MANUAL

CRUSADER KINGS® II
HOLY FURY

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DEVELOPMENT STUDIO

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WELCOME TO CRUSADER KINGS II: HOLY FURY

RELIGIOUS WARFARE IN Europe and the Near East was at its peak in the Middle Ages. Only a few centuries removed from the fall of Rome, Charlemagne's new Holy Roman Empire stood between a vigorous Islamic foe in Iberia and a mass of unconverted pagans in northern and eastern Europe. The schism between Orthodox Christianity and the Catholic faith would never be healed, and, in the Islamic world, the Shia sect established itself as a new understanding of the Prophet's legacy.

Each of these fault lines opened an avenue for conflict and further division. Crusades would be declared against non-believers. Entire nations would convert to Christianity on the whim of their chieftain. Passion for the faith would manifest itself through personal dedication to holy causes, and the veneration of saints.

In the new *Holy Fury* expansion, *Crusader Kings II* takes a deeper dive into the bloody waters of religious conflict. New crusade mechanics are joined with an entirely fresh look at the Pagan Reformations that have been possible since *The Old Gods*. Saints, new events, mass conversions, warrior lodges, and a host of new personal interactions make their debut, adding even more personality to the richest historical role-playing experience in games today.

ALTERNATE STARTS: SHATTERED AND RANDOM WORLDS

CRUSADER KINGS II gives you a wide range of historical starts, allowing you to re-write almost seven hundred years of history. The recently introduced game rule system lets you set further parameters on how historical your game will be, allowing you to change the frequency and impact of plagues and invasions, or permit supernatural events to intrude on your timeline.

In *Holy Fury*, we are introducing two new map generation modes that take the existing historical map and mix it up. The Eurasian landmass will be home to new realms with new relationships, and maybe even with major religions in new locations.

When you start a new game of *Crusader Kings II* with the *Holy Fury* expansion, you will see two new buttons at the top of the setup screen - ***Shatter World*** and ***Randomize World*** - to either side of the date marker. (These buttons are also on the quick start menu below the time setting). Pressing either of these options will transform the map into a new constellation of nations.

Shattered World

A Shattered World begins with only counts and dukes. Small players are basically starting from scratch. When you select Shattered World, a setup menu will appear on the left to help you guide the character of your new world.

The default setup has every county ruled by a single character, organized into duchies. In each duchy, one of the counts will be chosen to be the Duke, and lord of the other counts in the region. You may also choose to have a world that starts without Dukes - everyone is just a count - or a world that has a single ruler over a Duchy - there are no counts.

To speed up the early game, rulers in a Shattered World may use a Consolidation Casus Belli, which allows them to declare war on their neighbors to unify cultures and kingdoms. You can choose how long this Casus Belli is valid in the game, or disable it entirely.

In setting up your new Old World, you have a wide range of options, including how historical or randomly placed you want cultures, religions and holdings to be. Go through the settings carefully, and be sure to read the tooltip associated with each option.

Once your settings are chosen, click on Generate at the bottom of the settings menu to see your new map.

Random World

A Random World is an entirely new one, but it has a past. A Random World is a little more complex than a Shattered World, which is roughly a symmetrical start for most users, whereas a Random World appears as though it already has a long and complex history behind it, meaning some nations and empires will start in a stronger position than others.

As with the Shattered World, you may set up the parameters of your Random World in a menu to the left of the screen. You can decide whether or not you want analogs to the Holy Roman and Byzantine Empires, as well as generate random fictional religions to populate your world.

Once you have decided what you want your new Random World to look like, click on the Generate button at the bottom of the Settings menu. Random Worlds are especially attractive for people that like to customize their own starting character since you will be dropping a new person into an entirely new and unpredictable world.

WARRIOR LODGES

PAGAN AND TRIBAL characters will now have the option to join a Warrior Lodge. A Warrior Lodge is a new kind of Society that represents the emphasis on physical bravery of many European cultures, especially pagan cultures in the north. Like other Societies, Warrior Lodges require an initiation (in this case, a duel). Once in the Warrior Lodge, characters gain Renown through completing missions and certain event chains. Some militaristic traits will earn your character a steady trickle of Renown throughout the game.

