MANUAL

RUSADER KHNGS *

SONS OF ABRAHAM





WELCOME TO SONS OF ABRAHAM

ONS OF ABRAHAM by Paradox Development Studio is the fifth expansion pack for *Crusader Kings II* and it is intended to fill in some of the gaps in the religious side of the game. If you're a veteran player, then you're already familiar with the concepts of heresy, excommunication, Crusades/Jihads and so on – all those very important religious/political mechanics that we use to bring the blood and glory of medieval religion to your monitor.

This brief manual will guide you through some of the major changes in the game, but won't get too deep into the math or event chains. You can check the tutorials and roll-over tooltips in the game if you want precise detail on how everything fits together, and events are best explored as they pop-up in the game. We know how you like surprises.

Sons of Abraham introduces some new ideas to the religious subgame including a College of Cardinals, rival schools of Islamic thought and, at long last, Judaism as an active faith in the game. None of these changes are radical; certainly nothing on the scale of what you would have seen in the Old Gods expansion, with its Pagan traditions, 200 extra years of history, and raiders and adventurers.

But just because the changes are individually smaller doesn't mean that they are in sum any less world-changing. Stronger heretic movements can now dominate a kingdom, overturning the devotion to the truth faith. Switching from a simpler, more earnest Islam to one that leads to a scientific revolution may make sense to you as a player, but be wary of zealous vassals or neighbors that need the piety. And a careful ruler might be able to restore the Chosen People to the city of God – with a new Temple and everything.

Next year in Jerusalem!

Of course, if you're still coming to grips with *Crusader Kings II*, even minor changes can seem intimidating. Just remember that sometimes the best way to figure out how something works is to experiment a little. Push some buttons, make some choices, take some risks. So what if your dynasty explodes a little sooner than you'd planned? You have centuries left to take revenge on your uncle/cousin/neighbour/grandson, and you'll know a few more tricks to make that happen.



THE COLLEGE OF CARDINALS AND THE PAPACY

HE LARGEST SINGLE ADDITION to the Roman Catholic faith is the inclusion of a College of Cardinals. Bishops from throughout the Catholic world have a chance to be selected to this august body responsible for advising and choosing the Pope. The College was included to add a little more depth to relations with the Holy See and to reflect the importance and influence of powerful churchmen outside their own diocese.

Cardinals are chosen based on a combination of factors, with their piety and seniority being two of the biggest contributors to getting hired. You don't always have a lot of control over these factors, of course, but careful grooming and a faithful realm will help a lot in getting your bishops to stand out. So does spending money to spread the word about how righteous he is. (Italians also get a bonus.)



You can access the College by clicking the mitre (the pointy hat) at the top left of the religion menu, beside the Pope's head. You will see the Pope, his likely successor, the eight cardinals and, at the bottom, your realm's top candidate for the next vacancy on the college as well as the person most likely to get the job. Oh, and a place for you to deposit money for your bishop's campaign fund. A rollover tooltip explains all the calculations that come into play, so you can try to shift the selection in your favour.

An enemy cannot excommunicate you if you have more cardinals than he does, so if you keep a strong church presence, there will be fewer wars of convenient excommunication. You can't directly influence who will be chosen Pope from the cardinals, but since that ballot goes along similar lines as the College selections, a strong presence in the College means that there is a good chance that – eventually – you'll get a Pope from your own realm.

That's when the fun begins. A Pope from your own lands will be more willing to agree to your





requests for invasions, crusades or divorces, making him a very powerful tool provided you don't exhaust his patience with you. Since Popes can now be directly asked for funds, a pliable cleric in the Holy See can help finance improvement and expansion of your realm. A Pope from your own dynasty brings prestige and piety to your family line, so a church career is good for more than just avoiding an inheritance crisis.

In all, the changes to the Papacy bring more subtlety to managing the hierarchy of the Catholic Church. You can't just bribe your way into the Pope's favour, and there are smaller prizes to be grabbed in Cardinal positions. This is not a screen you'll visit often, but do check in once in a while.



