

Imperial Tax	5.00%
Guild Tax	3.00%
Adamantine Tax	3.00%
Resdayn Tax	0.00%
Solitude Tax	5.00%
Dune Tax	5.00%
Torval Tax	5.00%
Hammerfell Tax	5.00%
Summerset Tax:	5.00%

Item	Price	Infrastructure	Effect
Items			
Suit of expensive armour (Ebony, Stalrum, Adamantium)	150,000		+20 quality
30% off if you own a territory with the material			
Expensive weapon (or single piece of apparel) (Ebony, Stalrum, Adamantium)	20,000		+10 quality
30% off if you own a territory with the material			
Steel weapon	500		+10 quality if enery is unbreak
Moderately expensive equipment (Duchatum, Glass, Meteoric Iron)			half the price of expensive ones, and half the benefit
Enchantment			
minor (merely just visual effect)	25,000		+5 quality
major (helpful in combat)	50,000		+10 quality
legendary (something OP like levitation)	200,000		special effects
(Mages could can sell these as services)			
Structures			
You can have only one of each structure in each territory. Towers are an exception; you can have more. Building times: 1,000,000-epoch of project takes on average. To make time as fast, double the price.			
Towers			
Tower	1,000,000	0.05	+0.5 Archery, small combat advantage
Fortress	4,000,000	0.15	+1 Archery, +0.5 Mastery, +0.5 Cavalry, good combat advantage
Castle	7,000,000	0.3	+1 Archery, +1 Infantry, +1 Cavalry, +0.5 Magic, massive combat advantage
Schools			
Sadist Training Facility	2,000,000	0.1	+1 Infantry, +1 Archery
Cavalry Training Facility	3,000,000	0.1	+1 Cavalry
Magi School	2,000,000	0.1	+0.5 Magic, if any public school system present, +1 Magic
University for the rich	4,000,000	0.2	+10 Trade, +5 Economy
Public School Systems (many individual schools throughout a single territory)			
Basic Education	2,000,000	0.5 (40%)	+4 Economy, +2 Trade, +1 to conversion compatibility modifier
Basic-Religious Education	3,000,000	0.8 (40%)	+4 Economy, +2 Trade, +1.5 to conversion compatibility modifier, a free conversion roll (0.2% base) every term, a decrease in stability by percentage of all religious minorities divided by 10 (no stability drop if roll is 5 and under)
Basic-Cultural Education	2,000,000 (99%)	0.5 (40%)	+3 Economy, +1 Trade, +1 to conversion compatibility modifier, a free culture conversion roll every term (0.4% base)
Basic-Religious+Cultural Education	3,000,000 (99%)	0.8 (40%)	+3 Economy, +1 Trade, +1.5 to conversion compatibility modifier, a free culture conversion roll every term (0.4% base), a free conversion roll (0.2% base) every term, a decrease in stability by percentage of all religious minorities divided by 10 (no stability drop if roll is 5 and under)
Basic-Economy Education	3,000,000	0.8 (40%)	+5 Economy, +4 Trade, +1 to conversion compatibility modifier
Temples			
Chapel	1,000,000	0.05	+1 Economy, +1 Stability
Monastery	2,000,000	0.1	+2 Economy, +1 Stability, +0.5 Magic
Cathedral	4,000,000	0.25	+4 Economy, +2 Stability, +0.5 Magic, +1 to conversion compatibility modifier
Misc			
Harbour	1,000,000	0.5 (40%)	+5 Stability
Arena	3,000,000	0.2	+10 Stability, +5 Economy, -0.5 Infantry (?)
Harbour	3,000,000	0.2	+8 Trade, +2 Economy (Can be used, but doesn't split over to bordering territories)
Housing and job creation	1,000,000 (99%)	0.2	Makes space for 20,000 migrants. Must have migrants coming to your nation home affected rates first
Metropolis Service Office	1,000,000	0.4	+2 Trade, +2 Economy to neighbouring territories also containing an office, requires "Metropolis Map" research
Conflicts			
Items			
House (4000)	1,000		
Canon (4000)	10,000		
Battle Bonns/Owner Change/Black Walkynd (5000)	100		
Events			
Fest	50,000		
Ball	100,000		
Tourney	250,000 (900%)		+5 Stability, 1 year
Wedding	200,000		
Festival	500,000		+10 Stability, 1 year
Exploration			
Territory-wide			
17 for success	300,000		
14 for success	500,000		
11 for success	750,000		
Known rate:			
17 for success	80,000		
14 for success	128,000		
11 for success	200,000		
Services			
Transportation (per character)	10,000		
Life extension potion (per character, per year) (needs research)	2,000,000		

Tiers
The prices here correspond to the lowest school you can build - Tier 1.
Multiply the cost by the tier and the infrastructure by the tier to get benefits multiplied by the tier - Tier 2, Tier 3, etc.
Tier 3 present in one territory gives bonuses of Tier 1 to every bordering territory.
Tier 4 gives Tier 2 bonuses to bordering territories, while Tier 5 gives Tier 3 bonuses, which spill over to the next ring of territories. Only works within a nation, unless an agreement is made.

If you successfully explore a ruin, you may choose to renovate it, so it will have a function. If a ruin is sufficiently big, you can turn it into any of the structures mentioned above (excluding public school systems).
The price for construction is then only half of what it would be for a brand new building. There may be certain isolated instances where this cannot be applied (if a ruin is too damaged), but it works in general.