You may spend Renown to climb the ranks of a Warrior Lodge, unlocking new character abilities and actions. Most Pagan rulers should join their associated Warrior Lodge. It is a smooth path to prestige and military prowess. However, there is a higher than average chance of physical peril involved, so sick and infirm characters or those you absolutely do not want to die (genius level stats, for example) might want to think twice about the risk.

Each Pagan faith gets its own associated Warrior Lodge. Though they are primarily aimed at Pagan users, non-pagan characters can join a lodge if they have a tribal or nomadic government or border or have a liege/vassal relationship with a Pagan nation. This means that characters from the Catholic Irish tribes cannot join Warrior Lodges at the start of the timeline, but may if they end up vassals to a Viking Pagan. (Zealous non-Pagans cannot join a Pagan lodge. If a non-Pagan Warrior Lodge member acquires the Zealous trait, they are expelled from the lodge.)

Missions assigned by a Warrior Lodge will usually be military in nature, ranging from duelling other characters to raiding nearby provinces or starting a war. You may also be asked to renounce softer ways of life or initiate a child into the Lodge.

Warrior Lodge Ranks and Abilities

FLEDGLING: *Starting rank, +0.25 monthly prestige gain*

- Allows character to initiate duels
- Allows character to appoint Shieldmaidens (must be daughter or sister, right click on target)
- Character gets Survivor power, will be more resilient in battle
- Character gets Lifetime of War power, will have more detailed report of battle events
- **NORSE ONLY:** Character can Go Berserk, losing Patient or Defensive traits in return for a powerful aggressive ability
- **BON ONLY:** Character gets Toughness power, allowing them to quickly heal major and minor wounds (not missing limbs), gains Scarred trait. (costs some Renown)

WARRIOR: *Costs 500 Renown to be promoted to this rank, +0.50 monthly prestige gain, +1 martial ability, +5 personal combat skill*

- Character gets Reaver power, increasing likelihood of killing or capturing other characters
- Character gets Warrior Training power, allowing them to personally gain a culturally specific warrior ability (right click on Character)
- Character gets Summon Lodge Commander decision, an Intrigue menu option to call forth a powerful commander (costs 300 Renown)
- **SLAVIC ONLY:** Character gets Stand Together power, allowing them to summon a landless Slavic lodge member to lead a band of warriors in an ongoing war.
- **TENGRI ONLY:** Character gets Call of the Steppe power, allowing Nomadic Tengri to get boosts to population and manpower (no cooldown) and settled Tengri to increase rate of levy reinforcement (with cooldown)
- **ZUN ONLY:** Character gets Battle Trance power, allowing a choice to increase specific military abilities, at the cost of a small reduction in health and fertility.

VETERAN: *Costs 1000 Renown to be promoted to this rank, +0.75 monthly prestige gain, +2 martial ability, +10 personal combat skill*
- Character gets Inspire Warrior power, allowing them to automatically refill a holding's garrison (right click on holding)
- Character gets War Sacrifice decision, an Intrigue menu option to sacrifice blood or wealth to the lodge in return for greater battle performance.
- **SUOMENUSKO ONLY:** Character gets Summon Warriors of Ukko decision, an Intrigue menu option to call for a body of warriors to help in ongoing war
- **ROMUVA ONLY:** Character gets Baltic Holds power, allowing the construction of fortifications in settlements at the cost of renown instead of prestige or gold.

HERO: *Costs 2000 Renown to be promoted to this rank, +1 monthly prestige gain, +3 martial ability, +15 personal combat skill*
- Character gets Indomitable power, and will be immune to lethal battlefield injuries
- Character gets Call to Glory power, summoning a band of warrior to rally to your character when they are leading an army (right click on Character)
- Character gets Choose Military Aspect power, allowing them to choose a military specialization (right click on Character)
- **WEST AFRICANS ONLY:** Character gets Create Fetish power, analogous to the Hermetic "Create Magnum Opus" ability. This creates powerful artifacts that can increase military abilities.

Characters that get to the Hero level of a Warrior Lodge may earn a Legendary Bloodline.

BLOODLINES

P **IN THE EARLY MIDDLE AGES**, descent from distinguished forebears was a item of pride for many nobles. Direct descent from a Byzantine Emperor or the Prophet Muhammad could have real political consequences for a ruler or pretender. Even beyond these ancestries already present in *Crusader Kings II*, being able to trace your lineage to a great conqueror or religious figure could add a greater glow to someone's personal aura.

