and the defending force, and the progress the besiegers are making.

Eventually, if you are patient, the province will fall and you will control the county. Take control of enough provinces and you will surely bring your enemy to his knees.

5.7 THE WAR SCREEN

When you are at war, at the bottom of the **Main Map,** you will see a floating portrait of your opponent. If you click on it, you will see this screen.

Here is where you go in order to track the progress of your war. The lower portion displays the battles you've fought, the forces committed, the commanders of the battles, the casualties and survivors for both armies, and whether it was a glorious victory or an ignoble defeat.

The top portion shows how the war itself is progressing. The effects of battles are displayed as well as the effect of territories you or your enemies have occupied. Hovering the cursor over the occupation percentage will show how each conquered territory is impacting the Warscore. The more battles you win, the more land you take, the higher your Warscore.

The total Warscore is displayed on the right, and hovering the cursor over it will give you a breakdown of the war. You see, there is more to the Warscore than just battles and occupations. There are other impacts on the score, such as war exhaustion. The longer the war lasts, the more eager your levies are to return home. This interface is a great way to track your progress in the field and can help you decide whether it is time to seek peace or press the attack.

5.8 PEACE

Once you've taken enough territory and won enough battles to break your foe, you will want to make peace and lay claim to your ill-gotten gains, assuming it isn't you who has been broken over the course of the war.

You will do this through the **Diplomacy Interface**. You can see that the **Declare War** button has been replaced with a **Peace Treaty** button. Click this and demand the spoils of war, settle for a white peace, or admit your failure and beg for mercy.

6.0 WINNING THE GAME

EVENTUALLY, LIKE ALL things, the Middle Ages must draw to a close as the world expands and explorers – Conquistadors, the new Crusaders – find a New World to explore and conquer. The old Medieval kingdoms will turn into the new nation states as feudalism fades and strong autocratic kings rule over those centralized nations. The time for the old Crusader Kings will pass. As the curtain falls on the Middle Ages, the game will draw to an end.

The goals of this open-ended game are very flexible. Did you want to take the obscure Duke of the Western Isles and build a new Mediterranean Empire? Did you want to take the third son of a Danish King and, with his family, accomplish the Reconquista of Spain? Your goals are your own, and your conditions for victory are what you make of them.

For those of you who want validation of your success from the game engine: you have not been forgotten. As each ruler of your dynasty passes, his Prestige score at the moment of his demise is added to your total score, which is a running tally and a great way to judge how you are doing within the game. When the game draws to a close in 1453, the final scores of all the dynasties are compared, and the more Prestige your rulers have garnered, the higher your score.

Blaze a trail of glory across Europe and the Middle East, and your dynasty will win eternal renown as true Crusader Kings.

7.0 MULTIPLAYER

7.1 STARTING A GAME

ONCE YOU HAVE chosen **Multiplayer** from the Main Menu, you will come to the **Multiplayer Start Interface**. *Crusader Kings II* supports games with up to 32 players, though that upper limit should be reserved for LAN games. Internet and Metaserver games are best limited to about 12 players.

One player will host the game and the others will be the clients. The host should be the player with the fastest and most reliable Internet connection. The host should also be a reliable player.

Due to the massive amount of data transferred between the clients and the host, one really shouldn't try multiplayer through a dial-up modem.

7.2 PRELIMINARY REQUIREMENTS

BEFORE LAUNCHING the game, verify that your system is set up to actually receive and transmit data. Typically, you will not need to make any changes, but some firewall settings and systems can block the game transmissions.

Crusader Kings II uses ports 1630-1635 and the UDP transfer protocol for Internet games, and port 1637 and the UDP transfer protocol for Metaserver games, so make sure these lanes are open on your router and firewall. Hosts also need to make sure port forwarding is enabled.

Because there are so many different types of routers, firewalls, and other hardware and software possibilities, it is impossible to give comprehensive instructions in this little manual for your specific setup. It also makes it impossible to automate this process. Refer to your own firewall and router settings to make these changes.

The host should also determine their current IP address and share that information with the other players.

7.3 MULTIPLAYER START INTERFACE

Once you get to the Multiplayer Start Interface, you are ready to play. Before you get started, you need to put a name into the entry field. This is the name everyone will see and by which they will know you.

