

MANUAL

CRUSADER KINGS® II

RAJAS OF INDIA



WELCOME TO RAJAS OF INDIA

RAJAS OF INDIA is the sixth major expansion for *Crusader Kings II*, and one of the most ambitious ones we've done for any game. Not content with extending the timeline again (like in *Old Gods*) or opening new avenues of play (like in *The Republic* or *Sword of Islam*), we're going East – adding a whole part of the world to the map, adding three new ancient religions, and adding cultural touches and flourishes that will introduce many of you to the mysteries of Indian history and society for the first time in a game setting.

Rajas of India takes you back to a time before you could even speak of “India” as a nation. Think of it! Tens of millions of people on a peninsula nearly the size of Europe, a people that would not be joined under a single ruler until British Empire and who would never come together under a single language or a single faith. Three of the world's oldest religions (Hinduism, Buddhism and Jainism) began in India, and as our story starts in the ninth century, Islamic traders and invaders are bringing an uncompromising monotheistic faith to this crucible of spirituality.

In the 9th century, most of India was divided into three large empires – the Pala in the east, the Gujara-Pratihara in the north and the Rashtrakuta dynasty dominating the south. By the early 11th century, Islam had established itself in Northern India and the larger empires had fractured, with the northern Rajput kingdoms and southern Cholas holding out as the bulwarks of India's native faiths.

As an Indian player, you will have the opportunity to play through your own version of Indian history, with the same starting points available to any other territory in *Crusader Kings II*. New events and decisions are at your disposal, full of the flavour of one of the world's most fascinating and underappreciated medieval histories. The pursuit of religious enlightenment, rival cultures and foreign invaders, tiger hunts, gurus, thugges and conspiracies.

And war elephants, of course.

Most of the mechanics in *Rajas of India* will be familiar to you. We've been able to build on the structures already established in *Old Gods* and *Sons of Abraham*, so the raiding system is in place for the Hindus and we've been able to give the major Indian faiths their own personalities – most of this manual is an introduction to those religions and how they change the game.

We've added almost 400 new provinces, three new religions, dozens of new cultures and new events. All of this adds up to thousands of new stories, adventures and dynasties that we look forward to hearing about.

RELIGION IN RAJAS OF INDIA

HINDUISM, BUDDHISM AND JAINISM (which used to be much bigger than it is today) are considered three of the world's major religions. All predate Christianity and all have their origins in India.

For people raised in the Western tradition, the history of Asian religion can be confusing. For most of the history of India, for example, the religious laws and taboos of a particular faith were in no way connected to the idea of heresy. Doing things that were forbidden or unwise might damage your soul and lead to ostracism in the next life (reincarnation being a central principle of South Asian religion), but would not make you an "unbeliever".

In fact, South Asian religions got along quite harmoniously, usually. Hinduism would have rival sects and Buddhist schools would quarrel over how best to understand their founder, but there was little sense that one faith should destroy the other. All three major Indian faiths freely borrowed common cultural ideas from each other; yoga, karma and meditation are not exclusive to any one of them. Even the monotheism of Islam probably arrived in India through Sufis, Muslim wise men who had a more syncretic and multicultural understanding of religion and God.

So the Indian religions in *Rajas of India* are more tolerant than the Muslim, Orthodox or Christian faiths of Europe. Your subjects will not care what gods their masters follow. There are still relationship penalties between characters of competing faiths or even schools within an Indian religion, but your subjects are not more likely to revolt if they are not in your religion, and we'll even let a character convert freely to another religion once in his lifetime.

This may seem a bit overpowered on first glance, but there are other limits. Since the religions are not necessarily about conversion of foreign lands, you sometimes won't have any Holy War *casus belli* at your disposal despite the wealth of targets. Wars over land may still cost you karma (for Hindus and Buddhists) or purity (for Jains) - the Indian substitutes for piety. Indian nations may not have many Holy Wars open to them, but they can launch wars of "subjugation" on neighboring provinces that have the same culture (Dravidian or Indo-Aryan, mostly) as the monarch.



HINDUISM

ONE OF THE WORLD'S oldest faiths, Hinduism remains the most practiced polytheistic religion in the world. With its roots deep in the origins of Vedic civilization, many of Hinduism's traditions have become familiar in the Western world in the last two centuries. Hinduism has no founder, no single code of laws. It is a collection of traditions and rituals that are related to a pantheon, but more tightly connected to precepts of how our regular interactions with others and the divine contribute to the eternal cycle of rebirth.

At the time of *Rajas of India*, Hinduism is one of the major religions in India, as it is today. The last great pre-Islamic empire in Northern Indian, the Gujara-Pratihara Empire, was founded in the 8th century as a Hindu empire, and the powerful Cholas emerged from the south at around the same time.

