

MANUAL

CRUSADER KINGS® II

JADE DRAGON



WELCOME TO CRUSADER KINGS II: JADE DRAGON

IN THE MIDDLE AGES, the richest and most powerful realm on earth was the Empire of China. Isolated behind the Mongolian deserts and mountains of India, China was a land of legend for many Europeans; the source of travelers' tales more than anything. Even into the 13th century, the wealth and learning of Cathay was doubted by many church scholars. Merely a fable.

But China, an empire of about 50 million people, had the potential to wield great influence over neighboring regions. Had an Abbasid army not stopped a Tang force in Kyrgyzstan at the Battle of Talas in 751, the history of the world would be a very different one.

The empire set up guardians on its westernmost front to deter nomadic raiders and, once the empire fell to the Mongols and the Silk Road was secured again, the Chinese were exposed to an even wider range of interests and approaches. Even if China did not conquer its neighbors, the closer you got to the Forbidden City, the more the influence of the Middle Kingdom could be felt.

Jade Dragon posits a Chinese empire that is off-map and intermittently interested by the lands that lie to the west. It will start with a sphere of influence that ranges only to parts of Persia. As it expands its influence through conquest, tributaries and other relationships, the Emperor of China may prove to be an unpredictable influence throughout the medieval world.

Jade Dragon will also, we hope, partially capture the great variability in Chinese history and how its ever changing nature determined how open China would be to those realms beyond its borders.

THE EMPIRE OF CHINA

China is not a realm on the map, per se. We have not expanded the existing game map in any significant way, so the Vikings will not be able to sail to the ports of Cathay. Sorry about that.

But the Chinese Emperor is represented in the game, and, through his vassals and tributaries, on the map. You can check on the status of the current emperor of China by clicking on the dragon's head tab to the left of the mini-map.

The Chinese Empire can only interact with those realms with diplomatic range of its representative – the Western Protectorate. This range can be extended through the acquisition of tributaries to the empire.





On the Empire information screen, there is a lot of information concisely summarized. Hover your mouse over the text to get more information on how you can relate to and with the empire. We will go over each of the important pieces of information in more detail, but here is what you will find on the dragon head menu.

In the center of the menu you will see the name of the current Chinese dynasty and the current emperor. Below the emperor's head you will see how much Grace you have with the current dynasty.

To the left of the emperor's portrait, you will see the emblem of the current dynasty, to the right you will see the leader of the Western Protectorate.

At the very top of the menu, you will see text descriptors for China's current situation. It will be either Open or Closed (dictating the value of the Silk Road trade), and the current political status of China. The political status will let you know how stable the current dynasty is.

Below the emperor's portrait, you will see his Likes and Dislikes, as well as two buttons – one gives you a way to earn Grace by giving gifts, the other gives you a list of options on how to spend your available Grace.

At the bottom of the menu will see the current tributaries and peace deals active for China. Below that you can see two small buttons that will open the history of the empire and a map mode that shows the imperial diplomatic range.

CHINESE DYNASTIES AND IMPERIAL GRACE

CHINA'S HISTORY OF APPARENT stability through the Middle Ages obscures the fact that the 8th through 14th centuries were marked by a number of Dynasties. There were major dynasties that claimed the Mandate of Heaven and a number of smaller ones that only controlled parts of the vast Chinese land mass.

Even sticking with major dynasties, you had the Tang, Liao, Song, Yuan and Ming through the period covered by *Crusader Kings II*.

Dynasties in *Jade Dragon* will also be stable, but they will encounter crises from time to time that will give you new opportunities or events.

Your primary actions with China will be done through Grace. You accumulate Grace by sending gifts to the Emperor. However, any Grace you stockpile will be valid for *any member of the Emperor's dynasty* – not just the current emperor. So, if China is stable, you can use gifts to build up a lot of goodwill with the empire. If China is unstable, then you will see your Grace vanish as it resets to zero with every change in Dynasties.

Each emperor, however, is an individual. They may prefer some gifts to others, or they may like or dislike particular cultures or faiths. Some emperors will prefer concubines, for example, but dislike Hindus. If you match the emperor's Likes by giving a favored gift or being from a favored population, you will earn more Grace from your gift. Likewise, if any of your gift or your realm is disliked by the emperor, you will earn less Grace.



