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What's your favourite religion to play and reason?

(self.CrusaderKings)
submitted 5 months ago by Ithikari

7

So far I've been playing mostly Germanic but I got annoyed when I took all of Sweden and Norway at 780 by assassination and then died and my 11 sons took lands each >_<. Now I wanna do a different religion, ha ha.

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[–] Xethios Mongol Empire **8 points** 5 months ago

I really like eastern religions, expecially Zoroastrians, Manicheans and Messalians, mostly for their flavour, since the mechanics are a bit meh. I think that the Producers focussed too much on Norse pagans leaving other pagans behind, and that's why I hate them (and also because they have free casus belli against everybody with no specific reason). I would like to see more religion heads playable like the Caliph's however, kinda disappointing when you reform Zun or Tengri and you just have a normal vassal pope

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CrusaderKings

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- New Player's Guide
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Welcome to CrusaderKings

Websites and Wikis

[–] **Sleeping_Refuge**
Faith in my sister is gonna set me free. **7 points** 5 months ago

Messalians are going to become my new favourite religion because of the fact that they added female councillors & generals for them in the new patch. Aside from them, Zoroastrians due to their fun and challenging starting position.

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[–] **Xethios** Mongol Empire **4 points** 5 months ago

Tell the truth: you just like inbreeding ;}

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[–] **Sleeping_Refuge**
Faith in my sister is gonna set me free.
6 points 5 months ago

I prefer to call it divine sibling love, thank you very much.

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[–] **burgov_VI**
Presser of weak claims **1 point** 5 months ago

gotta love the fact that after a good heir gets rebel-killed or assassinated hella early on and some wet behind the ears slog takes over, you can marry your recently widowed mom and the vassals will be like "aww, he's so cute, he thinks he's his daddy!"

Then you can pop seduction focus, impregnate all their wives, and adopt/legitimize the bastards if Mommy Dearest is too old to get you an heir.

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Official Websites

- Paradox Plaza
- Paradox Webshop
- Paradox Official Forum
- Paradox on Steam

Wikis

- Paradox Wikis
- Crusader Kings II Wiki

Other Resources

- Pdox Forum Dev Tracker
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[–] **NotAzakanAtAll** Loki made me do it. **1 point** 5 months ago

Same here, I already have modded them like that. Messalians are great as you won't get curb stomped by the Christians if they manage to survive the first 200 years.

Close second Norse pagan.

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[–] **Nantafiria** **4 points** 5 months ago

Three words:

Cagnar cognatic gavelkind.

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[–] **epicsovietman** Shias ftw! **4 points** 5 months ago

Shia because i am Shia. Would like to try a Kharijite game one day, though.

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[–] **westalist55** Byzantium **3 points** 5 months ago

Are you a Persian Shia? If yes, you should try some Zoroastrian games, the religion of your ancestors, just like Nordic people should try Germanic games for the hell of it.

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[–] **epicsovietman** Shias ftw! **5 points** 5 months ago

I am an Ethnic Persian. But my mother language is Arabic. Zoroastrianism is an interesting religion in this game. Will try if they add the Sassanids in the game! :P

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[–] **pooperscoop1** Polska-Litwa STRONK **4 points** 5 months ago

The Bavanid dynasty is a descendent of the ancient Sassanians, and they are playable in the 769 start as the Satraps of Tabaristan under the Caliph and in 867 as counts under a Shia emir. If you trace back the family's lineage, you'll see that they are nearly direct descendants of the last Sassanian shahanshah. I personally enjoy playing them since it feels like a true restoration of one of the original Zoroastrian empires.

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[–] **epicsovietman** Shias ftw! **1 point** 5 months ago

Yeah i know, pretty damn cool!

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Crusader Kings 2 - Conclave Reveal Trailer

[–] **ImUnreal** Norse Britannia Rules the Waves **1 point** 5 months ago

U managed to survive that??? Give a guide or something :P. To hard for me.

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[–] **pooperscoop1** Polska-Litwa STRONK **2 points** 5 months ago

Well in the 769 start you are a vassal of the Caliph and the key to survival in this early stage is to avoid getting your titles revoked at all cost. Park your chancellor on the capital of the empire and pray the Caliph doesn't decide to ruin your day.

The next step is straightforward. When the Caliph has max opinion of you, try to fabricate any claims you can. This may take a long time due to switching your chancellor from improving relations and fabricating claims. It took me 200 years but I managed to form the kingdoms of Persia and Khiva, then declare independence when I could. I then holy warred the Abassid blob when it was busy fighting the Byzantines and restored the High Priesthood to spawn the Immortals, Zoroastrianism's only holy order.

Then you can chip away at the Abassids or expand into India for more levy.