- **HOST** – If you want to host a game, click here to establish either a LAN game or an Internet game. Once you click on this button, you will choose the type of game you want and choose a name for the game session. Click **Host** from inside that interface, and you will be taken to the Lobby where you will wait for the others to join in.
- **JOIN LAN GAME** – When you launch the interface, it begins scanning for LAN games automatically. They should appear in the window at the top. Just click on the game you want and click **Join LAN Game**. You will be taken to the Lobby where you will wait for the others to join in.
- **JOIN INTERNET GAME** – If you will be joining a game hosted over the Internet, click **Join Internet Game** and enter the host's IP address. Once you've done this, your computer will attempt to establish a connection with the host computer. Once this is done, you will be taken to the Lobby, where you will wait for the others to join in. If, instead, it cannot connect, wait a moment and try again or contact the host to verify that you have the correct IP address.
- **METASERVER** – If you don't have a bunch of friends eager to hop online and play *Crusader Kings II* with you, fret not: Paradox offers the Metaserver, a free match-making service for finding multiplayer opponents. You will meet them in the chat Lobby and arrange the games. From there, the Metaserver also helps create the Internet game for you. Otherwise, the game runs just like an

Internet game. To use the Metaserver, you must have your copy of *Crusader Kings II* registered on the forums at forum.paradoxplaza.com. Since this also gives you access to the Multiplayer forum, the Tech Support forum, and the Mods forum, it is a good idea to register anyway.

7.4 THE LOBBY

THE LOBBY IS where the players gather before a multiplayer game. The Lobby resembles the Single-Player Start Interface. The host has the right to choose the start date, whether bookmarked or manually selected, or to load a saved multiplayer game.

Once every player has selected a dynasty, the game is ready to begin. If you are playing a saved game, let the host load up the save first, and the data will be sent automatically to the clients.

While in the Lobby, you can chat with other players through the text box at the bottom of the map.

7.5 GAMEPLAY

GAMEPLAY PROCEEDS AS normal from this point onwards, though you will find human opponents a powerful and unique challenge. Remember, though, that since this game is played by people of diverse ages and social, cultural, and ethnic backgrounds, always be polite and respectful towards your fellow players, especially when using the Metaserver, where you may not know your opponents at all.

8.0 TROUBLESHOOTING

8.1 OVERVIEW

At Paradox Interactive, we take a special pride in providing unparalleled support for our games, whether it is through patches or through product support, often adding new content or support for games years after their release. For this reason, there are two excellent places to turn when you run into a problem.

8.2 UPDATING THE GAME

While Paradox cannot guarantee patch dates or even patches for specific issues, we are always working to improve our games and to provide you with an excellent gameplay experience. So, to have the best gaming experience, keep your game up to date by downloading, installing, and using the most recent patch. Some digital distributors will install the patches for you. Others will not. If they don't, the launch dialogue will have a link to download the latest patch and, if you have an active Internet connection, it will even tell you what the most recent patch is.

8.3 FORUMS

The Paradox forums are another excellent place to turn to for both patches and support. Make sure you register your game so that you can get the best possible support. At Paradox, we respect our customers by not forcing them to deal with cumbersome or intrusive copy protection software. In exchange, all we ask is that, to access the Tech Support, Multiplayer, and Mods forums for our games, you prove that you bought them by simply typing in your serial number. You can always ask your questions in the Main forum, even without registration, but if they are of a troubleshooting nature, then your question will be moved to the Tech Support forum.

Once there, you can provide a detailed report of your issue, and you can expect speedy help from Paradox or other members, who are always happy to help others.

Paradox's forums are a public location and are visible to people of all ages, races, social, and ethnic groups. For that reason, we ask you to please read the forum rules carefully and follow them so that we can all engage in respectful discussions about these games.

9.0 APPENDIX

9.1 SUCCESSION LAWS

WITH SO MUCH LAND, titles, and power held in the hands of a single person, it is natural to wonder, "What happens when this character dies?" Well, that all depends on the Succession Laws of your realm.

- **PRIMOGENITURE** – The oldest son of the ruler inherits all the lands and titles of the ruler. Of course, this won't be too popular with the other members of the dynasty, but your oldest child will be pleased.
- **SENIORITY** – The oldest male member of your dynasty inherits all the lands and titles of the ruler. Your children will not be amused.
- **FEUDAL ELECTIVE** – The King and Dukes nominate a successor from amongst themselves. The Dukes are electors. It takes a strong will to keep these titles in your family for long.
- **GAVELKIND** – The titles are divided up amongst all the sons of the ruler, with the oldest receiving the primary title. This is a fair way to do it, but this can also critically undermine the unity and strength of a dominion.