Organization	Territory	Terrain	Population (E Main Culture)	Dominance of Main Religion	Dominance of Tax Per Capita	Tax Rate	Other Effects	Stability	Start Taxes	End Taxes	Track Power	Resources	Start Trade Inc.	End Trade Inc.	Economy	Infantry	Archers	Cavalry	Battlements	Infantry Mod.	Archery Mod.	Cavalry Mod.	Magic Mod.	Mt. Level
Organization values represent different things than territory numbers. "Population" (employees) is not a base number. It's a formula taking stability into account (higher stability leads to more recruitment). "Tax per capita" represents how much each employee earns for the organization. "Tax rate" is the call with the actual "population", and this is what will be edited if an upgrade happens. Stability can go over 100.																								
Imperial Cult HD - Temple of the One Holy Site Knights of the Nine Order Imperial Order Order of the Hawk Imperial Nine Divines Order of the Hawk																								
Church of Brevity HD - Chapel of the Eight Holy Site Bratic Coaster/Highborder Bratic Divines																								
Temple of Anura HD - Temple of the Chinese Holy Site Modern-Old Nordic Nordic Divines																								
Arcurian Heresy HD - Underling's Lair Holy Site Arcurian Heresy																								
Church of the Yellow Divines HD - Forebear Temple Holy Site Forebear Forebear Divines																								
Yakuza Temple HD - Crown Temple Holy Site Aeneas Crow Yakuza																								
Church of the Ancestors HD - Ailnor Charity Holy Site Ailnor Ailnor Divines																								
Dissident Priests HD - Holmavayn Holy Site Dissident Priests Dissident Priests																								
The Blacks HD - Cloud Ruler Temple Base The Blacks																								
Thaumaturgy HD - Thaumaturgy Intelligence Base Thaumaturgy																								
Ancestral HD - Linnob Underground Base Ancestral																								
Mage Guild HD - Arcane University Base Cynoid Guild Halls High Rock Guild Halls Mage Guild Halls Waterwood Guild Halls Mage Guild Halls Mage Guild Halls Mage Guild Halls Mage Guild Halls Mage Guild Halls Mage Guild Halls																								
Fighters Guild Cynoid Guild Halls High Rock Guild Halls Fighters Guild Halls Waterwood Guild Halls Fighters Guild Halls																								
Faneless House of Dibella Serenitea Guild Hall Faneless House of Dibella Faneless House of Dibella Faneless House of Dibella Faneless House of Dibella Faneless House of Dibella Faneless House of Dibella																								
Imperial Guild of Bannisters Cynoid Guild Halls Imperial Guild of Bannisters																								
Eastern Reach Rebels HD - Farrier's Stronghold Base Eastern Reach Rebels Eastern Reach Rebels																								
Thax Male Thax Party Thax Male Imperial Nine Divines																								
Cynoidi Hierarchy Order Cynoidi Hierarchy Order Cynoidi Hierarchy Order																								
Mispal Bel + Caeleus Vile Dark Brotherhood Sanctuary #1 Sanctuary #2 Sanctuary #3 Sanctuary #4 Sanctuary #5 Sanctuary #6 Sanctuary #7 Sanctuary #8 Sanctuary #9 Sanctuary #10 Companions HD - Jorvaskr Base Supply Dried HD - Brand Base Thieves Guild HD - Davan's House Base Cynoidi Guild Halls High Rock Guild Halls Thieves Guild Halls Thieves Guild Halls Thieves Guild Halls Thieves Guild Halls Thieves Guild Halls Thieves Guild Halls Thieves Guild Halls The Ren The Ren (Macromancer) HD - Somewhere Base Faneless Miro HD - Yarna Gemach Base																								

7,952,249.30 9,264,943.37 6,964,200.00 10,252,992.67

DO NOT DELETE
RESOURCES

Daggarfall
CropsCropsCropsWoodPlain MetalWineWoodCropsWineWinePlain MetalWoodPlain Metal

0.36

Canton
JewelryWoodMeatWineWinePlain MetalPlain MetalStone

0.21

Trade Route:
Type: Nben
Sea

Stonhelm
StonePrecious MetalPlain MetalPlain MetalStoneBowlPath:

0.2

The Nben

Northport
WoodWoodWoodStoneWineHide

0.13

Orsinum
OrichalcumOrichalcumPrecious MetalPlain MetalPlain MetalStoneMetal

0.24

DO NOT DELETE

Wayrest
CropsWoodWoodHideMeatWinePlain MetalWinePlain MetalPlain MetalStoneWoodCropsCropsWoodWoodPrecious MetalPrecious MetalOrichalcumOrichalcumWoodHorseHorseCrops

0.674

Trade Route:
Type: Rihad, Falkreath
Land

Farum
WoodMeatHideStonePlain MetalPlain MetalStoneMeatHorsePlain MetalStoneOrichalcum

0.32

Path: Rihad, Stone, Ashab, Hahr, Stonemoor,
Ahaz, EinHr, Hahr, Falkreath

Evermore
Plain MetalPlain MetalStoneWoodCropsCropsWoodWoodPrecious MetalPrecious MetalOrichalcumOrichalcumWoodHorseHorse