Legendary Bloodlines have been added in *Holy Fury*.

If a character is descended from one or more Bloodlines, they will have small bonuses attached to their character. They will have greater respect from vassals, better relations with certain characters, and so on. You can see which Bloodlines are active by looking in the Ledger. Characters belonging to a special Bloodline can be recognized by having an active blood icon on their character sheet, to the right of the portrait. Clicking on the icon will show which living characters share this Bloodline.

Characters can have multiple Legendary Bloodlines if they are descended from many famous characters or acquire a Bloodline through events or decisions. You can find a list of Bloodlines and their progeny in the ledger. Clicking on a Bloodline's name will reveal the living descendants.

Legendary bloodlines

If a Pagan Character reaches the Hero rank in a Warrior Lodge, they may activate a *Legendary Gathering* - a once a century event initiated by spending a great deal of Renown. Lodge actions like duels and raids will fill a progress bar to this Legendary Gathering. Once the bar is filled, the Heroes of the Lodge will set out in a small band to take on and duel the Champions of a rival faith.

This series of duels will be against a specific religious enemy and some of their best fighters. If someone in this band wins a number of these duels, they will generate a Legendary Bloodline. There is no guarantee that any Bloodlines will be generated in any of these Gatherings; though survival is not required to produce a Bloodline, if the band fights poorly and is eliminated, nothing notable will happen.

The resulting Bloodline will give military and combat bonuses to descendants.

Sainthood

The veneration of holy men and women had a long history in the Christian church, but gained new energy in the Middle Ages. Crusades against pagans, mass conversions of non-believers, rumors of relics and miracles...religious wonder seemed to permeate medieval society.

In *Holy Fury*, particularly virtuous Catholic characters have a chance to become a saint after they die. This saint will generate a Bloodline, just like a Pagan Hero, and pass bonuses to all descended from this holy figure.

To become a saint, a character must first have been beatified. Well, first they must die, but then they must be beatified. This is a special papal decree of blessing, noting that the character was touched by God.

Any character with no sinful traits who dies in the good graces of their religious leader has a chance of being beatified. The more virtuous they are, the higher the chance of earning this designation. A beatified character will have an immediate benefit for their surviving family, but has no long lasting effect.

Some beatified characters will be raised up to sainthood and produce a Legendary Bloodline. Saints will pass on bonuses to their lineage, specifically bonuses when fighting non-Catholic enemies, more respect from Christian vassals, and faster conversion of heretics and heathens in their realms.

Catholics can see the register of Saints by clicking on the icon in the top-center-right of the religious menu.

Between the 10th and 13th centuries, it is possible that a local church will beatify or sanctify someone unworthy of the title. These "bad saints" may continue to appear until the Pope steps in to take complete control over the process.

Historical and earned/forged bloodlines

A number of major historical figures in the game have renowned bloodlines that confer bonuses on their descendants. In the earliest start date, there are fifteen historical bloodlines ranging from Charles Martel to Sasan Sassanid to Maharaja Gopala. Later start dates have

even more historical bloodlines, including Genghis Khan, William Wallace, William the Conqueror and Saladin. Since most of these historic figures are famous warrior and conquerors, they usually give military and personal combat buffs to descendants.

Even if you do not choose an advanced historical date, you can earn a legendary bloodline by mirroring the accomplishments of these great historical figures. If a character performs great feats of nation building or mythic power, then they can generate a new bloodline.

These legendary historical accomplishments are:
- *Become the Samrat Chakravartin in India*
- *Become the Greatest Khan of the Mongols*
- *Become the Saoshyant of Zoroastrianism*
- *Restore Israel*
- *Restore Rome as none Basil or Komnenos dynasty*
- *Torturing prisoners as a male Greek in Sicily ("brazen bull")*
- *Defeating the Byzantines as a female pagan*
- *Looting hundreds of holdings as a Viking raider*
- *Sacrificing hundreds of prisoners to pagan gods*

Some strong characters can also have an ambition to Forge Bloodline. If this ambition is chosen, the character will be directed to accomplish specific tasks. Forged Bloodlines will be based on a character following a consistent path of action, be it as a legendary builder or a legendary murderer; anything that will get movies made about you hundreds of years later. This ambition is best achieved by a young and very talented ruler, and will not be available to every character.

A Forged Bloodline with a mixture of accomplishments will lead to a less focused hybrid bloodline.