On top of these four methods of inheritance, there are also conditions on the rights of daughters and women to inherit titles. So, along with the above Law, there will also be one of the following Laws:

- **AGNATIC SUCCESSION** – Only men can inherit lands and titles. This is the most common of the gender-based inheritance laws.
- **COGNATIC SUCCESSION** – Women can inherit, but only if there are no suitable males.
- **TRUE COGNATIC SUCCESSION** – Women inherit lands and titles on equal footing with men.

9.2 TITLES – LANDED

THE POWER STRUCTURE of *Crusader Kings II* is tiered and based directly upon the landed titles that the characters hold. Depending on your Succession Laws, the secular nobles may find their most important titles to be elective in nature.

BARONIES, CITIES, AND TEMPLES – These serve as the base of the feudal pyramid. These are the lowest-ranking members of the landed nobility. These titled territories, the *Holdings*, are contained within the county provinces and are viewable from the **Province Interface**. The Demesne Limit of your ruler is based on the number of these vassals who report directly to him. The titles of these rulers are:

- **BARONS AND BARONESSES** – These low-ranking secular nobles rule the hereditary baronies.
- **BISHOPS, PRIESTS, SHAMANS, MUFTIS, AND MULLAHS** – These low-ranking church-rulers command the temples. These are not hereditary appointments. The Laws of the Court determine who appoints the replacements of these prelates.
- **MAYORS** – These lower-ranking nobles rule over the cities. It is an elected position.

PROVINCES – These are the building blocks of the *Crusader Kings* world. These are ruled over by more powerful magnates. This is the first level of the feudal hierarchy, where a ruler can be independent of any higher authority, though most will pledge fealty to stronger and higher-ranking Lords. The titles of these rulers are:

- **COUNTS, EARLS, AND CONTESSAS** – These powerful secular rulers command their hereditary Holdings, passing them on to their children and relatives.
- **PRINCE-BISHOPS, METROPOLITANS, HIGH PRIESTS, SEIDHS, SHEIKHS, AND AYATOLLAHS** – These powerful religious rulers command their territories in the name of God. Who may choose their successor depends on the Laws of your domain.
- **LORD MAYOR** – This individual rules over one of the great city-states, commanding a full province. This is an elected position.

DUCHIES – These are clusters of provinces under the control of a single Great Lord, whether held entirely by that lord or shared out among **Counts** and other landed magnates. Many of these titles have a de jure, or legal/historical link to a particular group of provinces. Their rulers will want to reclaim any 'lost territories.' These rulers are often strong enough to stand on their own without an overlord. Many of them will have the desire to take their overlord's place at the top of the feudal pyramid.

- **DUKES, DOUX, EMIRS, BEYLORBEYS, AND DUCHESSES** – These great magnates command hereditary holdings and pass their titles on to their children or other relatives.
- **PRINCE-ARCHBISHOPS, PATRIARCHS, ARCHPRIESTS, GRAND MUFTIS, AND GRAND AYATOLLAHS** – These are the great Church magnates, commanding vast territories in the name of God. Their successors are chosen by the heads of their religion or by the Kings and Emperors of the world. This is a source of great friction between religious and secular authority.
- **DOGES** – These are the elected noble heads of the great city-states ruling over large territorial domains.

KINGDOMS – These are the massive clusters of provinces and duchies which make up some of the most powerful states in the game. Often embracing an entire culture group or more, these are mostly divided up into powerful **Duchies** and **Counties**. These titles have strong **de jure**, or legal/historical links to particular province groups. Their rulers will want to reclaim any 'lost territories.' These rulers stand at the pinnacle of the feudal pyramid, answering to no one but God...and sometimes his Earthly representatives.

- **KINGS, QUEENS** – These are the Royal Heads of State. They command mighty hereditary Holdings and the most powerful and prestigious ancient names and titles.
- **POPE, ECUMENICAL PATRIARCHS, AND CALIPH** – These are the heads of the various religions. They are among the most powerful individuals in the world, and not just spiritually. In some ways, thanks to their spiritual authority, they outrank even the Kings.
- **SERENE DOGES** – These are the elected rulers of the most powerful city-states. These Great Cities' vast territorial dominions make them as powerful as even the strongest Kings.

EMPIRES – These are the vast territorial empires that span many cultures, lands, and peoples.

- **EMPERORS AND EMPRESSES** – Whether their holdings are as vast as the great Kings' or not, their ancient titles, sanctified by God, grant them a prestige and authority unmatched in the world...though there are many who will try to match them.