0.47

Western Reach
Precious MetalPrecious MetalOrichalcumOrichalcumWoodHorseHorseCropsWoodMeatHideStonePlain MetalPlain MetalStoneMeatHidePlain MetalStoneStoneOrichalcum

0.61

don't delete this either please

Balfira
PotionsArtwork

0.066

Sentinel
SpicesCropsJewelryStoneSpicesSpicesCropsCropsPrecious MetalCropsGlass BandAlchemical Ing Alchemical Ing Glass BandGlass BandGlass Plain MetalAlchemical Ing StonePlain MetalPlain MetalGlass BandCropsSpicesPrecious MetalSpicesCropsHorses
Wood, Wood, Wood, Jewelry, Wine, Wine, Potions, Artwork

0.727

Nagtha
CropsSpicesPrecious MetalSpicesCropsHorsePlain MetalPrecious MetalNimrouPlain MetalPlain MetalWineWineHorsePrecious MetalPlain MetalWineJewelryStonePrecious MetalSpicesPlain MetalCropsWineWineCropsCropsCropsSpicesSpicesCropsCropsWineCropsStonePlain MetalStonePlain MetalPlain MetalMetal

1.41

Skaven
Plain MetalPrecious MetalNimrouPlain MetalPlain MetalStonePlain MetalWineWineHorse

0.35

Moumoth
Precious MetalPlain MetalPlain MetalWineJewelryStonePrecious Metal

0.24

Taneth
SpicesSpicesPlain MetalCropsWineWineCropsCropsCropsCrops

0.25

Rihad
SpicesSpicesCropsCropsCropsWineCropsStonePlain MetalStonePlain MetalPlain MetalPlain MetalStone

0.38

Einhr
EnchantmentsStoneStonePlain MetalPlain MetalMeatHideNimrou

0.256

Abecan Isles
Spices-Precious MetalAlchemical Ing SpicesCropsSpices

0.185

SEA TRADE ROUTES

Nation is obviously the nation that is trading in the route. Influence is the percentage of territories in the route controlled by the nation, in this case the territories are those on the coastline bordering the route.
Trade control is how much control that nation has on the route. The amount of a nation's ships trading in the route affects this, for example. One ship that can affect this is ports, port cities, nation regulating trade, and other such things. It's not limited to just what I put down.
Port distance is how far from the trade route a nation's nearest port is. For any nation that owns territories bordering the route, it is 0. This would use gridlines, and the "Trade (Post Con.)" formula needs to be edited to use those when we add those because right now it's just an arbitrary amount.
"Trade (Post Inf.)" adds trade equal to the starting trade times the percentage of trade influence times two, times 100% minus the amount of trade control because if they held most of the trade they wouldn't be getting much benefit from influencing it.
"Trade (Post Con.)" adds trade equal to "Trade (Post Con.)" times the trade control (percentage times 1.5 times 100% minus the port distance). If trade control is over 50%, it starts decreasing equal to the amount over 50% due to the total control of the route leading to a lack of others to trade with.
For example, 60% trade control would lead to the same amount of trade bonus as 40% due to this. "End Trade" is the same as "Trade (Post Con.)" right now, but it's there so any adjustments needed can be made. Resources is the resources each nation is trading in the route, currently does nothing.

Table with columns: Nation, Trade Influence, Trade Control, Port Distance, Start Trade, Trade (Post Inf.), Trade (Post Con.), End Trade, Resources. Lists various nations like Elser Council, PBM, Leyawis, Senchal, Corinthe, Turm-Takel, Brawl, Cheydral, Skingrad, Chaur, Brunie, Daggarfall, Falkred, Restoran, Ainor.

LAND TRADE ROUTES

Basically the same as sea trade routes but with some minor differences. Instead of ships there are soldiers. The first two trade formulas have been edited to be more balanced.
Terrain hardness has been added. It's how harsh the terrain is on the route. I don't have a set formula for how this will be decided yet. There's a new trade formula, "Trade (Post Harsh)".
It equals the last trade formula times 100% minus 5% times terrain hardness, to reduce the trade gained depending on how bad the terrain on the route is. Resources still does nothing.

Table with columns: Nation, Trade Influence, Trade Control, Terrain Hardness, Start Trade, Trade (Post Inf.), Trade (Post Con.), Trade (Post Harsh), End Trade, Resources, Terrain Count. Lists nations like Rihad, Einhr, Falkreath.

Cloudrest
EnchantmentsPlain MetalArtworkJewelryCropsWoodCropsEnchantmentsPrecious MetalWoodJewelryPotionsStoneWineCropsStoneCropsCropsWineCropsWinePlain MetalArtworkJewelryWine

0.715

Lilandrif
PotionsCropsStoneWineCropsCropsCropsCropsWineCropsWinePlain MetalArtworkJewelry

#REF!