There is a very rare chance that a character might find themselves able to rediscover the bloodline of a great hero like Alexander or Ashoka. These bloodlines have excellent bonuses for their respective families.
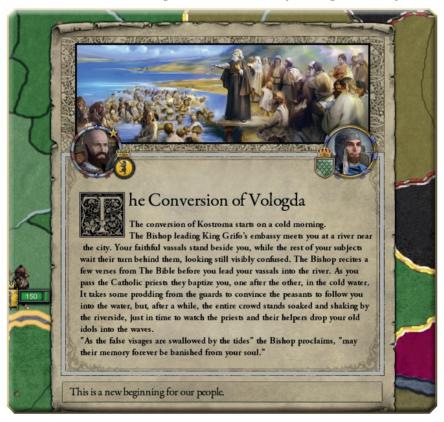
The Blood of Alexander

Legends about Alexander the Great and his epic campaign across Asia are told throughout the known world. Countless young rulers have wasted their lives in their hopeless attempts to emulate the immortal achievements of this legendary figure.

Having died young, after fathering only one child, Alexander was unable to establish an imperial dynasty, despite his many accomplishments, tragically dooming his Empire to fall shortly after its creation.

Rulers of all creeds and nations claim to trace their ancestors to the fleeting line of Alexander, yet none have been able to have such a prestigious claim be recognized by their peers and subjects.

I will be the first to succeed!

It would be a fool's errand to try.

PAGANS AND RELIGION

NORSE EXCEPTED, the Pagan religions in *Crusader Kings II* are empty vessels. The Christian and Islamic worlds offer more in the way of role-playing, with unique rules and even heresies to fight. The Reformed Pagan option is merely a step towards a more stable government type, but is also ahistorical, which disrupts immersion for some players..

Holy Fury will offer two strong courses of action for Pagan religions - pagan realms can mass convert to an organized religion, or they can follow a new and more decision focused path to reform.

Mass Conversion

Historically, it was not uncommon for chiefs of tribes to convert to Christianity or Islam and obligate all of their followers to do so, as well. The most famous of these conversions was the Baptism of Rus - the Orthodox conversion the Kievan ruler Vladimir in the late 10th century. Traditionally, Vladimir sought guidance from a number of clerics, including Jewish rabbis and Muslim imams from the Bulgars. His decision to marry the daughter of the Byzantine

The Conversion of Vologda

The conversion of Kostroma starts on a cold morning.

The Bishop leading King Grifo's embassy meets you at a river near the city. Your faithful vassals stand beside you, while the rest of your subjects wait their turn behind them, looking still visibly confused. The Bishop recites a few verses from The Bible before you lead your vassals into the river. As you pass the Catholic priests they baptize you, one after the other, in the cold water. It takes some prodding from the guards to convince the peasants to follow you into the water, but, after a while, the entire crowd stands soaked and shaking by the riverside, just in time to watch the priests and their helpers drop your old idols into the waves.

"As the false visages are swallowed by the tides" the Bishop proclaims, "may their memory forever be banished from your soul."

This is a new beginning for our people.

emperor sealed the deal for Orthodox conversion of Kievan Rus and the rapid spread of the Orthodox Church throughout what is now Russia and Ukraine. Vladimir himself would baptize neighboring Pecheneg rulers.

The requirements for Mass Conversion are to be at peace, have 500 prestige and be at Medium Tribal Organization. To convert, click on the button to the right of the Reform Paganism button at the top left of the religious menu. This will open up a second screen where you can invite a specific ruler to sponsor your conversion. This ruler will need to be in diplomatic range. You may also choose a sponsor by right-clicking on the portrait of the ruler you want to give this honor.

Conversion will automatically change the religion of the ruler's demesne provinces to the new faith.

Mass Conversion can be very disruptive and is best done when a realm is strong and united. When a ruler converts, there is a good chance they will retain sympathy for the old faith, but they might also have the Zealousness of a new convert, antagonizing those who are sticking with the old ways.

Some of your vassals or chieftains will join the convert in the religion, but others might resist or revolt as True Believers. To assist in the process of conversion, your Sponsor may send missionaries, give you gold, build churches or provide other benefits to speed up the transformation of realm. Once your Sponsor dies, this flow of riches will end, so don't choose a 70 year old Sponsor no matter how powerful they appear.