HERETICS AND OTHER INFIDELS

ERESY WAS EVERYWHERE in the Middle Ages. In some ways prefiguring the Protestant Reformation, many so-called heretics turned their back on the material and political wealth represented by the Catholic Church, embracing ascetic lifestyles. Others rejected papal authority, trusting individual believers to decide what the Gospels mean. It's all very interesting.

If you're a ruler in *Crusader Kings II*, however, heresy is – more often than not – a glitch in your social matrix that you need to stamp out. Heresy undermines relationships between people and their rulers, vassals and their lords, kings and their court. And the Pope doesn't like it at all. Heresy in *Sons of Abraham* is a more dynamic force and one that can turn the world upside down.

First, heretic armies can get much bigger. If a province turns to heretical beliefs and you can't stamp it out in time, local leaders will crusade to spread the word to neighboring lands. These are considered wars, so you can call your allies in to help you out. A heretical stronghold can generate thousands of angry soldiers, so you could need the aid.

But if a heresy ever becomes the majority faith within its religious sphere, then it becomes the new orthodoxy, while the old orthodoxy will be seen as heretical with all the penalties attached. You can also now have, for example, Waldenisan or Cathar duchies and kingdoms, each faith following its own rule set that may change the parent faith in some neat ways. Some heresies will refuse to accept investiture, some will allow women to be priests.

Heresies aren't just for Catholics, of course. Rival interpretations of Eastern Orthodoxy, Islam and Judaism will compete for land and followers. Though it will be rare – and difficult – for a heresy to totally unseat the parent faith, heresies will be the sort of thing you can't simply shake off as a minor revolt nuisance or a quirk in an advisor that you can correct when the Pope starts complaining.

Similarly, subject counties of completely different faiths are more likely to spawn armies of liberation. The Catholics of Spain will balk at the idea of Muslim rulers and Eastern Orthodox expansion into Islamic territory will come with a chance of religious rebellion that must be squashed before they establish their independence.



THE CHOSEN PEOPLE

s THEY HAVE been for most of history, the Jewish population of *Sons of Abraham* is small, mostly landless and a target of scorn in many kingdoms. But Judaism is the first of the Abrahamic religions and the Jews of medieval Europe certainly had a place in that society. First, the Khazar Khaganate, nestled on the Black Sea and guarding access up the Volga, was a Jewish led state for almost two centuries, including the starting point of *Crusader Kings II*. They have no religious head, and no real hierarchical structure, and are surrounded by rival faiths – pagans, Muslims, Eastern Orthodox...it's an unfriendly place.

But a successful Jewish leader, should one arise, can do amazing things in an alternate history. If the Jewish people manage to retake Jerusalem and re-establish the Kingdom of David, the Holy Temple can be rebuilt and the High Priesthood reinstated. Shofars for everyone!

Most players, however, will interact with Jews in the manner that most rulers did – as advisors or bankers. Occasionally a Jewish character will arrive at your court, and he will be a man of great ability; it took great ability to get over the prejudices of the time, and the emphasis on being able to read the Torah meant a high rate of literacy. You can hire these people to be advisors at your court, though there will be tensions as there always is with people of different faiths. Jewish characters will also be either Ashkenazi or Sephardic in culture, so you have the culture-clash to manage as well. It might be worth it to get that highly skilled diplomat as your chancellor.

Characters now have the choice of borrowing money from Jewish merchants. You can do this at any time – not just when your reserves are below zero – and the amount is set at 300 gold per loan. Your church vassals won't like it, much. Interest is steep, too; repaying it will cost you 350. Or you could, I guess, just kick the bankers out. If you choose not to pay back the loan, you can expel all Jews from your realm, meaning that you owe nobody anything and can seize some wealth. This type of policy was carried out at various times in history by ruthless rulers who took advantage of the Jews' vulnerable minority status. There's a price to pay, however. You risk losing technological progress, take a hit to your prestige and your diplomatic skill will take a dip.