Colony of Wasten
IvoryHide

0.06

Soltube

0.25
Paatu Alchemical Ing Alchemical Ing JewelryArworkAlchemical Ing Alchemical Ing
0.2
Naga Alchemical Ing ArworkAlchemical Ing ArworkAlchemical Ing
0.165
Aglooph JewelryAlchemical Ing Alchemical Ing StoneArworkAlchemical Ing Alchemical Ing JewelryStoneAlchemical Ing JewelryJewelry
0.335
Archein Alchemical Ing Alchemical Ing ArworkJewelryStoneArworkAlchemical Ing Alchemical Ing
0.25
Wasseek-Haleel JewelryArworkAlchemical Ing Alchemical Ing ArworkJewelryAlchemical Ing
0.225
Turn-Taleel Alchemical Ing Alchemical Ing ArworkStoneStoneAlchemical Ing ArworkAlchemical Ing
0.24
Skaal StoneSatinSatinPlain Metal
0.15
Raven Rock EbonySatin
0.1
Calthropy Precious MetalPlain Metal
0.07
Yvesta Precious MetalPrecious Metal
0.08
Estimat StonePlain Metal
0.05
Pandome JewelryAlchemical Ing HblJewelryAlchemical Ing HblJewelryHblJewelryAlchemical Ing
0.285
Alosa Kasaz HblHblGlass SandGlass SandHblJewelryHblGlass SandAlchemical Ing Alchemical Ing HblGlass SandGlass SandJewelry
0.355
Rawen HblAlchemical Ing Glass SandJewelryHbl
0.13
Elder Council ArworkSilkCropsWoodSilkWoodWoodWoodWoodCropsEnchantments
0.265
Anvl WineCropsStoneCropsStoneCrops
0.13
Kvatch CropsWoodCropsWoodStoneWoodCropsPlain MetalPlain MetalPrecious MetalWineStone
0.29
Singaz WineWineWineWoodStoneWoodWoodWoodPlain MetalStone
0.26
Chornl StonePrecious MetalPlain MetalPlain MetalStoneStoneWinePlain MetalWineWoodWoodCropsCropsStoneWine
0.4
Bruna Precious MetalStonePlain MetalStonePlain MetalPlain MetalPrecious MetalCropsCropsStoneSilkPlain MetalPlain MetalStoneSilkWood
0.43
Cheydhal CropsStoneStonePlain MetalStonePlain MetalPlain Metal
0.17
Brawl SilkWoodWoodCropsCropsCropsAlchemical Ing CropsSilkCropsCropsCropsCropsWoodWoodPrecious MetalPlain MetalCropsSilkCropsCropsWoodWoodAlchemical Ing Wood
0.66
Leyawin CropsAlchemical Ing CropsStoneCropsJewelryCropsArworkPlain MetalPrecious MetalAlchemical Ing Alchemical Ing
0.335
Qultr laka HblHbl
0.04
The Chain Alchemical Ing
0.035
Matral IvoryAlchemical Ing
0.065
Blackreach PotonsPrecious MetalPrecious MetalPlain MetalAlchemical Ing CropsMeat
0.26

[1] 60% Bretic Coastal
10% Imperialized
20% Forebear
10% Bretic Highlander

[2] 48% Bretic Divines
47% Imperial Nine Divines
3% Forebear Divines
2% Altmeri Divines

[3] Base: 1.5

[4] Base: 1

[5] Base: 1.2

[6] Base: 1.6

[7] 70% Bretic Coastal
10% Forebear
20% Bretic Highlander

[8] 70% Bretic Divines
20% Imperial Nine Divines
5% Forebear Divines
5% Galen Covens

[9] Base: 1.5

[10] Base: 1

[11] Base: 1.2

[12] Base: 1.6

[13] 70% Bretic Coastal
10% Forebear
20% Bretic Highlander

[14] 70% Bretic Divines
5% Forebear Divines
25% Imperial Nine Divines

[15] Base: 1.5

[16] Base: 1

[17] Base: 1.2

[18] Base: 1.6

[19] 50% Bretic Coastal
40% Forebear
10% Stronghold Orcish

[20] 60% Bretic Divines
20% Imperial Nine Divines

10% Forebear Divines
10% Malacath

[21] +10 Hospital

[22] Base: 1.7

[23] Base: 1

[24] Base: 1.2

[25] Base: 1.3

[26] 50% Bretic Coastal
40% Forebear
10% Stronghold Orcish

[27] 60% Bretic Divines
20% Imperial Nine Divines
10% Forebear Divines
10% Malacath

[28] Base: 1.7

[29] Base: 1

[30] Base: 1.2

[31] Base: 1.3

[32] 70% Bretic Coastal
10% Forebear
20% Bretic Highlander

[33] 70% Bretic Divines
5% Forebear Divines
25% Imperial Nine Divines

[34] Base: 1.5

[35] Base: 1

[36] Base: 1.2

[37] Base: 1.6

[38] 80% Bretic Coastal
20% Bretic Highlander

[39] 80% Bretic Divines
20% Imperial Nine Divines

[40] Base: 1.5

[41] Base: 1

[42] Base: 1.2

[43] Base: 1.6

[44] 80% Bretic Coastal
20% Bretic Highlander

[45] 80% Bretic Divines
20% Imperial Nine Divines

[46] Base: 1.5

[47] Base: 1

[48] Base: 1.2

[49] Base: 1.6

[50] 70% Bretic Coastal
10% Forebear
20% Bretic Highlander

[51] 70% Bretic Divines
5% Forebear Divines
25% Imperial Nine Divines

[52] Base: 1.5

[53] Base: 1

[54] Base: 1.2

[55] Base: 1.6

[56] 80% Bretic Coastal
20% Bretic Highlander

[57] 80% Bretic Divines
20% Imperial Nine Divines

[58] +15 Placated Peasantry (Castle)