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[–] **ImUnreal** Norse Britannia Rules the Waves **1 point** 5 months ago

Alrighty, thanks! :)

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[–] **pooperscoop1** Polska-Litwa STRONK **1 point** 5 months ago

No problem :)

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[–] **Terox15** Saxon true German **1 point** 5 months ago

Have you played the Shia Marrakech start in 769? Very challenging but incredibly rewarding.

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[–] **Verendus0** **1 point** 5 months ago

Completely off-topic, but I've been trying to find non-1066 Shia starts for a while. Thanks!

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[–] **epicsovietman** Shias ftw! **1 point** 5 months ago

There are also the Alevids in 867!

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[–] **joelwilliamson** **1 point** 5 months ago

If you want a super-OP Shia start, the Ilkhanate is Shia from 1305 onwards. Timur will arrive in the late 1300s, so you can have a nice challenge to look forward to in the late game.

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[–] **epicsovietman** Shias ftw! **1 point** 5 months ago

Tried it. Way too hard mode but i could pull it off. Problem is i ain't a big fan of Berbers, though. I did a reconquest of Hispania as a custom Shia 2 province emir of Granada in 1066. Formed a custom kingdom and empire. Guess i mastered playing as the Muslims. :P

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[–] **ImUnreal** Norse Britannia Rules the Waves **1 point** 5 months ago

Try Hasimids in 769!(If u havent) Feelt rewarding as hell creating a Shia muslim only gigantic caliphate. With the dynasty Muhammed himself orgins from, with the decendants of his Uncle Abu Talib, crushing his other uncles Abbasid family.

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[–] **xkj222** **3 points** 5 months ago

Germanic and Tengri for me. I love raiding and pillaging. Reforming and pushing Christianity and Islam out of existence is a lot of fun. River navigation/OP invasion CB give each religion powerful ways to conquer lots of heathen land at once. Only downside is elective gavelkind at first, but after reforming/feudalizing that goes away too

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[–] **Ithikari** [S] **2 points** 5 months ago

I've always found with Germanic the guy who holds Uppala just goes on a rage fest and takes over too much land. Then I can't get Sjaelland due to no CB and Diplomats taking forever (I die) then if I do hold mass amounts of land it gets split up insanely due to Gravelkind.

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[–] **xkj222** **3 points** 5 months ago

Easiest Germanic start I've played is Sigurd Ring, Ragnar Lodbrok's father. You can subjugate all of Sweden and then county conquest all the Suomenskos. Then use your real subjugation on someone in Norway or

Denmark and with a few fabrications you should be close to 80% of the Scandinavian provinces. Pop on down to Zeeland once West Francia explodes into gavelkind soup and raid some infidel temples for the MA, then you can reform. I've managed to form Scandinavia and reform Germanic in about 40 or 50 years, Sigurd's lifetime, that way.

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[–] **JJkriskras** Freedom!! **2 points** 5 months ago

You must start as Haraldr Ynling (Ostlandet). Have *become king of Norway* as your ambition. Conquer the mainland of Norway and plan a prepared invasion of Frisia (lotharingia) when Björn Ironside dies. Use your subjugation of Sweden casus belli against the dude from Uppland and conquer Frisia through the invasion (you may need to raise some tribal armies). After that you just only have to conquer Sjaelland and you're the Fylkir and you have three kingdoms (Norway, Frisia, Sweden) so you can create a custom empire.

If you didn't realized it yet, I really like the Germanic faith

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[–] **cyberkhan** Memeconoclast **4 points** 5 months ago

Muslim because steamroll

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[–] **thumpas** Damn it feels good to be a tyrant **7 points** 5 months ago

AIN'T NO BRAKES ON THE CALIPHATE TRAIN, CHOO CHOO!

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[–] **teapotchampion** **2 points** 5 months ago

Pagan, pagan.

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[–] **NotAzakanAtAll** Loki made me do it. **2 points** 5 months ago

That's pretty hardcore. I wish they fleshed out the "generic" pagan religion some more, though.

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[–] **Assyrian_War_Demon** **2 points** 5 months ago

I wish they added maronites to the game :(But for now it's orthodox christianity for me.

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[–] **Wisemanism** Britannia **2 points** 5 months ago

Tossup between Germanic, Buddhist and Cathar for me :/

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[–] **Verendus0** **2 points** 5 months ago

Catholic. Vassal pope gives you a claim on every duchy in a realm. Own all of Catholicism in, like, one lifetime.

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[–] **Banarok** **1 point** 5 months ago* (last edited 5 months ago)

Usually any heretic religion and I try to flip it to become the de facto religion, have a soft spot for Cathar and Monophysite, fractelli sucks though it pops up like the plague and I've been them already so I'm not interested.

Cathar mainly because female councillors rule.

I don't play Muslims at all because their area sucks with the blobbasids (starting in early Spain would maybe be okey but haven't done that yet)

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