9.3 TITLES – MINOR

THESE ARE THE Lesser Titles a character can hold. A character has the right to hold any number of the titles at the same time, and they are not passed on. They are, however, held for life. Some of them can be assigned by you through the **Diplomacy Interface**, some are appointments made outside your control. Not all of them are titles you really want to hold.

- **REGENT** – This character has been appointed to rule in the name of an incapable ruler due to youth, age, or insanity.
- **CONSORT** – This is the title of a character who has married a King or Queen but does not share in their Royal Authority.
- **QUEEN MOTHER** – This is the mother of the current King or Queen.
- **PRINCE OR PRINCESS** – This character is of royal blood.
- **COURT JESTER** – As the title implies, this character is a source of derisive amusement to the rest of the court. Unsurprisingly, the Court Jester will not be delighted with the appointment.
- **KEEPER OF THE KING'S SWANS** – This honorific carries a stipend and a nice boost to prestige.
- **MASTER OF THE HORSE** – The Lord's Horses are the most important things he owns. They are what make him a Knight. Therefore, this title carries prestige and a stipend.
- **MASTER OF THE HUNT** – This character leads the Royal or Noble Hunt. This is an important posting that carries much prestige and authority.
- **MASTER OF THE HOUNDS** – This character is in charge of the Royal or Noble Hunting Pack. This post carries a stipend and prestige.
- **GRAND BUTLER** – An important posting in the Lord's main castle, this is another position of prestige.
- **HIGH ALMONER** – This character is in charge of dispensing the Lord's Bounty to those in need. This position is prestigious and carries a stipend.
- **CUPBEARER** – This person is charged with pouring the King's wine. This is a very trusted and prestigious position as the Cupbearer literally stands between the King and death by poison.
- **SENESCHAL** – This person is in charge of administering justice and managing the domestic affairs of the Lord.
- **SEBASTOKRATOR** – This is a Byzantine title and ranks just below the Emperor himself in prestige. It carries no real power or authority and really just signifies a close relationship with the Emperor.

- **PARAMOUNT KNIGHT** – This title is granted to the premiere Knight in the realm. This individual exemplifies everything a Knight should be. This is a prestigious title.

9.4 CHARACTER TRAITS – GENERAL

THESE ARE THE general traits that characters in Crusader Kings II can possess. Some are good, some are horrific, but all help to define a character.

- **AMBITIOUS** – These characters are driven to succeed, and so they tend to be better than everyone else. Of course, since they realize this, they tend to make poor vassals.
- **ARBITRARY** – The character does not care about justice at all, something his vassals and courtiers find aggravating.
- **BASTARD** – This character was born out of wedlock and has not been legitimized. As such, he is excluded from the line of succession.
- **BRAVE** – These characters never shy away from personal danger. They are the envy of all but the Craven, who don't like to be reminded of their own cowardice.
- **BUBONIC PLAGUE** – This character suffers from the dreaded Black Death.
- **CELIBATE** – This character has chosen a life of celibacy. It is a very holy decision, but it does make the production of heirs a bit of a problem.
- **CLUBFOOTED** – This character was born with a clubbed foot. This is a rather unattractive disability.
- **CONTENT** – These characters are quite satisfied with their lot in life, making them unsuited to intrigue.
- **CRAVEN** – The character is a craven coward, fleeing at the first sign of danger.
- **CRUEL** – This character delights in the suffering of others.
- **CRUSADER** – This character is a veteran Crusader.
- **CYNICAL** – This character is a cynical unbeliever. Not too popular with the clergy but quite good at intrigue.
- **DECEITFUL** – These characters will lie, flatter, and stab you in the back without batting an eyelash. They make excellent Spymasters, so long as they like you.
- **DEPRESSED** – For this character, life has lost all meaning.