You can only, of course, give what you have.

THE TRIBUTE GIFTS YOU CAN GIVE ARE:

- **Money:** Usually a very large sum
- **Ask to become tributary:** submit to the Emperor willingly; cannot be an emperor level ruler
- **Eunuch:** A eunuch from among your courtiers
- **Concubine:** A woman that must be a close relative of your ruler; the emperor has high standards
- **Physician:** If China is going through a plague, you can offer the services of a learned doctor from your court
- **Relief:** Send a portion of your armed forces to assist China when it is in turmoil from famine or disaster
- **High Quality Artifact:** Taken from your treasury, must not be a minor item
- **Commander:** If China is suffering an invasion, you can dispatch a general to help
- **Horses:** Nomadic nations may send a herd of horses to the Emperor

The quality of the gifts you send, like a very talented eunuch or concubine, will have an impact on the amount of Grace you earn.

You can also earn grace by being a Tributary to China (see below). Tributaries earn 2 points of Grace every month that they are loyal tribute paying subjects of the Chinese Empire.

Grace is used to request Boons of the emperor. The more Grace you have to spend, the better the gift you can request. You can only request one Boon per year.

THE BOONS AND THEIR DEFAULT COST IN GRACE ARE:

- **Peace Deal:** *This emperor will not target you with an invasion or tributary demand. (250 Grace)*
- **Chinese Physician:** *A highly skilled Chinese doctor will arrive at your court. (250 Grace)*
- **Chinese Artifact:** *Receive valuable Chinese item for your treasury. (500 Grace)*
- **Siege Engineers:** *Receive Chinese commander who excels at siege works. (750 Grace)*
- **Strategist:** *Chinese expert at war arrives to train your commanders in tactics (750 Grace)*
- **Scholar-Bureaucrat:** *Receive Chinese administrator who, if employed, reduces construction cost and build time. (1000 Grace)*
- **Master Engineer:** *Expert arrives to boost the value of your demesne provinces. (1000 Grace)*
- **Trade Contract:** *Increase the value of your Silk Road provinces. (2000 Grace)*
- **Imperial Marriage:** *Marry a Chinese princess and access Chinese honor guard soldiers. (1000 Grace)*
- **Request Invasion:** *Ask China to invade and destroy another nation. (5000 Grace)*

Boons may have other requirements you will need to meet in order for them to be valid requests. Read the tooltips for each boon for more information.

IMPERIAL TRIBUTARIES

Tributaries to the Chinese Empire are a little different from other tributaries in the game.

First, tributary relationships to China do not end on the death of the suzerain. You are, after all, paying tribute to the personified majesty of the Mandate of Heaven, not just to another warlord in a castle. Your tributary relationship will end, however, when a Dynasty ends. If one imperial family falls, you are not expected to honor your obligations once it is out of the way.

(Other realms in the region can impose similar tributary relationships on their neighbors.)

Second, though tributaries to China give a large percentage of their wealth to their suzerain, they also accumulate Grace throughout the tributary period, so tributaries can draw on the power of their master to bolster their own fortunes at home.

Third, if a Chinese tributary finds itself at war, China is not obligated to defend it. The tributary is not entirely on its own, since it **can raise a Chinese regiment** of skilled soldiers to fight on its behalf. This army's size will vary depending on a number of factors, but will range from 500 to 8000 men.

None of this is meant to diminish the huge cost of being a tributary to the Chinese throne. There is a penalty to your prestige, a portion of your tax will be sent to your suzerain and your levies will reinforce 30% more slowly, since China demands a portion of your manpower.

China will, unless it is an especially expansionist phase, prefer to keep its number of far flung tributaries smaller – usually around three. This is not to say that it will not accept offers of tributary status, but it will, in most instances, not go around forcing people to bend the knee.

If you are stuck in a tributary relationship that you want to end, you can only do so by declaring yourself free of China, provoking a war of independence, or terminating your tributary status

if China is in a crisis situation. If China is going through invasions or Civil War, you can break your tributary status without any penalty. After all, if the emperor can't hold his realm together, you have no reason to respect him, do you?

