

MANUAL

CRUSADER KINGS® II

MONKS & MYSTICS



WELCOME TO MONKS AND MYSTICS

I F YOU COULD TRAVEL back in time to Medieval Europe, you would find a continent very different from that in our modern world. Perhaps the most striking difference would be the centrality of faith for almost everyone at all levels of society. It's not simply that people believed in God – the divine was an active and daily concern for the great masses of humanity.

Families would give their children to religious orders so that someone could be counted on to pray for their souls. Pilgrimages were not just the stuff of Chaucer, but something every Christian aspired to do, and every Muslim had required of them. Relics of the saints – both real and spurious – decorated churches and temples across the world.

Faith and its obligations are the central theme in *Monks and Mystics*, the newest expansion for *Crusader Kings II*. You will find a medieval world with monastic brotherhoods, as well as secret societies that lurk in the background. Each of these groups has expectations of its membership.

Where there are societies and sects, there is also the tendency to trust your fraternity in the faith and distrust all outsiders. Suspicion gives way to superstition which can turn into an inquisition. Your character can ride this religious dissent to great power or try to hold the realm together through other means.

It is in *Monks & Mystics* that you can assert your place as one of the sacred protectors of the Almighty.

Or you can serve Satan. As always, the choice is yours.

SOCIETIES

IN **CRUSADER KINGS II: Monks and Mystics**, a *Society* is a group of characters that have gathered to further a religious cause. These characters organize themselves under one or several leaders with a varying loose hierarchy, each rank giving members new actions, powers and opportunities.

You can see the Societies known to your character by clicking on the last icon in the row of menus at the upper left of the screen. (It looks like three heads in a pyramid.) This will open the Societies menu. The arrow to the right of the menu will let you switch between Society information tableaus.

The information menu shows three portraits: the leader of the Society, the heir to the Society's leadership, and your own portrait if you are a member of the society. You can find the "List all Members" button below the "List all known Societies" button

Each Society prefers that its members have certain traits and abilities. Characters with low learning will never be welcomed into the Hermetic sect, and being allowed to join the devil's coven requires some evidence of a sinful nature. You can apply to join a society or, in the case of secret societies, hint that you are interested, by clicking on the button to the immediate right of the Society's name on the list.

Societies also have religious requirements. The Assassins prefer to seek out devout followers of Shia Islam to join them, but no Muslim can become a Dominican friar, and only Hindus may join the Cult of Kali.

You can only belong to one Society at a time.



Society Decisions, Ranks and Missions

Membership in a Society opens up new decisions and actions for your character. The higher your character's rank in a Society, the more actions will become open to you. These

decisions and actions will increase your status within the Society, but, if you belong to a secret or criminal organization, there is a risk of damage to your reputation.

You increase your rank in your Society by accumulating Devotion (it has other names in less traditional religious Societies but is conceptually identical). Once your Devotion hits a certain level, you can apply to be promoted within the Society, thereby gaining new powers and character decisions. Devotion is naturally increased quite slowly, with a steady monthly gain depending on certain traits relevant to your Society.

You can more quickly demonstrate your Devotion by completing missions for your Society. Your current mission will be displayed at the bottom of the Society menu. Some of these missions are quite simple, others will trigger event chains that will require dedication to pursuing the course laid out for you.

LIST OF SOCIETIES

HERE IS A RUN-DOWN of the Societies included in *Monks & Mystics*, as well as relevant information about their priorities and histories.

The Monastic Orders

Each major faith has a monastic order Society or two that characters can join. Note, that a character does not have to be a monk to join a monastic Society. Though monks, priests and nuns will more quickly climb the ranks, most of the Society's members will be drawn from the community at large, as so-called Lay Members.

Every monastic order provides the following benefits:

- Increases piety
- Allows vow of celibacy
- Reduces cost of temple construction improvements

BENEDICTINE ORDER: *Stewardship, Catholic Only*

- Important traits include religious vocation, traditional Christian virtues, diligence

DOMINICAN ORDER: *Learning, Catholic Only*

- Important traits include religious vocation, traditional Christian virtues, being a scholar or theologian



COMMUNITY OF ST. BASIL: *Learning, Orthodox Only*

- Important traits include religious vocation, traditional Christian virtues, being a scholar or theologian

COMMUNITY OF ST. ABRAHAM: *Learning, Nestorian Only*

- Important traits include religious vocation, traditional Christian virtues, being a scholar or theologian

COMMUNITY OF ST. ANTHONY: *Learning, Monophysite/Miaphysite Only*

- Important traits include religious vocation, traditional Christian virtues, being a scholar or theologian

THE ADVAITA MATHA: *Learning, Hindu Only*

- Important traits include Brahmin caste, contentment, erudition, being a scholar or theologian

THE SAVAKA-SANGHA: *Diplomacy, Buddhist Only*

- Important traits include Brahmin caste, contentment, patience, kindness

THE SRAVAKA-SANGHA: *Learning, Jain Only*

- Important traits include Brahmin caste, contentment, patience, kindness

Secret Religious Societies

Monks & Mystics has added a secret religion system, allowing you to, for instance, feign adherence to a religion, when forced into conversion. This is different from being an open or discovered heretic, in that if you are secretly a member of a minority or discouraged faith, you can organize yourself with your fellow believers to set up a Society to promote and expand your religion – maybe even overturning the traditional religious order.