- **DRUNKARD** – This character is a drunken sot.
- **DUELIST** – The character is a master fencer and duelist, a dangerous lifestyle but one that is full of excitement.
- **DWARF** – This character was born a dwarf.
- **EXCOMMUNICATED** – This character has been kicked out of the church family and is consigned to hellfire unless they change their ways. For obvious reasons, these individuals aren't terribly popular.
- **FAIR** – This character is physically pleasing to behold and therefore extremely attractive to the opposite sex.
- **FALCONER** – The character is an avid falconer, a pastime held in high regard.
- **GARDENER** – This character enjoys growing herbs and exotic fruit trees in their spare time.
- **GENIUS** – This character has a massive and towering intellect.
- **GREGARIOUS** – The character is outgoing and pleasant. Someone who is socially competent.
- **HARELIP** – This character was born with a harelip. It is not considered a particularly attractive trait.
- **HEDONIST** – These characters have chosen a lifestyle rich in debauchery and sinfulness. It is tremendous fun, but the church tends to disapprove.
- **HOMOSEXUAL** – The character does not have much interest in the opposite sex.
- **HONEST** – These characters do not lie well and do not like to do so. For obvious reasons, they make terrible Spymasters. Other Diplomats appreciate this trait, however.
- **HUNCHBACK** – This character has a large misshapen hunchback. Vassals despise those with hunchbacks, and they aren't too popular with the opposite sex either.
- **HUNTER** – This character loves nothing more than to commune with God and nature by finding doe-eyed woodland creatures and then killing them.
- **KINSLAYER** – The character is known to have murdered members of their own family. This act is frowned upon by everyone, and especially by their surviving kin.
- **ILL** – The character is chronically ill. It may be something as simple as a cold or it could be a sign of something much, much worse.
- **IMBECILE** – This character is a grade-A moron.
- **IMPALER** – These characters take a morbid delight in creating new ways to torture and torment their unfortunate victims. Perhaps if they'd been hugged more as children...

- **INBRED** – This character is the result of a too-close relationship between characters. They are often disfigured, mentally handicapped, and sterile.
- **INCAPABLE** – The character is completely incompetent for any number of reasons. Because of this, the character must employ a Regent.
- **INFIRM** – This character has become infirm through advanced age.
- **INSANE** – The character has gone stark raving mad.
- **JUST** – The character has a well-developed sense of justice, something his vassals and courtiers respect.
- **LEGITIMIZED BASTARD** – These Bastards have been accepted and claimed by their fathers. They are included in the line of succession, though they are looked down on by many.
- **LEPER** – This character suffers from leprosy. This is the most horrible fate a Medieval person can probably suffer. Lepers, for obvious reasons, are not too popular with the opposite sex (or anyone) and tend not to procreate.
- **LISP** – This character has a serious lisp, much to the delight of others.
- **MAIMED** – This character has suffered a horrible injury that will probably stay with them for life.
- **MEASLES** – This character suffers from the dangerous pox known as measles.
- **MYSTIC** – The character has spent a lot of time delving into the occult. Usually, they tread a very fine line between orthodox approval and outright heresy.
- **PARANOID** – This character sees enemies everywhere and questions everyone's motives. They don't trust others.
- **PNEUMONIC** – The character is suffering from pneumonia. This was often a lethal ailment in the Middle Ages.
- **POET** – This character likes to write and declaim poetry.
- **POSSESSED** – This character has frequent episodes of speaking in tongues, yelling, spitting, and attacking others. It is as if an evil spirit has taken over them.
- **PREGNANT** – This woman is with child.
- **QUICK** – These characters are clever and smarter than most.
- **SCHOLAR** – This character is driven to knowledge. They spend their time poring over books and corresponding with the finest minds of Europe.
- **SHY** – These characters are shy, reclusive introverts. Because of this, they aren't the best Diplomats.
- **SLOW** – These characters are not exactly the smartest people around.
- **SMALLPOX** – This character suffers from the highly lethal smallpox.
- **STRESSED** – The character is overwhelmed by their work and their life.
- **STRONG** – This character is blessed with a powerful physique.

- **STUTTER** – This character has a serious stutter, much to the annoyance of both friend and foe.
- **SYPHILITIC** – The character has acquired a particularly nasty venereal disease.
- **TRUSTING** – These characters believe in the inherent honesty of others and trust them implicitly. Because of this, they make great friends but terrible Spymasters.
- **TUBERCULOSIS** – This character is wracked with the bloody cough known as consumption.
- **TYPHOID FEVER** – The character is suffering from the terrible disease known as typhoid fever.
- **TYPHUS** – This character has the plague typhus, also known as camp fever.
- **UGLY** – The character is truly a horrible-looking person. They are not in high demand by members of the opposite sex.
- **WEAK** – This character is scrawny and wimpy.
- **WOUNDED** – This character has suffered an injury, but given enough time, the wounds should heal.
- **ZEALOUS** – The character is filled with religious fervor and cannot abide Heretics, Infidels, or Heathens.

9.5 CHARACTER TRAITS – SINNERS AND SAINTS

THE MIDDLE AGES were a very religious time, and the path to Heaven or Hell was never far from the mind. As such, these are the matched traits of the Seven Deadly Sins, which could doom a soul for eternity, and the Seven Virtues, which could take a soul straight to Heaven. Each Deadly Sin is paired with its opposite of the Seven Virtues.