If you have received a Peace Deal from the Chinese emperor as a Boon from Grace, then China will not target you as a tributary.

THE IMPERIAL SITUATION



AS THE PREVIOUS SECTIONS note, China will have its own dynamic history off-map. Your interactions with the Emperor will often be filtered through the empire's current situation. This information is listed at the top of the Chinese Empire menu screen.

Policies (left side of menu)

Through events and changes in ruler, China will adjust its attitude towards the outside world. There are three possible policy stances:

EXPANSIONIST: Rarely, but a few times per game, China will consider a policy of expansion and conquest to its west. Chinese invasions are more likely during these eras of history. If China is defeated in an expansionist war, it will end its expansionist phase. Defeat in a major invasion may reduce the likelihood of further expansionist phases altogether.

ISOLATIONIST: China is bored by the outside world, and seeks inner perfection. You cannot send Grace or request Boons from the Emperor, and there is no interest in gaining new tributaries. The Silk Road trade will be greatly reduced, lowering the wealth and value of all provinces along its route.

OPEN: This is the most common situation – the Silk Road trade is valuable and you can interact with the Chinese Empire in all the usual ways.



Status (right side of menu)

You will occasionally get news about what is going on inside China. It has a variable political situation, and, despite its wealth, the empire will sometimes experience major crises.

STABLE: This is the default, and most common status. Everything works as normal.

UNREST: Sometimes a prelude to Civil War, unrest in China cuts Silk Road trade value in half and prevents tributaries from raising Chinese regiments.

CIVIL WAR: China is divided into competing factions. A Civil War can last from a few years to over a decade. Silk Road income is halved, tributaries can break free via a decision on the Intrigue

menu, but cannot raise Chinese regiments, and there is a chance that a rebel general will try to invade the map and establish his own realm.

If a Civil War results in a new Dynasty, there is a high chance that an Adventurer character from the previous dynasty may spawn and invade.

MONGOL INVASION: Tributaries can break free, but cannot raise Chinese regiments. Chinese characters may arrive in your court as refugees from the invasion, Silk Road income is halved.

JURCHEN INVASION: Tributaries can break free, but cannot raise Chinese regiments. Chinese characters may arrive in your court as refugees from the invasion, Silk Road income is halved.

GREAT FAMINE: Major harvest failures in China reduce trade options with the empire. Silk Road income is cut by 75%, but you can now send relief to earn Imperial Grace. Tributaries cannot raise Chinese regiments.

DEVASTATING PLAGUE: China hit by destructive disease. Silk Road income is cut by 75%, but you can now send a physician to earn Imperial Grace. Tributaries cannot raise Chinese regiments.

GOLDEN AGE: China experiences a wave of innovation, plenty and good rule. Effects of great engineers, administrators and strategists are stronger, and events related to them happen more often. The value of the Silk Road is doubled and Chinese invasions are much stronger.

CONFRONTING THE DRAGON

EVEN THOUGH CHINA itself is off-map, this does not mean that the emperor is off-limits to hostile action. If you are strong enough, you can even bend the empire to your will and take the throne for yourself.

On the right hand portrait of the Western Protector, there is a sword icon you can click on to engage in hostile behavior towards China. There are three actions you can take, each with their own requirements.

Raiding China

The lowest level hostile act you can take is raiding China. This action will subtract a portion of the Grace you have earned (since the Emperor won't think much of your activities), and will reduce both your levies (soldiers are sent to do the raiding) and your Silk Road income (merchants will avoid your towns.)

However, as long as the raiding is active, there is a potential for rewards. Every year that you are raiding, you will receive one of the following:

- 1 **Gold**, usually somewhere between six months and two years income
- 2 If you are a nomadic society, you may capture **people** to add to your tribe
- 3 **Prestige**, between 50 and 250 points, as a reward for your noted bravery
- 4 **A rare artifact**
- 5 **A talented Han courtier as a prisoner**

The screenshot shows a game interface with a portrait of a man on the left. A menu is open over a map, listing three actions against the Yuan Empire: "Raid the Yuan Empire", "Invade the Yuan Empire", and "Force Open the Yuan Empire". Below the menu is a "Take Hostile Action" window with the following text:

Take Hostile Action

You can take certain hostile actions against the Yuan Empire but be wary as the Emperor tolerate such behavior. Taking Hostile Actions will likely **Anger China**.