In *Rajas of India*, Hindu rulers are more military centered than their sister faiths on the subcontinent. Though tolerant of local religions, Hindu rulers saw themselves as the bulwark against the intrusion of rival religions, especially Islam.

If a Hindu ruler neighbors a foreign province whose leader practices a non-Indian faith, the Hindu can freely raid those territories (similar to Vikings in the *Old Gods* expansion) and will also have a Holy War *casus belli* on any non-Indian faiths. Hindu soldiers get a morale bonus as well.

One of the great limiting factors in Hinduism is the caste system. Your place in medieval Hindu society was greatly determined by this ancient system, and certain castes are seen as suited for certain positions in society. You can also only marry within the caste to which you are born.

Hindu rulers will get a chance to choose which of the major Hindu deities they want to adopt as a personal patron. There are six to choose from – three major incarnations, and three secondary gods. Each one has specific bonuses and penalties attached.

Hindus will belong to one of four sects, or rival schools. The bone of contention in the schools is, for the most part, which incarnation of the Supreme Deity is the best one. Characters from





rival sects will not get along – there are relationship penalties for divisions within the religions, but not so much for having a different religion altogether.

The four hindu sects and their attributes are:

SMARTIST: The Smarta tradition in Hinduism is a Brahmin, or priestly, sect that sees all the major Hindu gods as valid paths to the Supreme Being. Though it recognizes all Hindu scripture, especially the Vedas, there is a strong Buddhist element in its rejection of the sectarian struggles over the power of respective Hindu cults. Smartist characters earn *+ .50 piety monthly*.

SHAIVIST: Shaivism is one of Hinduism's best known sects, devoted to the worship of the Hindu God Shiva as the Supreme God in the faith. It is one of the oldest sects of Hinduism, and may pre-date even the Vedic Period (1700 BC – 1100 BC). Shaivist characters earn *+ .50 prestige monthly*.

VAISHNAVIST: Vaishnavism is the Hindu sect devoted to the worship of Vishnu and ten separate incarnations as the manifestation of perfect, supreme divinity. Other deities are worshipped alongside Vishnu, often as other incarnations of the god. Vishnaivism has a more literal approach to scripture than Smartism or Shaktism. Rulers of this sect will get a *+5 bonus to vassal loyalty*.

SHAKTIST: Shaktism is the Hindu sect that worships Devi (or Shakti), the Divine Mother, as the highest deity. The Mother Goddess governs all realms – even male ones – and Shaktism is most familiar to the modern world through some of its surviving rituals including yoga and tantric actions. In parts of India, Shakti is equated with Kali, the goddess of destruction, but in CK2, Shaktist characters get a *+20% bonus to fertility*.

BUDDHISM

LIKE HINDUISM, **BUDDHISM** is related to ancient Brahmin cults of the Vedic era. But where Hinduism is a reform or elaboration of these earliest Indian ideas, Buddhism is, in many ways, a rejection of them. Buddhism has no deities, embraces the idea of suffering as the natural state of mankind and, though it accepts the idea of reincarnation and rebirth, it doesn't see this as synonymous with a single eternal soul for every individual. All is connected.

Founded by the ascetic prince Siddhartha Gautama, Buddhism has no single religious leader, though great teachers and monks (lamas) are highly revered. Though Buddhism is now a minor faith in India, finding greater popularity across the Himalayas in Tibet and China, Medieval India still had major Buddhist communities and leaders. The greatest of these was the Pala Empire centered in the Bengal region of India.

Since it is a monastic faith, *Rajas of India* gives Buddhist rulers a learning bonus. Buddhist monarchs will eventually get a technological edge over their neighbors, reflecting the great influence of the lamas and their monastic schooling.

One of the greatest advantages for a new Buddhist ruler is the lack of a "short reign" penalty for relations with vassals. The strong emphasis on karma and the unending cycle of life means that, for Buddhists, there is no assumption that youth and novelty is necessarily an impediment to legitimacy. Buddhists are also the only Indian faith to readily accept women as rulers without a penalty to vassal loyalty.

Buddhists don't have to worry about their caste, of course, but they only have a Holy War casus belli at lower levels; they punch down at non-Buddhist counties but don't have any cause to attack monarchs that aren't following the path. Buddhist rulers can choose from one of three sects, which, again, will affect your relationships with Buddhists of a different stripe.

MAHAYANA: The Mahayana branch of Buddhism is the largest one in Buddhism today. Though its earliest origins are shrouded in mystery, the Mahayana school emphasizes the path of the Buddha, retreating from the world and its suffering and embracing a tolerance of other beliefs. For Mahayanans, the goal of spiritual liberation is more important than the path taken to that end. Rulers of this sect will get a +5 bonus to vassal loyalty.