- **LUSTFUL** – The First and most fun of the Deadly Sins. The Church will not be amused.
- **CHASTE** – The opposite of Lustful; this is the First of the Seven Virtues. The Church will be pleased, and so will your spouse.
- **GLUTTONOUS** – This is the Second Deadly Sin. Gluttony has no redeeming virtue as both the Church and the opposite sex find it repulsive.
- **TEMPERATE** – "Everything in moderation" is the motto of this character. An excellent trait for Stewards and rulers, and the Second of the Seven Virtues.
- **GREEDY** – This is the Third Deadly Sin. The Greedy are great at squeezing out those extra taxes, but they are not well regarded by their peers.

- **CHARITABLE** – This is the Third of the Seven Virtues. These characters are famous for their charity and giving.
- **SLOTHFUL** – The Fourth Deadly Sin has no redeeming side. The Slothful are astoundingly lazy.
- **DILIGENT** – Diligence is the Fourth Virtue. These characters are hard-working and industrious.
- **WROTH** – This is the Fifth Deadly Sin. These characters have hot and fiery tempers.
- **PATIENT** – The Fifth Virtue is Patience. These characters have lots of patience. They also tend to be a bit better than everyone else.
- **ENVIOUS** – Envy is the Sixth Deadly Sin. These characters are spiteful, jealous, and full of resentment.
- **KIND** – Kindness is the Sixth Virtue. These characters are full of good thoughts and perform good deeds for others. Vassals like kind Lords. For obvious reasons, these people make terrible Spymasters.
- **PROUD** – Pride is the Seventh Deadly Sin. On the plus side, a Proud character will work very hard to build their Prestige.
- **HUMBLE** – Humility is the Seventh Virtue. The Humble work hard to improve their Piety and tend to dislike the Proud.

9.6 CHARACTER TRAITS – CAREERS

EVERY CHARACTER WILL gain an education focused on one of the main traits, whether Intrigue, Diplomacy, Martial, Administration, or Religion. How well that education takes...well, that varies from person to person and from teacher to teacher.

INTRIGUE EDUCATION. These characters have studied under master schemers, Spymasters, and other crafty and clever individuals. They have entered into a career in Intrigue. There are four possible outcomes to their education, based on their own skill, luck, and the quality of their training:

- **AMATEURISH PLOTTER** – The character's education focused on the skill of Intrigue. It didn't do much good, though.
- **FLAMBOYANT SCHEMER** – The character's education focused on the skill of Intrigue. They consider themselves masters of intrigue, but they are most certainly not.

- **Intricate Webweaver** – The character's education focused on the skill of Intrigue. They are clever and masterful manipulators, well suited to a life of deception.
- **Elusive Shadow** – The character is a true master of intrigue, well trained and able to both dominate as a Spymaster and train others.

Diplomacy Education. These characters' education has focused on Diplomacy, courtly manners, and negotiation. They have learned from Chancellors, rulers, and others who are clever when it comes to interpersonal relationships. There are four possible outcomes to their education, based on their own skill, luck, and the quality of their training:

- **Naïve Appeaser** – The character's education focused on the skill of Diplomacy. The character thinks they are good Diplomats, but they are really just pushovers who get bullied by their betters.
- **Underhanded Rogue** – The character's education focused on the skill of Diplomacy. They are rough around the edges but usually serviceable Diplomats.
- **Gharismatic Negotiator** – This character's education focused on the skill of Diplomacy. They are impressive and elegant in speech and dress.
- **Grey Eminence** – This character is a master statesman and an expert in the diplomatic field. These characters make excellent Chancellors and are well suited to train others in diplomacy.

Administration Education. These characters have studied under strong administrators, whether a Steward, a ruler, or just someone with strong skills. They have now entered into a career in Administration. The outcome of their education varies based on their own skills, the skills of their trainers, and simple luck, but there are four possibilities:

- **Indulgent Wastrel** – The character's education focused on Administration, but to ill effect. The only thing this character knows about money is how to waste it.
- **Thrifty Clerk** – The character's education focused on Administration. The character is a dutiful administrator, though not particularly brilliant at it.
- **Fortune Builder** – The character's education focused on Administration. They are skilled at business and at making themselves quite wealthy.

- **MIDAS TOUCHED** – This character is a master administrator, highly skilled at running the estates. These characters make excellent Stewards and are also great at training others in administration.