(*) Yuan Empire:

- (*) Is at peace with Padishah Muhammad II
- (*) Is within Diplomatic Range

(*) Emperor Toghon Temür Borjigin:

- (*) Different dynasty from Padishah Muhammad II of Tughluq Khaganate

On the left side of the interface, there is a vertical list of letters: A, M, F, S, E, A, F, S, H, C, H.

If you aren't facing any immediate threats and haven't invested a lot of time in cozying up to China, raids may be a good way for quick and easy prizes. However, raids make you a higher priority target for a tributary war. If you do raid China, try not to do it for too long.

Forcing China To Open Up

As noted in the previous section, sometimes China will be in an isolationist phase. This will greatly reduce the value of Silk Road trade, and, if you are on this trade route, it could be a long term drain on both your coffers and your ambitions.

If China is Isolationist, and you border China or its protectorate, you can try to force the empire to open up. You cannot have a peace deal with China, or be at war with them for another reason. The decision to force open Chinese trade is made on the Chinese Empire menu.

Once you decide to take this drastic action, you will have a few options.

- 1 **War:** *Declare war against China and the Western Protectorate. If you win the war, China resets its policy to Open and cannot change it again for 50 years.*
- 2 **Economic Bullying:** *If you control both a starting point for the Silk Road and 25% of the route's total value, you can just use your economic muscle to force the policy change. China won't like this, and may retaliate with a war declaration. Even if it doesn't, this action will greatly damage relations.*
- 3 **Tit-for-Tat:** *China may simply agree to your demand to open up trading, but only if you give something of equal value – submit to being a tributary, sending courtiers or treasures to the emperor, and so on.*

If you do end up at war, expect Chinese armies to spawn on the edge of the map or in the Western Protectorate. These armies will focus on crushing whatever forces you have.

Invade the Empire, Install Your Dynasty on the Throne

If you are brave enough and strong enough, you can directly compete for the Chinese throne. You need to border the eastern edge of the map or the Western Protectorate for this option to be valid. Also, China must be stable or in a Golden Age – no piggybacking off a famine that would starve your troops or someone else's invasion. Conquer a China worthy of legend.

As one might expect, invading China is a high risk activity. When you make the decision, very large Chinese armies will appear on the easternmost side of the map to counter-attack. These troops have the object of shattering your realm – dividing up all of your territory and leaving you helpless for a long time.

This is an end-game option, in all likelihood, suitable for when you've built a sizable empire with enough economic muscle to pay for mercenaries and Holy Orders, as well as fielding a large army of your own. And, since this is an offensive war, your vassals will not be too keen on you using their levies for too long. Your reinforcement rate will also be greatly reduced, to model the fact that you are sending a lot of men to fight in China proper.

But there are great prizes in store for the one that can defeat China in an invasion. Your family is guaranteed to rule China for 200 years, and, over this time, any family dynasty members that have realms on the map will earn a healthy drip of monthly Grace, making it much easier to call on the wealth of China to buttress family efforts to the West.

Not to mention the sudden increase in wealth and artifacts that any victory will earn you. A lot of risk demands a lot of rewards. Plus, your realm will annex all the territories of the Western Protectorate.

This is a war about competing armies, not sieges, so use your tactics and attrition wisely to gain war score through combat.

TAOISM

TAOISM IS A NEW Eastern religion (a reframing of the old Dharmic group) in *Jade Dragon*. Taoists believe that the harmonies of nature and the universe are creative forces, not simply goals. Believers should embrace the flow of nature, and not bow down to ritual. The pantheon of Taoist deities is, like in many Chinese faiths, a little formless, but great philosophers and teachers are revered as holy.

In game, Taoism begins localized to Chinese characters. Other characters may convert to Taoism as history moves along. Like all religions, it has holy sites that will give bonuses to Taoism if they are controlled by believers.

Taoists can only have one wife, but concubines are encouraged. They can designate their heir, and therefore don't have to rely on traditions of birth order. Taoists cannot declare holy wars, since harmony is the most important part of their belief system. Converting Taoist provinces takes a long time.