[59] Base: 1.5
+1 Castle

[60] Base: 1
+1 Castle

[61] Base: 1.2
+1 Castle

[62] Base: 1.6
+0.5 Castle

[63] 70% Bretic Coastal
10% Forebear
20% Bretic Highlander

[64] 70% Bretic Divines

5% Forebear Divines
25% Imperial Nine Divines

[65] Base: 1.5

[66] Base: 1

[67] Base: 1.2

[68] Base: 1.6

[69] 65% Bretic Coastal
10% Forebear
20% Bretic Highlander
5% Imperialized

[70] 65% Bretic Divines
5% Forebear Divines
30% Imperial Nine Divines

[71] Base: 1.5

[72] Base: 1

[73] Base: 1.2

[74] Base: 1.6

[75] 70% Bretic Coastal
10% Forebear
20% Bretic Highlander

[76] 70% Bretic Divines
5% Forebear Divines
25% Imperial Nine Divines

[77] Base: 1.5

[78] Base: 1

[79] Base: 1.2

[80] Base: 1.6

[81] 80% Bretic Coastal
20% Bretic Highlander

[82] 80% Bretic Divines
20% Imperial Nine Divines

[83] Base: 1.5

[84] Base: 1

[85] Base: 1.2

[86] Base: 1.6

[87] 60% Bretic Highlander
40% Bretic Coastal

[88] 70% Bretic Divines
20% Imperial Nine Divines
10% Galen Covens

[89] Base: 1.5

[90] Base: 1

[91] Base: 1.2

[92] Base: 1.6

[93] 70% Bretic Coastal
20% Bretic Highlander
10% Imperialized

[94] 60% Bretic Divines
40% Imperial Nine Divines

[95] Base: 1.5

[96] Base: 1

[97] Base: 1.2

[98] Base: 1.6

[99] 60% Bretic Highlander
40% Bretic Coastal

[100] 70% Bretic Divines
20% Imperial Nine Divines
10% Galen Covens

[101] Base: 1.5

[102] Base: 1

[103] Base: 1.2

[104] Base: 1.6

[105] 80% Bretic Coastal
20% Bretic Highlander

[106] 80% Bretic Divines
15% Imperial Nine Divines
5% Galen Covens

[107] +1 Monastery

[108] Base: 1.5

[109] Base: 1

[110] Base: 1.2

[111] Base: 1.6
+0.5 Monastery

[112] 60% Bretic Highlander
40% Bretic Coastal

[113] 70% Bretic Divines
20% Imperial Nine Divines
10% Galen Covens

[114] Base: 1.5
+1 Castle

[115] Base: 1
+1 Castle

[116] Base: 1.2
+1 Castle

[117] Base: 1.6
+0.5 Castle

[118] 80% Bretic Coastal
20% Bretic Highlander

[119] 80% Bretic Divines
15% Imperial Nine Divines
5% Galen Covens

[120] Base: 1.5

[121] Base: 1

[122] Base: 1.2

[123] Base: 1.6

[124] 70% Bretic Coastal
10% Forebear
20% Bretic Highlander

[125] 70% Bretic Divines
5% Forebear Divines
25% Imperial Nine Divines

[126] Base: 1.5

[127] Base: 1

[128] Base: 1.2

[129] Base: 1.6

[130] 70% Bretic Coastal
10% Forebear

20% Bretic Highlander

[131] 70% Bretic Divines
5% Forebear Divines
25% Imperial Nine Divines

[132] Base: 1.5

[133] Base: 1

[134] Base: 1.2

[135] Base: 1.6

[136] 80% Bretic Coastal
20% Bretic Highlander

[137] 80% Bretic Divines
15% Imperial Nine Divines
5% Galen Covens

[138] Base: 1.5

[139] Base: 1

[140] Base: 1.2

[141] Base: 1.6

[142] 55% Bretic Highlander
30% Bretic Coastal
15% Imperialized

[143] 55% Bretic Divines
40% Imperial Nine Divines
5% Galen Covens

[144] Base: 1.5

[145] Base: 1

[146] Base: 1.2

[147] Base: 1.6

[148] 70% Bretic Highlander
30% Bretic Coastal

[149] 60% Bretic Divines
30% Imperial Nine Divines
10% Galen Covens

[150] Base: 1.5

[151] Base: 1

[152] Base: 1.2

[153] Base: 1.6

[154] 70% Bretic Highlander
30% Bretic Coastal

[155] 57% Bretic Divines
30% Imperial Nine Divines
10% Galen Covens
3% Malacath (not Orcs!)