MARTIAL EDUCATION. These characters have studied under powerful warriors and great generals in the hopes that they will learn this most valuable career skill. While the hope is that the student will grow into a great general as well as a great warrior, there are four possible outcomes for those who follow this path:

- **MISGUIDED WARRIOR** – This character's education focused on Martial skills. The character believes that this has made them a brilliant commander, but it has not.
- **TOUGH SOLDIER** – This character's education focused on Martial skills. The character is a strong and brave warrior, but they do not have the skills to command effectively.
- **SKILLED TACTICIAN** – This character's education focused on Martial skills. They are excellent commanders and skilled warriors on the battlefield.
- **BRILLIANT STRATEGIST** – This character is a master on the fields of battle. A brilliant commander and a fearsome warrior, they make superior Marshals and are skillful teachers of the military arts.

RELIGIOUS EDUCATION. Historically, this was a favored choice for those second and third sons who wouldn't be getting their hands on the family estate, but it was also for those who were generally religious and ready to serve their God. They have studied under another religious personage and have earned one of the four possible outcomes for this education:

- **DETACHED PRIEST** – This character received a religious education. All they got out of it was the ability to read.
- **DUTIFUL CLERIC** – This character received a religious education. Although they are skilled writers with excellent penmanship and attentive to their duties, they are not particularly interested in theology.
- **SCHOLARLY THEOLOGIAN** – This character received a religious education. These characters are wise and well read, excelling at philosophy and theology.
- **MASTERMIND THEOLOGIAN** – This character is considered a master theologian and one of the great minds of his faith. These characters are perfectly suited to the role of Lord Spiritual or of teaching religious studies.

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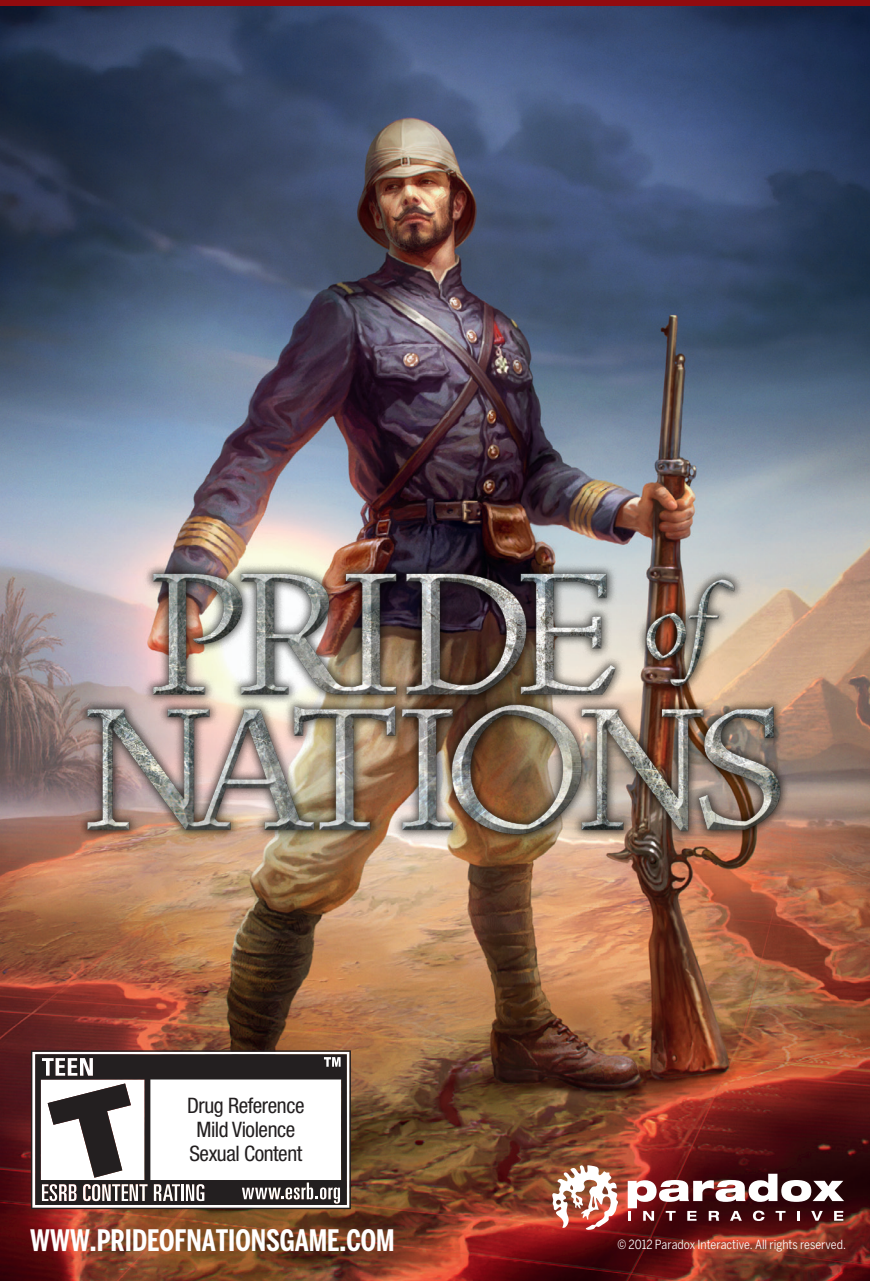