Taoist characters get a +2 bonus to their Stewardship attribute. They can also choose between one of three religious schools with specific benefits.

CREDITS

CRUSADER KINGS II: JADE DRAGON

PARADOX DEVELOPMENT STUDIO

CREATIVE DIRECTOR JOHAN ANDERSSON

GAME DIRECTOR HENRIK FÅHRAEUS

PRODUCERS ANNA NORREVIK, LINDA TIGER

DESIGN ALEXANDER OLTNER

PROGRAMMERS GWENAEL TRANVOUEZ, MAGNE SKJÆRAN, JIMMY SELLING

ARTISTS 2D BJARNE HALLBERG, DERIC NORTH

ARTISTS 3D JOACIM CARLBERG, CARLOS LUNDHALL

CONTENT DESIGN MATHILDA BJARNEHED, MILLA ISAKSSON, DRIKUS KUIPER,
JOEL HANSSON, MATTHEW CLOHESSY

EMBEDDED QA TESTERS ARTHUR BIALECKI, DANIEL MOORE

2D ART MANAGER PONTUS OLOFSSON

CONTENT DESIGN MANAGER BRAD LANSFORD

ADDITIONAL CONTENT ALEXANDER OLTNER, ARTHUR BIALECKI, DANIEL MOORE,
MAGNE SKJÆRAN, DEE MAJEK, EMIL TISANDER

ADDITIONAL PROGRAMMERS JOEL HANSSON

DLC MANAGER PERNILLA SPARRHULT

ASSOCIATE PRODUCER SARA WENDEL-ÖRTQVIST

ADDITIONAL ART ARTHUR BIALECKI, ALEXANDER OLTNER, VOLTA, 5518, WASTELANDS INTERACTIVE

LOCALIZERS XAVIER ZIMMERMANN (FRENCH), KAI BAGEHORN (GERMAN), JAIME ORTEGA (SPANISH)

SOUND BJÖRN IVERSEN, DAVID SCHLEIN-ANDERSEN

ORIGINAL MUSIC AUDINITY

MANUAL TROY GOODFELLOW, AN ORDINARY DAY

USERMOD COORDINATOR JOEL HANSSON

QA MANAGER FELIX GLADITZ

QA TEAM LEAD FILIPPA GANNHOLM

ADDITIONAL QA ALEXANDER OLTNER, EMIL TISANDER

QA TESTERS ALBIN WALLIN, DANIEL SJÖBERG, EMIL TISANDER, EVA MAYER, JESPER NORBERG,
MATTHEW FRARY, SEBASTIAN BORG, TEGAN HARRIS

COMMUNITY QA CARSTEN 'T MANNETJE

ROYAL THANKS ALFRED FRENDÓ-CUMBO JR., IVAN VUK, DERIC NORTH, NICOLAS RITTER,
WILL CAMPBELL, PAUL HOWELL, MARTIN FAULKNER, RYAN BACHAND, GARRETT IVY, ANTON PANAS,
PEDRO GONZÁLEZ NÚÑEZ, SAMPO HAARLAA, ZDENEK NOVAK, CYBRXKHAN, FRYZ