[156] Base: 1.5
+1 Castle

[157] Base: 1
+1 Castle

[158] Base: 1.2
+1 Castle

[159] Base: 1.6
+0.5 Castle

[160] 70% Bretic Coastal
30% Bretic Highlander

[161] 65% Bretic Divines
35% Imperial Nine Divines

[162] Base: 1.5

[163] Base: 1

[164] Base: 1.2

[165] Base: 1.6

[166] 70% Bretic Highlander
30% Bretic Coastal

[167] 60% Bretic Divines
30% Imperial Nine Divines
10% Galen Covens

[168] Base: 1.5

[169] Base: 1

[170] Base: 1.2

[171] Base: 1.6

[172] 70% Bretic Coastal
30% Bretic Highlander

[173] 65% Bretic Divines
35% Imperial Nine Divines

[174] Base: 1.5

[175] Base: 1

[176] Base: 1.2

[177] Base: 1.6

[178] 70% Bretic Coastal
30% Bretic Highlander

[179] 65% Bretic Divines
35% Imperial Nine Divines

[180] Base: 1.5

[181] Base: 1

[182] Base: 1.2

[183] Base: 1.6

[184] 65% Bretic Coastal
20% Bretic Highlander
10% Imperialized
5% Modern Nordic

[185] 65% Bretic Divines
35% Imperial Nine Divines

[186] Base: 1.5

[187] Base: 1

[188] Base: 1.2

[189] Base: 1.6

[190] 75% Bretic Coastal
20% Bretic Highlander
5% Modern Nordic

[191] 65% Bretic Divines
30% Imperial Nine Divines
5% Galen Covens

[192] Base: 1.5

[193] Base: 1

[194] Base: 1.2

[195] Base: 1.6

[196] 75% Bretic Coastal
20% Bretic Highlander
5% Modern Nordic

[197] 65% Bretic Divines
30% Imperial Nine Divines
5% Galen Covens

[198] +1 Monastery

[199] Base: 1.5

[200] Base: 1

[201] Base: 1.2

[202] Base: 1.6
+0.5 Monastery

[203] 80% Bretic Coastal
20% Bretic Highlander

[204] 65% Bretic Divines
30% Imperial Nine Divines
5% Galen Covens

[205] Base: 1.5

[206] Base: 1

[207] Base: 1.2

[208] Base: 1.6

[209] 80% Bretic Coastal
20% Bretic Highlander

[210] 65% Bretic Divines
30% Imperial Nine Divines
4.5% Galen Covens
0.5% Arcturian Heresy