If you are in a warrior lodge when you convert, you will still stay in the lodge unless you have the Zealous trait. If one of your vassals remains pagan, your character's converted heirs may still be eligible for Lodge membership.

Mass Conversion offers a historical option to the game that allows pagans to transition to an organized faith in a way that enhances game play and decision making, and opens up new avenues for vassal management.

Reformation

Pagan Reformed Religions have been a part of *Crusader Kings II* ever since *the Old Gods* expansion first opened up the Pagans as playable rulers. Reformed paganism gives players an organized religion without having to abandon the things that make pagan nations interesting to play. This is, of course, greatly ahistorical, but is a plausible development for pagan religions that survived the onslaught of Christianity or Islam and saw the advantages that a more organized faith could bring to discipline and government.

Reformed Pagan faiths are getting a major reworking in *Holy Fury*. Now, when you Reform a Pagan religion, you get to decide how that religion will be structured, from its core beliefs to its hierarchy.

When you control enough Pagan Holy Sites to reform your religion, you can do so just as before, by clicking the first button on the top left of the Religion menu. This will now take you to a menu where you select your religion's Nature, two Doctrines and its Leadership.

A religion's **Nature** is its core attitude towards the world at large. Some faiths are aggressive in spreading the word of the new god, others are more tolerant of disagreement. Your Nature options are:

- **PEACEFUL:** Piety bonus when at peace, no Crusades or Holy Wars allowed, AI will not convert provinces unless Zealous.
- **WARLIKE:** Looting allowed, vassals don't mind having units raised, Prestige loss while at peace, Warlike AI nations will be more aggressive.
- **DEFENSIVE:** Looting allowed, bonuses to Homeland Units and Garrisons, harder to convert, Defensive AI nations will be less aggressive.
- **PROSELYTIZING:** Looting allowed, can convert provinces more quickly, loses Piety for attacking realms of the same religion.
- **DOGMATIC:** Looting allowed, higher base of Moral Authority, loses Piety for attacking realms of the same religion, no marriage with other faiths.
- **COSMOPOLITAN:** Looting allowed, lower base of Moral Authority, allows marriage with members of all neighboring faiths.

A religion's **Doctrines** are the practices and customs that are associated with the spreading of the faith. Each Pagan religion has a unique Doctrine available to it. You may choose two Doctrines when you reform.

- **HOLY FAMILY:** Enables Divine Blood mechanic, parents may marry children and brothers may marry sisters.
- **POLYGAMY:** Rulers may have up to four wives, no concubines
- **EQUAL:** Women have equal political rights to men, allows Absolute Cognatic inheritance
- **MERITOCRATIC:** Rulers may choose their own heir.

- **STABLE:** No "short reign" penalty upon succession, rulers can spend Piety to improve courtiers.
- **RELIGIOUS TAX:** Allows jizya like taxation of religious minorities.
- **MONASTIC:** Characters may be retired to monasteries, priests cannot marry or inherit, +2 to Learning.
- **SYNCRETIC:** Rulers may choose a Sympathy trait towards another faith
- **ENATIC CLANS:** Women have superior political rights to men, locked to Enatic Cognatic inheritance, enables Open Succession.
- **RITUAL SACRIFICE:** Enables Aztec-style executions, so all executions contribute piety to the ruler.
- **HARUSPICY**: Can try to divine the future before a war.
- **AGNATIC CLANS:** Locks government to agnatic law, can use open succession, female characters cannot be priests.
- **ADVENTURING:** Can prepare invasions, like Vikings.
- **SEAFARING:** Enables looting, can navigate ships down major rivers, cheaper ships.
- **RELENTLESS:** No defensive attrition penalty, bonuses to armies on the offensive.
- **ASTROLOGY:** Characters have zodiac signs, allows access to Hermetic Society (if you own Monks and Mystics).
- **ANIMISM:** Armies have 5% more morale, children must go through a rite of passage to adulthood.
- **ANCESTOR VENERATIONS:** Allows pagan saints, opens Eldership succession law.
- **SONS OF RAGNAROK:** Norse/Germanic Only, Daring Doctrine + Seafaring Doctrine.
- **ETERNAL RIDERS:** Tengri, Only, Harems Doctrine + Relentless Doctrine.
- **DEFENDERS OF DIEVAS:** Romuva/Baltic Only, Enables Eldership, more difficult to convert.
- **CHILDREN OF PERUN:** Slavic Only, Can navigate ships down major rivers, Stable Doctrine.
- **SURVIVORS OF UKKO:** Suomenusko/Finnish Only, More difficult to convert, Stable Doctrine.
- **TOTEM-GUARDIANS:** African Only, Enables Eldership, Monastic Doctrine + Religious Tax Doctrine.
- **DAWNBREAKERS:** Zunist Only, Polygamy Doctrine + Holy Family Doctrine.
- **HARMONIOUS:** Bon Only, Meritocratic Doctrine, women have equal political rights.
- **INVADERS:** Aztec Only, Bloodthirsty Gods Doctrine + Seafaring Doctrine + Relentless Doctrine.
- **CIVILIZED:** Hellenic Only, No penalty for raising vassal levies, Meritocratic Doctrine + Syncretic Doctrine.