THERAVADA: Theravada Buddhism is the oldest surviving branch of Buddhism and is probably the closest to the original teachings. The Theravada school is conservative in that it seeks to preserve the true words of the Buddha and use those to guide action. Unlike the sects that would follow, Theravada teaches that once a soul has reached Nirvana, it cannot regress to a lower form of soul. Meditation is the key ritual. Theravada believers get a *+1 bonus to their learning ability*.

VAJRAYANA: The third and smallest major school of Buddhism emphasizes how knowledge and understanding can only happen between a teacher and a pupil; reading texts will not help. Consequently, tantric rituals and yoga are taught in order to liberate the mind from the demands of the body. Characters that follow the Vajrayana branch of Buddhism get a *+1.00 bonus to health*.

JAINISM



JAINISM IS AN ancient religion and was once very important throughout India. It is still considered a major world religion, in fact, in reverence of its age and historical significance even though it has barely five million followers worldwide – despite its age.

There are many similarities in the practice of Jainism and Buddhism. Both are monastic faiths, both venerate learning (Jain literacy is the highest in India), and the ideas of reincarnation are prominent. But, even more than most Eastern religions, Jains insist on the relativity of truth. All viewpoints are fragmentary at best, and, since souls are born pure but are corrupted by the world, it is important to honor the opinions and perspectives of others.

The core concept of Jainism is self-control and this is best seen in their religious insistence on non-violence – to everything, even plants. It is a vegetarian faith with some of the hardest dietary rules in the world. Angry words are considered violence by many Jains.

Though the great king Chandragupta was a Jain, pressure from Hinduism and then Islam inevitably wore down the pacifist faith. Already on the wane by the 9th century, Jainism was an easy target. It is not unusual to read accounts about Jain followers being massacred in celebration of a victory or conversion. Historians today take these accounts, especially the famous Madurai massacre, as metaphorical symbols of power from rival sects, and not as literal massacres or sacrifices, but it does show how powerful Jainism once was.

Like their Buddhist cousins, Jain rulers have no “short reign” penalty to work through once they’ve ascended to the throne. They also have a significant bonus to the size of their demesne, allowing the Jain ruler to acquire a good deal of wealth and power. Jains also have extra relationship bonuses with their vassals depending on their prestige and purity.

However, Jains have no Holy War *casus belli* to use. There is a purity bonus for being at peace, so this may not be a bad thing. However, Jain rulers will be forbidden from or penalized for taking the violent routes in some decisions or events. There are two major Jain sects rulers can choose from.

DIGAMBARA: The Digambara sect of Jainism is a monastic sect that rejects the idea that the teachings of Mahavir, the last great Jain to achieve enlightenment, are accurately reflected in the works compiled by another scholar centuries after Mahavir’s death. They hold that when Mahavir achieved enlightenment, he no longer had any physical needs. Digambara ascetics practice nudity or near nudity. Characters that subscribe to this bran of Jainism get a *+1.00 bonus to health*.

SVETAMBARA: The dominant sect of Jainism, the Svetambara school rejects the total asceticism of Digambara monks (you can wear simple clothing and still be an ascetic) and teach that women, too, can be freed of the cycle of death and rebirth. Rulers of this sect will get a *+5 bonus to vassal loyalty*.

WAR FIGHTING IN RAJAS OF INDIA, OR, “STAMPY’S REVENGE”

THE MORE WE EXPAND *Crusader Kings II*, the more we bump up against restrictions we built for ourselves. One limit was how we organized different unit types. It was hard to capture the diversity of medieval armies when Horse Archers were the only atypical unit we allowed, and this made little sense in a world that had cataphracts, elephants, camels, early gunpowder units towards the end and so on.

Elephants, for example, are the (literally) big new unit in *Rajas of India*. They will be few in number, of course, but can wreak havoc on an enemy line in the melee phase of battle. To accommodate these creatures, we’ve taken away the Horse Archer slot and simply dubbed it Special Unit. Every regiment that is levied will have room for one special unit, produced by available structures. Mercenary armies will have a single slot for special units. But these Special Units can be any of a wide range of possibilities, so a regiment with camels could in an army with a regiment with elephants or a regiment with horse archers.



Of course, this opens new doors for the modding community, since now there is a place for the special or unique units that may typify your new fantasy setting.

There are other changes to the military game. It will now be harder to simply lead an army across the world. A new supply system means that your soldiers start from home with a month of supplies, and can forage in enemy lands to get another month of supplies before starvation sets in. But while they are marching, they are not foraging; you should prioritize getting to your target quickly and efficiently instead of bee-lining for a distant wealthy enemy that will take months to get to.

To reinforce the feudal idea of the game’s original design, we’ve also greatly penalized kings (and to a lesser extent counts and dukes) that rule from a position of holding too many lands in their demesne. The inefficiencies will mean you have fewer troops and less money to fight your wars; you are incentivized to respect the feudal system and not ahistorically centralize all power in your own hands. Earn your lands.