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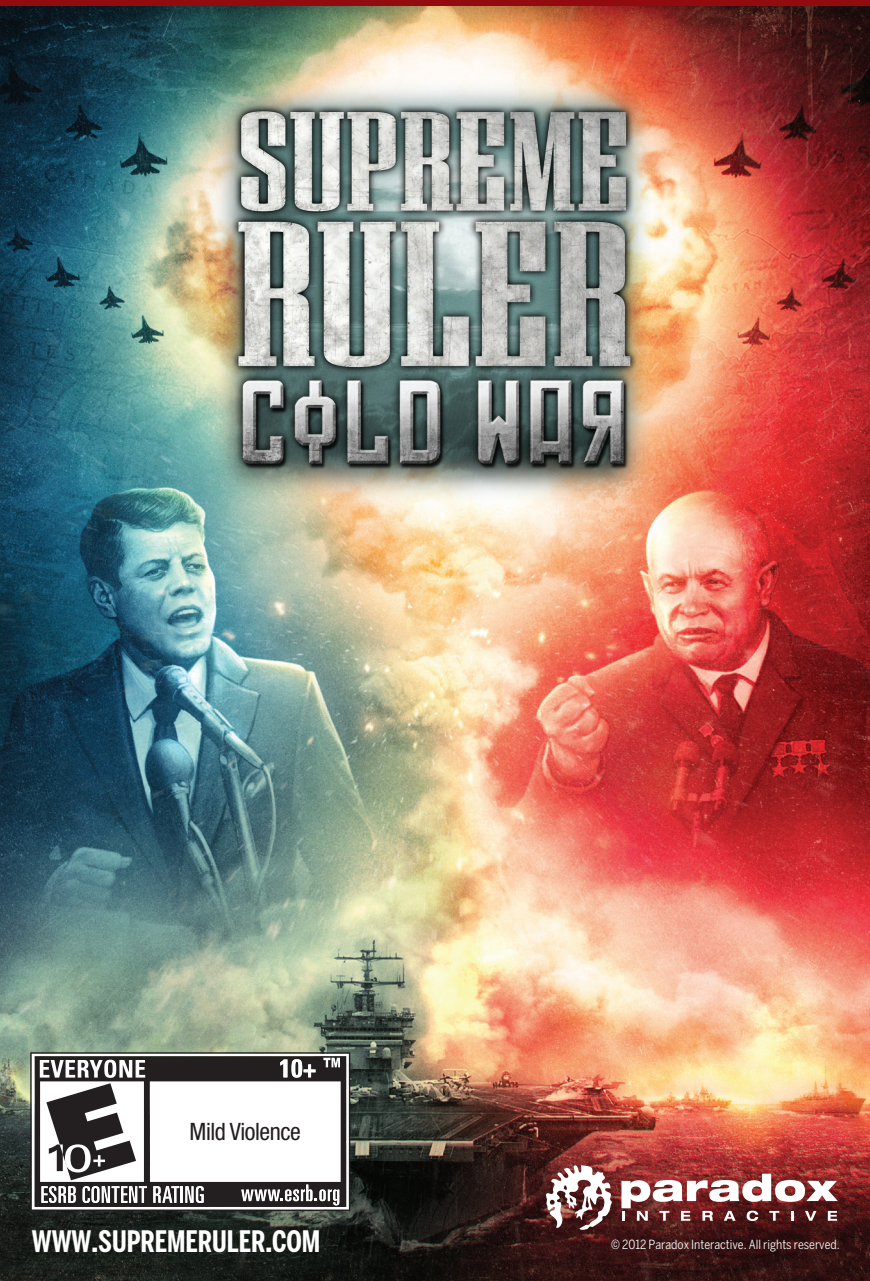

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