A Reformed Pagan Religion will also have to choose how it will be led. The **leadership** of a new church can take many forms.

- **TEMPORAL LEADER:** The Reformer is the leader of the church, and their successors will inherit the title, similar to a Muslim Caliph. They may subjugate any followers of their religion, and also declare Great Holy Wars (unless they lead a Pacifist faith.)
- **THEOCRATIC LEADER:** The religion is under the guidance of specific religious leader, similar to the Catholic Pope. Theocratic Leaders may grant divorces, grant claims, excommunicate wrongdoers and allow great invasions. Theocratic Leaders may authorize Great Holy Wars (unless they lead a Pacifist faith.)

- **AUTOCEPHALY:** There is still a single religious leader, but their power is circumscribed by the authority of local churches and bishops, similar to the Orthodox Patriarchs. Theocratic Leaders may grant divorces, grant claims, excommunicate wrongdoers and allow great invasions. Theocratic Leaders may authorize Great Holy Wars (unless they lead a Pacifist faith.)
- **NO HEAD:** The church is leaderless and diverse. Characters may choose a "branch" to study, similar to Buddhist and Jain characters. Branches give a +2 bonus to a specific attribute.

CORONATION CEREMONIES

SINCE MEDIEVAL MONARCHS derived their power, ultimately, from God, clerical recognition of a king's legitimacy was crucial in maintaining the illusion of divine favor on a ruling house. This has been, traditionally, accomplished by having the ascension of a new ruler recognized in a coronation ceremony. Coronations to this day are both political and religious, uniting the temporal rule of an earthly king and the spiritual rule of a heavenly king.

In *Holy Fury*, rulers that wish to avoid deteriorating relations with vassals will want to be crowned by religious leaders in a Coronation Ceremony. These can be organized by a decision in the Intrigue Menu. You will be notified by an alert at the top of your screen when this decision is available.

The Coronation Ceremony

The time has finally come for me to be officially recognized as King of England. In order do this, I will need the support of the Catholic Church, but convincing authoritative members will neither be easy nor cheap. To begin the preparations, I should find a priest willing to crown me.

Only the Pope is fit to crown me!

Send for the most powerful Bishop in the realm!

Any priest will do.

Maybe this is not the right time...

If you do not organize a coronation ceremony in your reign, your vassals will slowly lose respect for your kingship, similar to the steady decline in opinion associated with raising the levies of your vassals for an offensive war.

When you choose to organize a coronation, you will be presented with three options as to who you wish to crown you.

Papal Coronation is the most prestigious coronation available, but it is costly. The Pope will always make a request of you in return for his blessing - be it deposing an antipope, instituting Papal investiture of bishops in your realm, lands for a Holy Order or making a hefty donation to the church. Holy Roman Emperors will be subject to special historical demands if they wish to be crowned by His Holiness.

If the Pope is a bit too much for you to handle, you may ask a *Powerful Churchman* in your realm to crown you. Powerful churchmen are clerics at count level or above, or cardinals that serve under you. Like Popes, they *may* ask you for a boon in return for the coronation, but they may simply agree if your throne has a good relationship with the church. Their requests tend to be more modest - following a religious order, giving one of your younger children to the church, donations, an orgy (not all priests are great people), and so on.

If pressed to get some kind of coronation you can afford, you can resort to simply having a Local Priest do the job. Usually, they will request a small donation, but most of the time a local priest is just happy to be invited.