QLOC

QA TEAM LEADER MARCIN JANKOWSKI

QA TESTERS BARTOSZ MACIEJEWSKI, OSKAR NOWAK, UROŚ RUDOLF, JAN STAROSZ,
MAKSYMILIAN SZCZEPANCZYK, GABRIEL URBAN

PARADOX INTERACTIVE

MANAGEMENT

CEO FREDRIK WESTER

CFO ANDRAS VAJLOK

COO SUSANA MEZA GRAHAM

CPO JOHAN SJÖBERG

CIO JOHN HARGELID

MANAGER OF PARADOX STUDIO GROUP MATTIAS LILJA

VICE PRESIDENT BUSINESS DEVELOPMENT SHAMS JORJANI

CMO DANIELA SJUNNESSON

PRODUCTS

CHIEF PRODUCT OFFICER JOHAN SJÖBERG

PRODUCT MANAGEMENT TEAM

PRODUCT MANAGERS MARCO BEHRMANN, BEVAN DAVIES, STEFAN ELD, TOMAS HÄRENSTAM, JAKOB MUNTHE, SANDRA NEUDINGER

ASSOCIATE PRODUCT MANAGERS GUSTAV GROTH

PRODUCTION TEAM

PRODUCTION MANAGER JÖRGEN BJÖRKLUND

SENIOR PRODUCERS FLORIAN SCHWARZER, STAFFAN BERGLÉN

PRODUCERS ROBIN CEDERHOLM, PETER CORNELIUS, ASHKAN NAMOUSI, NIKLAS LUNDSTRÖM

ASSOCIATE PRODUCERS ANGELICA UHLAN, NIKHAT ALI

PRODUCT VERIFICATION

VP PRODUCT VERIFICATION DORU APREOTESEI

PRODUCT VERIFICATION SUPPORT TEAM

GAME DESIGN SPECIALIST BRETT SCHEINERT

USER RESEARCH TEAM

USER RESEARCH TEAM LEAD JEAN-LUC POTTE

USER RESEARCHERS HENRIK EDLUND, TOBIAS VIKLUND, JONATHAN BONILLAS

USER RESEARCH PARTICIPANT COORDINATOR ANNA STRÖM

QA TEAM

SENIOR QA MANAGER ARTUR FOXANDER

QA MANAGER LOKE NORMAN

EXPERIENCED QA TESTERS PONTUS ANEHÄLL, NIKLAS IVARSSON, MACIEJ MAZUREK

QA TESTERS EMIL ANDERSSON, ERIK ELGEROT, KIMBERLY STINSON, ROELAND WECKX

MARKETING

CHIEF MARKETING OFFICER DANIELA SJUNNESSON

CREATIVE DIRECTOR OF MARKETING STEVEN K WELLS

PRODUCT MARKETING MANAGERS MALIN SÖDERBERG, FILIP SIRIC, SEBASTIAN FORSSTRÖM

CONTENT & COMMUNICATIONS MANAGER DANIEL GOLDBERG

CONTENT PRODUCERS MARCUS HERBERTSSON, ANDERS CARLSSON, MAX COLLIN, ADAM SKARIN

EVENT PRODUCTION MANAGER VERONICA GUNLYCKE, PAULA THELIN

COMMUNITY MANAGERS ZEKE LUGMAIR, SUSIE MCBETH

FORUM AND SUPPORT MANAGER CHRISTIAN ARVIDSSON

COMMERCE MANAGER MATS WALL

DIRECT SALES DEVELOPER DANIEL LAGERGREN

UX DESIGNER DAVID ZARDINI

CRM & LOYALTY MANAGER EMMA JONNERHAG

CRM SPECIALIST JUSTYNA KALETKA

USER ACQUISITION MANAGER LUCIANA OLIVIERA, KENNETH MEI

PARTNER MANAGER JOHAN BOLIN

PARTNER ACCOUNT MANAGER FANG CHEN, VIKTOR STADLER

BUSINESS DEVELOPMENT

BUSINESS DEVELOPER NILS BROLIN, MAGNUS LYSELL

ACQUISITION ASSOCIATE HANNA LINDELL

DEVOPS

JOHN ADOLFSSON, ALEXANDER ALTANIS, MIKAEL BERG, SIMON HAGGREN, CHRISTIAN ROTHE,
ANDERS TÖRLIND, TOMAS VERŠEKYS, ANTON WERMELIN

WEB DEVELOPER JOHAN LI

PROJECT MANAGER KRISTIAN LAUSTSEN

ANALYTICS

MAGNUS ERIKSSON, ALEXANDER HOFVERBERG, STEACY MCILWHAM, NIKLAS NORDANSJÖ,
NATALIE SELIN, MATHIAS VON PLATO, JOHANNA UDDSTÅHL-FRIBERG

IT

THOMAS EKHOLM, JOHANNES EK, RICHARD LINDKVIST, RICK WACEY

FINANCE & LEGAL

FINANCE GABRIEL ANDERSSON, ANGELICA HALME, SANDRA IVARSSON

LEGAL JULIETTE AUVERNY-BENNETOT

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Paradox Interactive AB, Västgötagatan 5, 118 27 Stockholm, Sweden.

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