SCIENCE OR FAITH

HOUGH THE UNDERSTANDING of the medieval Christian world as a dark age, void of science or enlightenment, is a gross exaggeration of the way history worked, there is no doubt that the era's true scientific Golden Age was in the Muslim world. For three centuries under Arab rule, Baghdad, Alexandria and Cordoba were centers of learning that rivaled anything in human history. How to understand knowledge, however, was a matter of great debate within the Islamic world and *Sons of Abraham* lets Muslim rulers choose which of two great schools of theology they will follow.

First we have the Mut'azilah, a rationalist school of theology that argues that since Allah is the only eternal thing, the Qu'ran is created by him. From this premise, they concluded that the mind of Allah can be determined through a logical understanding of his creation and that reason, therefore, was the only way to really determine whether something was right or wrong. Revelation and reason were not opposite forces by any means; the skilled use of reason to understand the mind of God and the nature of good and evil were born from faith.

On the other side, there were the Ash'ari, and though it would greatly oversimplify things to say that they were anti-science (they weren't), they started from the premise that the Qu'ran was co-eternal with Allah and from there concluded that what we see as cause and effect are, in fact, divine intervention between objects to produce a desired result – consistent only because the Divine is consistent. There were many great Ash'ari thinkers and scientists, but their emphasis away from inductive logic and the Greek classics has been credited as causing a decline in Arabic science and philosophy and harkening the end of the Islamic Golden Age well before the Mongols burned Baghdad.

If a ruler chooses to follow the Mu'tazilah school, his realm will see a bonus to technological research because of his embrace of human reason. Discoveries will be made more quickly and disperse throughout the realm. "Cynical" characters will be more likely to embrace this philosophy. If he chooses to follow Ash'ari thought, he will get a bonus to his piety because of his reverence of the Qu'ran and the ultimate power of Allah. There is also another important benefit that comes with the Ash'ari school – its followers do not generate decadence. "Zealous" characters will be more likely to go for Ash'ari ideas.

Since the era was a period of contentious theological debate, vassals and lords of opposite theological schools will have a penalty attached to their relationships. Lords can ask vassals to change their minds, of course. These aren't quite heresies, but keep in mind that science and faith were linked for most people in the medieval world.



HOLY ORDERS AND PILGRIMAGES

OLY ORDERS NOW have a greater role to play in *Crusader Kings II*. All faiths get their own Holy Orders – even reformed pagans – and they usually start appearing once religious crusades get moving. Holy Orders were independent groups of knights, soldiers and clerics that were dedicated to the promotion of their faith and, in the game, will only fight heretics and infidels. In *Sons of Abraham*, the Holy Orders are more than mercenaries that might set up a fiefdom in the Holy Land – they are powerful resources or rivals.

Once founded, Holy Orders are alternative sources of income and piety. Holy Orders might come knocking at your door asking for land. After all, once the Crusade has failed, they still need a home base. You lose that barony, of course, and that building slot – but you do get a prestigious neighbor that will loan you money. Or, if you're in a generous mood, donate money to your favorite Holy Order for a boost in your piety.

Sons and other family may sign up with Holy Orders, giving them great honor and adding to the glory of your dynasty should they ascend to the ranks of being Grand Master. You can borrow money from organizations like the Templars, though they might sometimes call in debts by requiring you to place family at their service or demand more castles. But, like the Jewish merchants, they can be expelled if you are willing to take the hit to your reputation.

In general, the Holy Orders of all faiths are treated the same. Characters that join Holy Orders remove themselves from the line of succession, and become celibate.





One new major decision and event tree is the ability of Christian characters to go on pilgrimages, analogous to the Hajj treks introduced for Muslim characters in *Sword of Islam*. As in those event paths, a ruler on pilgrimage will have a regent appointed in his stead and will have choices to make along the way. Historically, pilgrimages were a way for the Catholic faithful to show both humility and piety. In the game, Catholics can choose where to go on their pilgrimage. What destinations are available to a certain character depend on a variety of factors, but examples of holy places you can visit are Rome, Jerusalem and Santiago de Compostela.