[211] Base: 1.5

[212] Base: 1

[213] Base: 1.2

[214] Base: 1.6

[215] 80% Bretic Coastal
20% Bretic Highlander

[216] 65% Bretic Divines
30% Imperial Nine Divines
5% Galen Covens

[217] Base: 1.5

[218] Base: 1

[219] Base: 1.2

[220] Base: 1.6

[221] 65% Orsinium
17% Stronghold Orcish
18% Bretic Highlander

[222] 55% Trinimac
25% Malacath
18% Bretic Divines
2% Trinimac + Bretic Divines

[223] Base: 2
+1 Soldier Training Facility

[224] Base: 1.2
+1 Soldier Training Facility

[225] Base: 1.5

[226] Base: 0.8

[227] 50% Orsinium
31% Stronghold Orcish
19% Bretic Highlander

[228] 45% Trinimac
20% Malacath
19% Bretic Divines
16% Trinimac + Bretic Divines

[229] Base: 1.8
+0.5 Fortress

[230] Base: 1.2
+1 Fortress

[231] Base: 1.4
+0.5 Fortress

[232] Base: 1

[233] 38% Stronghold Orcish
32% Bretic Highlander
30% Orsinium

[234] 32% Bretic Divines
28% Trinimac + Bretic Divines
20% Trinimac
20% Malacath

[235] 1,100 soldiers

[236] Base: 1.5
+0.5 Fortress

[237] Base: 1
+1 Fortress

[238] Base: 1.2
+0.5 Fortress

[239] Base: 1.6

[240] 50% Orsinium
23% Stronghold Orcish
27% Bretic Highlander

[241] 45% Trinimac
20% Malacath
27% Bretic Divines
8% Trinimac + Bretic Divines

[242] Base: 1.8

[243] Base: 1.2

[244] Base: 1.4

[245] Base: 1

[246] 50% Orsinium
32% Stronghold Orcish
18% Bretic Highlander

[247] 45% Trinimac
20% Malacath
18% Bretic Divines
17% Trinimac + Bretic Divines

[248] Base: 1.8
+1 Castle

[249] Base: 1.2
+1 Castle

[250] Base: 1.4
+1 Castle

[251] Base: 1
+0.1 Castle

[252] 38% Stronghold Orcish
32% Bretic Highlander
30% Orsinium

[253] 32% Bretic Divines
28% Trinimac + Bretic Divines
20% Trinimac
20% Malacath

[254] 1,100 soldiers

[255] Base: 1.5

[256] Base: 1

[257] Base: 1.2

[258] Base: 1.6

[259] 53% Bretic Highlander
30% Orsinium
17% Stronghold Orcish

[260] 53% Bretic Divines
20% Trinimac
20% Malacath
7% Trinimac + Bretic Divines

[261] 1,100 soldiers

[262] Base: 1.5

[263] Base: 1
+0.5 Tower

[264] Base: 1.2

[265] Base: 1.6

[266] 65% Bretic Coastal
35% Wayresti

[267] 100% Bretic Divines

[268] +4 Cathedral
+16 Hospital
+15 Arena
+4 Troupe

[269] +6 street lamps

[270] Base: 1.5
-0.5 Arena
+1 Castle
+8 STF

[271] Base: 1
+1 Castle
+8 Soldier Training Facility

[272] Base: 1.2
+1 Castle

+2 Cav School

[273] Base: 1.6
+0.5 Cathedral
+0.5 Castle
+6 Magic + Public School

[274] 78.5% Bretic Coastal
21.5% Wayresti

[275] 90% Bretic Divines
5% Galen Covens
3% Azura
2% Altmeri Divines

[276] +16 Hospital
+4 Troupe
+4 Cathedral

[277] +6 street lamps

[278] Base: 1.5
+8 STF

[279] Base: 1
+8 Soldier Training Facility

[280] Base: 1.2
+2 Cav School

[281] Base: 1.6
+0.5 Cathedral
+6 Magic + Public School

[282] 90% Bretic Coastal
10% Wayresti

[283] 84.3% Bretic Divines
13.7% Imperial Nine Divines

[284] +16 Hospital
+4 Troupe
+4 Cathedral

[285] +6 street lamps

[286] Base: 1.5
+1 Castle
+8 STF

[287] Base: 1
+1 Castle

+8 Soldier Training Facility

[288] Base: 1.2

+1 Castle

+2 Cav School

[289] Base: 1.6

+0.5 Castle

+0.5 Cathedral

+6 Magic + Public School

[290] 90% Bretic Coastal

10% Wayresti

[291] 100% Bretic Divines

[292] +16 Hospital

+4 Troupe

+4 Cathedral

[293] +6 street lamps

[294] Base: 1.5

+8 Soldier Training Facility

[295] Base: 1

+8 Soldier Training Facility

[296] Base: 1.2

+2 Cav School

[297] Base: 1.6

+0.5 Cathedral

+6 Magic + Public School

[298] 95% Bretic Coastal

5% Wayresti(Orc race)

[299] 100% Bretic Divines

[300] +16 Hospital

+4 Troupe

+4 Cathedral

[301] +6 street lamps

[302] Base: 1.5

+8 Soldier Training Facility

[303] Base: 1

+8 Soldier Training Facility

[304] Base: 1.2
+2 Cav School

[305] Base: 1.6
+.05 Cathedral
+6 Magic + Public School

[306] 97.2% Bretic Coastal
2.8% Wayresti

[307] 100% Bretic Divines

[308] +16 Hospital
+4 Troupe
+4 Cathedral

[309] +6 street lamps

[310] Base: 1.5
+8 Soldier TF

[311] Base: 1
+8 Soldier TF

[312] Base: 1.2
+2 Cavalry TF

[313] Base: 1.6
+6 Magic Uni
+0.5 Cathedral

[314] 82% Bretic Coastal
13% Wayresti
5% Wayresti (Orc race)

[315] 100% Bretic Divines

[316] +16 Hospital
+15 Arena
+4 Cathedral
+4 Troupe

[317] +6 street lamps

[318] Base: 1.5
-0.5 Infantry
+8 Training Facility
+1 Castle

[319] Base: 1

+8 Training Facility
+1 Castle

[320] Base: 1.2
+2 Training Facility
+1 Castle

[321] Base: 1.6
+0.5 Cathedral
+6 Magic school + Public schools
+0.5 Castle

[322] 94.8% Bretic Coastal
5.2% Wayresti

[323] 100% Bretic Divines

[324] +16 Hospital
+4 Troupe
+4 Cathedral

[325] +6 street lamps

[326] Base: 1.5
+8 Soldier Training Facility
+1 Castle

[327] Base: 1
+0.5 Tower
+8 Soldier Training Facility
+1 Castle

[328] Base: 1.2
+2 Cavalry Training Facility
+1 Castle

[329] Base: 1.6
+6 Magic School
+0.5 Cathedral
+0.5 Castle

[330] 56% Bretic Highlander
10% Imperialized
5% Bjoulsae Tribes
2% Stronghold Orcish
6% Reachmen
17% Bretic Coastal
4% Wayresti

[331] 61.4% Bretic Divines
20% Imperial Nine Divines
13.6% Galen Covens
4.6% Malacath

0.4% Trinimac + Bretic Divines

[332] +2 Chapel
+4 Cathedral
+16 Hospital

[333] +2 Troupe

[334] Base: 1.5
+1 Soldier Training Facility

[335] Base: 1
+1 Soldier Training Facility

[336] Base: 1.2

[337] Base: 1.6
+0.5 Cathedral
+1.5 Magic School

[338] 49.5% Bretic Highlander
46.5% Bretic Coastal
2% Stronghold Orcish
4% Wayresti

[339] 60% Galen Covens
25% Bretic Divines
10% Imperial Nine Divines
5% Malacath

[340] +4 Cathedral
+16 Hospital

[341] Base: 1.5

[342] Base: 1

[343] Base: 1.2

[344] Base: 1.6
+0.5 Magic School (Evermore spillover)
+0.5 Cathedral

[345] 52% Bretic Highlander
15% Reachmen
3% Stronghold Orcish
17% Bretic Coastal
14% Wayresti

[346] 65.8% Bretic Divines
19.2% Galen Covens
10% Imperial Nine Divines
5% Malacath

[347] +16 Hospital
+4 Cathedral

[348] Base: 1.5

[349] Base: 1

[350] Base: 1.2

[351] Base: 1.6
+0.5 Magic School (Evermore spillover)
+0.5 Cathedral

[352] 72% Bretic Highlander
22% Bretic Coastal
2% Evermen (Orc) - supports BH
4% Wayresti

[353] 65% Bretic Divines
20% Galen Covens
10% Imperial Nine Divines
3.8% Malacath
1.2% Trinimac + Bretic Divines

[354] +4 Cathedral
+16 Hospital

[355] Base: 1.5
+1 Soldier Training Facility

[356] Base: 1
+0.5 Tower
+1 Soldier Training Facility

[357] Base: 1.2

[358] Base: 1.6
+0.5 Magic School (Evermore spillover)
+0.5 Cathedral

[359] 64% Bretic Highlander
15% Bjoulsae Tribes
12% Bretic Coastal
5% Crown
4% Wayresti