Coronation of King Robert

I kneel before Prince-Bishop Stefen as a host of vassals surrounds us in complete silence. The Prince-Bishop blesses me and places the crown upon my head, proclaiming me King of England by grace of God.

I am finally and truly King.

The more prestigious the person who performs the coronation, the greater the passive rewards for the ruler. After the coronation, your ruler will have a steady monthly increase in piety and prestige, as well as better relations with vassals in the realm. A Papal coronation will improve relations with all Catholics.

After you choose your officiant, you will be guided through a series of decisions that will lay out how elaborate your coronation ceremony will be. You may choose to invite foreign leaders to the ceremony, and, if they attend, they too will get piety and prestige bonuses for being present at the event.

Note that coronation costs *can* add up, and you can afford to wait a little while before you don the crown. Save up some money for the event if your monarch needs the big prestige boost of a Papal ceremony. Keep an eye on the vassal loyalty penalty for not being crowned, but try to avoid getting into debts you cannot repay.

SWAYING AND ANTAGONIZING

TO IMPROVE CHARACTER interactions and have ways to alter opinions that don't require sending a lot of gifts, your character may now Sway or Antagonize other characters. These are the green and red buttons to the right of the character portrait.

If you want to persuade a vassal, family member or foreign ruler to like you better, you can try to **Sway** them. Swaying will spawn a number of interpersonal events that allow you to use your charms (and wealth) to convince the other character to like you better. This is especially useful for vassals or councillors when you are relying on their support. Swaying is highly dependent on the Diplomacy trait.

It is very difficult to Sway a character with a personality opposite to yours; in fact, the interactions could backfire and make the relationship worse.

Sometimes you want to **Antagonize** another character; provoke them into becoming your rival and maybe push them to a hasty action that will lead to their arrest or dispossession. The success of Antagonize events is highly dependent on the Intrigue trait. Successful antagonism against characters of your level or higher may even lead to claims on their lands.

CRUSADE REVISIONS

THE NEW CRUSADING SYSTEM is a free update to Crusader Kings II, but it is significant enough that it should probably be explained. All CK2 players will get these changes, whether they own *Holy Fury* or not.

In the old Crusade system, these Holy Wars were effectively a giant brawl that players would join if they thought they could win something, but stay out of and ignore if their army was too small or the Crusade target was a town in Bengal. Historically, Crusades were major operations that required significant planning and political bargaining before the knights sallied forth.

The new Crusading mechanic tries to capture some of this. When the pope declares a Crusade, the rest of Christendom has a couple of years to sort out how this Crusade will be managed.

You, as a ruler, may either pledge your armies to the Holy Cause, or contribute gold to a general pot that will be distributed among the victorious Crusaders if the war is won. This war fund will start with a sizeable donation from the Pope, and further contributions of

gold and men will be tracked on the new Crusade menu, available by clicking on the crusade banner on the left of the screen.

The Pope will choose the Target of the Crusade. It will usually be somewhere in the Holy Land, since the reconquest of Jerusalem is the highest priority for the Church. If you, as a Crusader, would prefer that the armies of Christ be sent somewhere else, you can nominate a new target and spend piety to convince the Pope to see it your way.

A Crusade also starts with a Recipient. This is the Papal choice for the person that will assume control of the conquered territories. In this way, we can accurately represent a Kingdom of Jerusalem as an independent nation surrounded by enemies, and not bowing to a foreign Christian king. You can influence the decision on who will be the receiver by nominating your own beneficiary; a minor relative of yours that you think would be a good holy governor.

When a Crusade starts, you will be asked whether your prefer the Pope's decision, your own beneficiary or if you wish to claim the lands conquered by your armies for yourself. This last choice is seen as impious, and will bar you from the collection of gold and artifacts that are the rewards for a victorious crusade.

The Crusading armies that are the most effective in fighting and winning the war will get most of the spoils. The war fund will be distributed among the pledged armies, victorious crusaders will receive a huge increase in prestige, and the Pope will give one or two artifacts to the treasuries of the most helpful Crusaders.

Crusade Events

Holy Fury does add some unique Crusade events that will only be available in the expansion.

The **Children's Crusade** of popular imagination almost certainly never happened; if it did, it was likely a peasant march of some kind and not led by a charismatic youth who had

confidence in the purity of God's children. But it is a powerful story that we've chosen to represent in *Holy Fury*. Once Crusades can be declared, there is a chance that a small army will spawn in a Christian kingdom and make its way to the Holy Land.