Pilgrims come back with an enhanced reputation for their righteousness and will better keep the respect of clergy and zealous characters.





THINGS TO REMEMBER WHILE PLAYING SONS OF ABRAHAM

- If catholic, you ignore the College of Cardinals at your peril. Groom young churchmen for high position by building structures that add to their piety, ensuring a better chance for success.
- If you hunt down and destroy a heretic army, you can capture the heretic leader. Since this is a war, he will be forced to make peace and surrender his holdings, removing the need for a lengthy siege.
- You can execute heretical rebels with no penalty, so stick some heads on pikes.
- Troublesome heirs and vassals can now be ordered to "take the vows" go to a monastery or nunnery and effectively quit active politics and court intrigue. People don't like this, but it's better than having them constantly escape your prisons.
- If you expel Jews or a Holy Order from your land, you get out of debt and increase your own wealth from confiscated property. But they will not come back for a while, so be sure that you won't need their services.
- Going broke in *Sons of Abraham* does not trigger an event offering money; you need to approach Jews, Holy Orders or the Pope for cash. If your treasury is below zero for too long, you will see new events highlighting the corruption that fills the void that government has abandoned
- Jewish courtiers may arrive with great skills and be promising tutors for your children. Other courtiers might not like the idea of a future heir being taught by a foreign infidel.
- With a stronger emphasis on religious relationships, building church baronies is more important than ever before. Don't rule out a new bishopric just because you're more comfortable with knights or money.



CREDITS

CRUSADER KINGS II: SONS OF ABRAHAM WAS DEVELOPED BY **PARADOX DEVELOPMENT STUDIO**

POWERED BY CLAUSEWITZ V2.5 STUDIO MANAGER JOHAN ANDERSSON **PRODUCER** LINDA KIBY **PROJECT LEAD** HENRIK FÅHRAEUS **GAME DESIGN** HENRIK FÅHRAEUS **PROGRAMMING** HENRIK HANSSON, HENRIK FÅHRAEUS, ALEXANDER IVANNIKOV ADDITIONAL PROGRAMMING GUSTAV PALMOVIST, MARTIN ANWARD SCRIPTING & RESEARCH TOBIAS BODLUND, HENRIK EKLUND, HENRIK FÅHRAEUS **DLC MANAGER** KANDRA DAHLGREN LEAD ARTIST FREDRIK TOLL ARTISTS JONAS JACOBSSON PR MANAGER BOEL BERMANN **PR & MARKETING ASSETS M. POLLACI ORIGINAL MUSIC** ANDREAS WALDETOFT SOUND EFFECTS ANDREAS WALDETOFT MANUAL TROY GOODFELLOW **COVER ART** JONAS JOKOBSSON, KANDA DAHLGREN **OA MANAGER** CARSTEN 'T MANNETJE **OA** NIKLAS TAMMPERE, RUFUS TRONDE, ZEKE LUGMAIR, MARIO LASAN **PARADOX SOUTH MANAGER** LARS HÅHUS PARADOX SOUTH ARTISTS LINDA ANDERSSON, MARKUS KRANTZ MARIE KAUFFELDT, MAGNUS NYSTRÖM, THOMAS ALLANSSON, VIKTOR NYSTRÖM ADDITIONAL RESEARCH FOR CK2 FRANK VAN AANHOLT, JOSÈ MARÌA AGUIRRE ARIC FERRELL, CHRISTOPH SAFFERLING, THOMAS BROMAN, ALEX KRANSMAN, JULIEN LEJEUNE, ANDERS WITTRUP, JAKUB BOHONEK, ANDERS ŸSTERGAARD HANSEN, RICHARD WESTERBEEK, GORAN HODKO, LADISLAV KADLEC, LEWIS JONES, JORGE C,MARA, CHRISTOPHE CABON, MICHAEL POCK, PATRICK VIGGO MÖLLER, FRITHJOF NIKOLAI WILBORN, TUOMAS TIRRONEN, YACINE GOUAREF, JENS THORUP JENSEN, RICHARD HALE