These societies emphasize *diplomacy*.

Secret Religious Societies are both *secret* and *criminal organizations*. You cannot freely enlist in them, like you can the public monastic Societies – you need to find them or they need to find you. Also, if you are discovered to be a member of a Secret Religious Society, you will suffer a relationship penalty with every non-member in your realm and also risk arrest by your liege.

Members of Secret Religious Societies can induct children into the persecuted faith, promote sympathy for their cause, convert adults, build new worship areas and, at the highest levels of the order, openly adopt the faith.

The Hermetics

The Hermetics were a mystical order of quasi-religious, quasi-scientific thinkers of the late classical and early medieval era. Hermeticism had revival in the Renaissance and has been considered an influence on the modern New Age movement.

Hermeticism takes its name from Hermes Trismegistus (“Thrice Great Hermes”), a semi-legendary amalgam of doctor, prophet and god to whom was ascribed the authorship of dozens of esoteric and mystical literature. Hermetics saw knowledge itself as a manifestation of the divine and were avid practitioners of alchemy and astrology. The pre-

Christian roots of the practice mean that it attracted both Christians and Muslims in the medieval period, with some Muslims identifying Hermes with the Quranic prophet Idris.

In *Monks & Mystics*, the Hermetic Society can be joined by any character of Christian, Muslim, Jewish, Zoroastrian, Zuni, Zuni Reformed or Hellenic Pagan faith.

Hermetics emphasize learning and value Diligence and Scholarship in their members. As they climb the ranks of the Society, Hermetic members can scry to reveal an omen of the future, brew happiness potions or choose a new lifestyle trait.

The Assassins

In the late 11th century, the Ismail Shiite sect saw its own splintering with the founding of the Nizari Ismail sect. Centered on the teachings of the reclusive Rashid ad-Din Sinan, the Nizari carved out a small state that preserved its independence through terror and guerrilla war. Their armies were renowned for their obedience.

Among the Nizari were the Assassins (or Hashshashins), a group of fanatical followers who learned espionage and murder and, over the course of three centuries, counted caliphs, sultans and Crusaders among their victims.

Legends of their skill and dedication to their missions have imbued the Assassins with an almost otherworldly mystique. Their reputation in their own time was so great that many murders were attributed to the Assassins even though murder itself was a common diplomatic tool of the age. (As Crusader Kings players know well.)

In *Monks & Mystics*, we divorce the Assassins Society a little from its political and military roots and focus on the assassination brotherhood. It emphasizes intrigue and valued traits are Zealousness, Erudition, Scholarship and Scheming.

The Assassins are a *secret* and *criminal society*.

As you climb the ranks of the Assassin society, you will find your murder plot power increased proportional to your rank, you will earn bonuses in dueling, unlock the ability to frighten a character to win a favor, raise an army or navy and, in general, have better intrigue options and decisions.

Devil Worshipers

Devil worship has always been more common in the imagination than in real life, especially in the medieval era where fear for one's immortal soul was simply understood. Devil worship was the type of accusation that could undo lives and fortunes, and, in a society that firmly believed in witches, it didn't take much to convince a population that secret orders of devil worshipers were lurking in the shadows.

We must distinguish between the historical belief in Devil Worship (or worshipers) and modern Satanism. Where the latter is more an atheistic and materialist response to organized Christianity, the idea of Devil Worship is that you are explicitly worshiping a divine being who opposes God and promises great power in return for loyalty and souls. The legends of Simon Magus and Theophilus are the foundation of this belief system, with the famous tale of Faust being the most familiar model of trading one's soul for great power.

Most faiths in *Monks & Mystics* have an evil cult that players can join, performing great sins in an effort to climb the ladder to high priest of darkness. Devil Worshipers are all *criminal* and *secret societies*.

They all emphasize *Intrigue*, and value ambition, genius, hedonism, scheming, mysticism and great sins like seducing or impaling others.



LUCIFER'S OWN: Catholics, Orthodox, Jewish, Zoroastrian, Zun Pagan, Zun Reformed Pagan.

THE FOLLOWERS OF HEL: Norse Pagan, Norse Pagan Reformed

CULT OF KALI: Hindu

COLD ONES: Baltic, Finnish and Slavic Pagans and associated Reformed Pagans

PLAGUEBRINGERS: Tengri Pagan and Tengri Reformed Pagans

As Devil worshipers ascend their societies, they will be able to sacrifice prisoners, summon familiars, curse and possess enemies, and unlock new plot options and decisions. It takes a toll on you, as you will slowly, but undoubtedly, shed your character of any virtuous traits.