As it passes through other kingdoms, it will gain adherents from local courts, especially children, until it has an army size of around 30,000. This army may slowly peter out, and will almost certainly lose any battles, just as the mythical children's band was sold into slavery and never heard from again.

If the Children's Crusade does succeed, it will set up a Crusader Kingdom in Jerusalem.

The lesser known **Shepherd's Crusades** were peasant armies that claimed they could liberate the holy land from the Muslims. The first and most notable Shepherd's Crusade in 1251 broke down into robbing and pillaging noble estates or fighting university students. Though the mass of these Crusaders were excommunicated, some probably did make their way to Jerusalem.

In *Holy Fury*, the Shepherd's Crusade is represented as a raiding host that will eventually set its sights on Jerusalem.

The **Fourth Crusade** is famous as the one that ended in Catholic warriors forgetting about Jerusalem so they could sack Orthodox Constantinople. In *Holy Fury*, if a Crusading war fund is low, and a merchant republic has pledged to the Crusade, and unlanded character has a claim to the Byzantine throne, there is a chance that the crusade's target will be changed to the Byzantine Empire.

The outcome of winning this crusade can vary. A new Latin Empire might be established, the Byzantine Empire could collapse entirely (reduced to Greece and the Imperial demesne) or various islands could be ceded to those merchant republics who participated in the crusade.

The **Northern Crusade** is the one that inspired much of the design of the *Holy Fury* expansion. This crusade, led by the Teutonic Knights, targeted the surviving Pagan kingdoms in the Baltic. A new series of events has been created to spawn and energize this important historical event.

The **Reconquista** is the common name for the Christian conquest of the Iberian peninsula, with Spanish, Galician, Catalonian and Portuguese kingdoms pushing back centuries of Islamic Moorish rule. In *Holy Fury* a series of events have been designed to help repeat this long campaign of arms. If a Christian ruler has already made some headway in taking back Iberia, they will be given the opportunity to invite other Christian rulers to assist in preparing a major crusade to push even harder.

NEW SUCCESSION LAWS

TO BETTER REFLECT the great variety of ways that tribal realms chose their new leader, *Holy Fury* has introduced a few new ideas.

Eldership

In a time when disease, war and injury made it difficult to get to an old age, the eldest people in a community would often be revered as people of great wisdom, blessed by the gods to have special insight into their community.

In an *Elder Council*, older characters in the realm will vote on the disposition of titles when a ruler dies. You, as the ruler, can nominate a chosen successor. Like Tanistry, this nominee must be a member of the ruling dynasty. The elders will have their own preferences and, as usual, if the council vote results in a tie, the ruler casts the tie-breaking vote in favor of their nominee.

Elders on a council will occasionally make demands on a ruler - even demanding that other characters be given land. If a ruler accedes to a demand, then the satisfied elder will be more likely to prefer a nominated candidate for succession. Likewise, refusal to agree to a demand will hurt the council member's opinion of you.

Elders have three general attitudes, primarily based on what they think of you. Ecstatic characters will always vote for your nominee and never make demands on you. Pleased Elders will usually vote for you nominee or for someone from your dynasty with good abilities and traits; they will sometimes ask that land be given to another character.

If an Elder is Displeased, however, they may prove a threat to the realm. They will not support your nominee, and might prefer a poorly skilled character that they like. They could grant strong claims to titles to characters and are more likely to demand that land be given to dynasty members.

There can be up to six Council members, who must be of advanced age and can be male or female. If the game must choose between two council members of the same age, preference is given to those with higher learning. Romuva and tribal African societies start with Eldership succession. You can find your elders and their attitudes by clicking on the speech bubble to the far right of the Succession menu.

Duelling for Power

In some cultures, personal combat is seen as a valid way to handle many major legal disputes, including inheritances. In tribal realms, a character with a Strong claim on a title held by another character may now challenge that person to a fight to the death in order to seize that land.

This is especially useful for tribal gavelkind societies, since land will often be divided among sons. Duels are a bloody and effective (if primitive) way to quickly reunify these lands. If you do fight a member of your family and die, you will be given the option to switch to playing the victorious character.

Declining a duel will lower your prestige and gain your character a reputation for cowardice.

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