SOME STRATEGY TIPS

- **USE THE HINDU RAIDING AS OFTEN AS FEASIBLE.** The Hindu rulers in the Northwest will face the challenge of aggressive Muslim rulers that can use their Holy War to move into India. Raid often to weaken their treasuries.
- **CHECK WHAT GODS YOUR VASSALS FOLLOW.** Your religion will be tolerant of your subjects' faiths, but vassals are different. And the more you are in sync with your powerful vassals, the better. Find fellow cult members within your religion and enhance their strengths.
- **WATCH YOUR DEMESNE SIZE.** Though we always recommended that you stay under your demesne limit, new penalties to overextension will make your empire worthless if you go too far beyond the suggested demesne size. Don't be greedy! Share the land.
- **USE THE SIZE AND TERRAIN OF INDIA TO YOUR FAVOR.** The size of the subcontinent means you may be able to avoid battle for a while if you like and it is hard to get cornered. Use the many rivers and jungles to your advantage; choose a battlefield that suit your troops.

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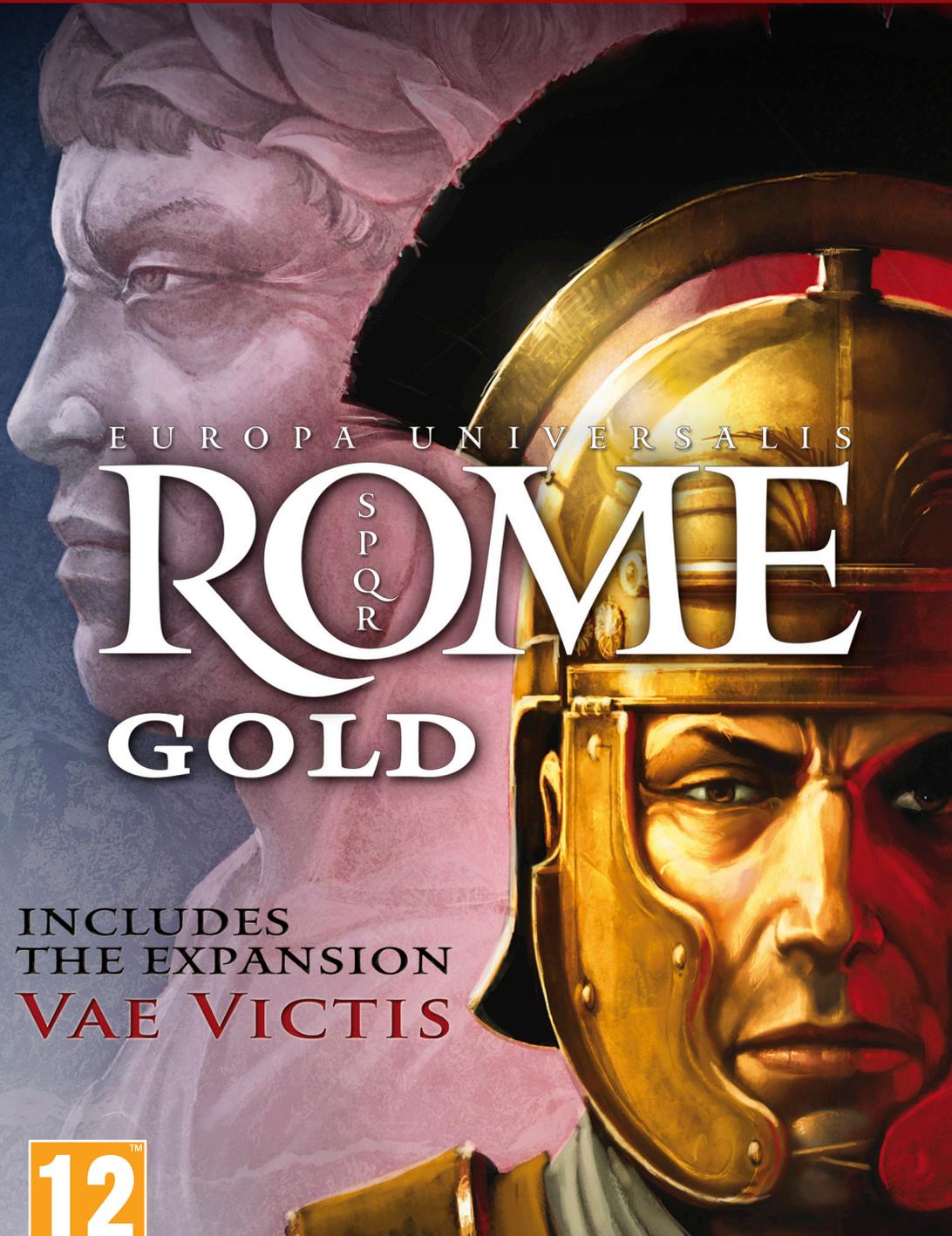
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