ORIGINAL CK2 BETA TESTERS RUI SANTOS, LUKASZ DAMENTKO, MARKUS GREBE, DIMITRIOS KIMINAS!!!, YUN HUI-SEUNG, ROBERTO ANTONINO BRAJ, PATRYK RUTKOWSKI, DANIEL ROSS, PATRICK HABERLAG, ALEXANDER DUCKETT-PIKE, DANIEL CHARLES LOY, JONATHAN STONE, BILL WHELAN, KEITH MANUEL, TIM MATESKI, ERIC WEYNANDS, JARKKO SUVINEN, JEFF BARKHAUER SR, MICHAEL SULLIVAN, GUILLEM ROURA I FENOLLOSA, BEVAN WOODHOUSE, DAVID VIDAL I VILADOMS, JON F. ZEIGLER, MARCUS KRISTENSEN, DJORDJE ZIVANOVIC, DAVID EDWARD RICKARD, PETER ANDERSSON, TRAVIS G. RUSSO, NICOLAS FERSING, JACEK OGONOWSKI, NICK WILLIAMS, MATTHEW TADYSHAK,



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THE GAME WAS PUBLISHED BY PARADOX INTERACTIVE

PDX PRODUCTION TEAM

PRODUCER JÖRGEN BJÖRKLUND DLC PRODUCER ANDREAS RENSTRÖM BRAND MANAGER JAKOB MUNTHE

PARADOX INTERACTIVE CEO FREDRIK WESTER

CFO ANDRAS VAJLOK **EXECUTIVE VICE PRESIDENT OF SALES TOBIAS SJÖGREN** VICE PRESIDENT OF PRODUCT AQUISITION SHAMS JORJANI **EXECUTIVE VICE PRESIDENT BRANDS** JOHAN SJÖBERG **EXECUTIVE VICE PRESIDENT OF PRODUCTION MATTIAS LILJA** CMO SUSANA MEZA GRAHAM SENIOR GAME PRODUCER JOE FRICANO SENIOR LINE PRODUCERS JÖRGEN BJÖRKLUND, ANDREAS RENSTRÖM GAME PRODUCER ROBIN CEDERHOLM, STAFFAN BERGLÈN BRAND MANAGER JAKOB MUNTHE ASSOCIATE GAME PRODUCERS KARL LEINO, INA BÄCKSTRÖM **LINE PRODUCER** ERIKA KLING **OA MANAGER** ARTUR FOXANDER **ASSOCIATE OA MANAGER** NIKLAS LUNDSTRÖM **OA TESTERS** JOHAN DORELL, NIKLAS IVARSSON, ANNA JENELIUS, TOBIAS VIKLUND SENIOR DEVELOPER CHRISTIAN WESTMAN JUNIOR DEVELOPER SAMUEL HAGGREN SENIOR PR MANAGER PETRA TELL PR MANAGER DAVID MARTINEZ SENIOR MARKETING MANAGER DANIELA SJUNNESSON STREAMING PRODUCER MATTHLIS HOVING TRAILER & VIDEO PRODUCER STEVEN WELLS EVENT MANAGER JEANETTE BAUER **COMMUNITY MANAGER** BJÖRN BLOMBERG TRAFFIC MANAGER & ADVERTISING MANAGER MATS WALL SOCIAL MEDIA & EMAIL MARKETING MANAGER MALIN SÖDERBERG **COMMUNITY DEVELOPER** JOHN RICKNE, GRAHAM MURPHY **GRAPHICS PRODUCER** MAX COLLIN SUPPORT JOHANNES BENGTSSON



SALES MANAGER FILIP SIRC SALES ASSOCIATES ANDREW CIESLA, JASON ROSS, DON LOUIE FINANCE MANAGER ELEONOR BERGSTRÖM FINANCE ANGELICA HALME LEGAL COUNSEL JULIETTE AUVERNY-BENNETOT MARKETING ASSISTANT VERONICA GUNLYCKE

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OFFICE ADDRESS

Paradox Interactive AB, Götgatan 78, 23 tr, 11830 Stockholm, Sweden.

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