Relics and Personal Treasury

Religious relics were central to medieval religion, especially Catholicism. Rulers would seek them out in holy lands or in the resting places of saints and sacred sites tied to great religious personages.

Characters in Monks & Mystics can now acquire relics which are stored in a personal treasury. You can find the Treasury button (marked with a grail or cup icon) in the character menu (below your character's religion icon).

Possession of these relics confers a number of small bonuses to the character, especially with regards to piety and prestige. Some confer bonuses to your realm in general or increase a character's traits. Relics only have an effect, however, if the character holding them is a member of the religion that venerates the relic. A Christian relic has little value for a pagan or non-believer, unless they can get some monetary reward for disposing of it.

Relics may begin in a character's possession or can be found and acquired through events. If a relic holding character finds their castle taken in a siege, there is a chance that precious artifacts may be stolen or lost.

The treasury also holds secular items of great value, including weapons crafted by skilled smiths that may give rewards to a character's prestige, martial ability and skill in



personal combat. You can also commission or acquire masterworks of jewelry that increase both your character's prestige and relations with their vassals.

Artifact items are heirlooms that can be passed down through a family. Like relics, they can be stolen or captured by enemies.

New Commands for Councilors

Your councilors now have "default" activities that they can perform while at court so that they are never truly idle. None of these actions require moving the councilor to a specific location and can be considered to be what councilors are doing when you have no particular



need for them to be doing something of critical importance. Each of these actions has been added to the beginning of the row of councilor actions.

CHANCELLOR: *Perform statecraft (reduces perceived threat to vassals and neighbors, chance of improving or sabotaging relations)*

MARSHAL: *Organize the army (reduces cost of retinue and hordes, chance of commander improving, new commander discovered or a commander brawl)*

STEWARD: *Administer realm (increases odds of culture conversion or prosperity in realm, with chances of demesne improvements or smugglers appearing)*

SPYMASTER: *Scheme (increases odds of plot discovery with chance of vassals discouraged from faction or attacks on spymaster)*

CHAPLAIN: *Hunt Apostates (increases piety with greatly increased chance of finding heretics)*

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Paradox warrants that the Game will provide the features and functions generally described in the product specification on www.paradoxplaza.com at the time of your purchase and in the product documentation. PARADOX DOES NOT WARRANT THAT THE GAME OR YOUR ABILITY TO USE IT WILL BE UNINTERRUPTED OR ERROR-FREE. TO THE EXTENT PERMITTED BY APPLICABLE LAW, WE DISCLAIM ANY IMPLIED WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE.

10. LIMITATION OF LIABILITY.

To the maximum extent permitted by applicable law, in no event shall Paradox, its affiliates or licensees, be liable for any special, incidental, indirect, or consequential damages whatsoever (including, without limitation, damages for loss of business profits, business interruption, loss of business information, or any other pecuniary loss) arising out of the use of or inability to use the Game or defect in or caused by the Game, including but not limited to compromising the security of your unit on which the Game is run, operating system or files, or the provision of or failure to provide Support services, even if Paradox has been advised of the possibility of such damages.

Nothing in this EULA limits our liability to you in the event of death or personal injury resulting from gross negligence, fraud, or knowing misrepresentation on our part.

11. GOVERNING LAW.

You agree that this EULA shall be deemed to have been made and executed in Sweden and any dispute arising under this EULA shall be resolved in accordance with the laws of Sweden, excluding the law of conflicts and the Convention on Contracts for the International Sale of Goods.

12. DISPUTE RESOLUTION.

Most concerns regarding this EULA or the Game (“Disputes”) can be resolved by contacting Paradox at www.paradoxplaza.com/support. Therefore, you agree to first attempt to negotiate any Dispute informally with Paradox for at least thirty (30) days before initiating any court proceeding. Should the Dispute not be resolved by informal negotiations, you agree, to the extent permitted by applicable law, to the exclusive personal and subject matter jurisdiction of the courts located in Stockholm, Sweden, for making and resolving any such claims, and hereby waive any right to participate in any type of law suit brought and/or maintained as a class action or similar in nature to a class action.

13. UPDATE OF THESE TERMS.

We may amend this EULA from time to time by posting a prominent notice on our web site.. Your continued use of the Game after changes are posted means you agree to be legally bound by the EULA as updated and amended.

14. SEVERABILITY

If for any reason a court of competent jurisdiction finds any provision, or portion thereof, of this EULA to be unenforceable, the remainder of this EULA shall continue in full force and effect.

15. CONTACT US.

If you have a question regarding this EULA, or want to give us feedback about it, please contact us at www.paradoxplaza.com/support.

THIS EULA IS APPLICABLE ONLY TO THE EXTENT AUTHORIZED BY LAW, ESPECIALLY CONSUMER PROTECTION LAWS.

Paradox Interactive AB

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JUST WANT TO WATCH
THE WORLD BURN!**



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