[360] 65% Bretic Divines
20% Galen Covens
10% Imperial Nine Divines
5% Yokudan

[361] +4 Cathedral
+16 Hospital

[362] Base: 1.5
+1 Soldier Training Facility

[363] Base: 1
+1 Soldier Training Facility

[364] Base: 1.2

[365] Base: 1.6
+1 Magic School
+0.5 Cathedral

[366] 64% Bretic Highlander
15% Bjoulsae Tribes
12% Bretic Coastal
5% Crown
4% Wayresti

[367] 65% Bretic Divines
20% Galen Covens
10% Imperial Nine Divines
5% Yokudan

[368] +4 Cathedral
+16 Hospital

[369] Base: 1.5
+1 Soldier Training Facility

[370] Base: 1
+1 Soldier Training Facility

[371] Base: 1.2

[372] Base: 1.6
+0.5 Magic School (Evermore spillover)
+0.5 Cathedral

[373] 62% Bretic Highlander
15% Reachmen
3% Stronghold Orcish
17% Bretic Coastal
4% Wayresti

[374] 70.6% Bretic Divines
14.4% Galen Covens
10% Imperial Nine Divines
5% Malacath

[375] +4 Cathedral
+16 Hospital

[376] Base: 1.5

[377] Base: 1
+0.5 Tower

[378] Base: 1.2

[379] Base: 1.6
+0.5 Magic School (Evermore spillover)
+0.5 Cathedral

[380] 64% Bretic Highlander
13% Reachmen
2% Stronghold Orcish
7% Bretic Coastal
10% Modern Nordic
4% Wayresti

[381] 76.6% Bretic Divines
13.4% Galen Covens
5% Malacath
4.4% Imperial Nine Divines
0.6% Bretic Divines + Trinimac

[382] +4 Cathedral
+16 Hospital

[383] Base: 1.5
+1 Soldier Training Facility

[384] Base: 1
+1 Soldier Training Facility

[385] Base: 1.2

[386] Base: 1.6
+0.5 Magic School (Evermore spillover)
+0.5 Cathedral

[387] 58.75% Bretic Highlander
13% Reachmen
2% Stronghold Orcish
7% Bretic Coastal
10% Modern Nordic
9.25% Wayresti

[388] 75.4% Bretic Divines
14.6% Galen Covens
5% Malacath
5% Imperial Nine Divines

[389] +4 Cathedral
+16 Hospital

[390] Base: 1.5
+1 Soldier Training Facility

[391] Base: 1
+1 Soldier Training Facility

[392] Base: 1.2

[393] Base: 1.6

+0.5 Magic School
+0.5 Cathedral

[394] 88% Bretic Highlander
4% Evermen (Orc) - supports BH
8% Bretic Costal

[395] 96% Bretic Divines
4% Trinimac + Bretic Divines

[396] +4 Street Lamps
+4 Cathedral
+16 Hospital

[397] Base: 1.5
+1 Soldier Training Facility

[398] Base: 1.2
+1 Soldier Training Facility

[399] Base: 1.1

[400] Base: 1.6
+1 Magic School + PSS
+1 Magic School (higher tiers)
+0.5 Cathedral

[401] 92% Bretic Highlander
8% Bretic Costal

[402] 100% Bretic Divines

[403] +4 Cathedral
+16 Hospital

[404] Base: 1.5

[405] Base: 1.2

[406] Base: 1.1

[407] Base: 1.6
+1 Magic School (Argent Mine spillover) + Public School combo
+0.5 Cathedral

[408] 93.5% Bretic Highlander
8% Bretic Costal
2.5 Wayresti

[409] 100% Bretic Divines

[410] +4 Cathedral
+16 Hospital

[411] Base: 1.8
+1 Castle

[412] Base: 1.3
+1 Castle

[413] Base: 1.2
+1 Castle

[414] Base: 1
+0.5 Castle
+0.5 Cathedral

[415] 83% Bretic Highlander
5% Modern Dunmer
8% Bretic Coastal

[416] 95% Bretic Divines
5% Tribunal Temple

[417] +4 Cathedral
+16 Hospital

[418] Base: 1.8

[419] Base: 1.3

[420] Base: 1.2

[421] Base: 1
+1 Magic School (Argent Mine spillover) + Public School combo
+0.5 Cathedral

[422] 96.8% Bretic Highlander
0.2% Evermen (Orc) - supports BH
3% Wayresti

[423] 98.8% Bretic Divines
1.2% Trinimac + Bretic Divines

[424] +15 Arena
+16 Hospital
+6 Street Lamps
+4 Cathedral

[425] Base: 1.7
-0.1 Arena
+1 Soldier Training Facility

[426] Base: 1.4
+1 Soldier Training Facility

[427] Base: 1

[428] Base: 1.3
+0.5 Cathedral

[429] 37% Bjoulsae Tribes

27% Bretic Highlander
13% Bretic Coastal
9% Crown
12% Wayresti

[430] 55% Galen Covens
30% Bretic Divines
10% Yokudan
5% Imperial Nine Divines

[431] +16 Hospital
+2 Court Writer
+4 Cathedral

[432] Base: 1.2
+1 Soldier Training Facility

[433] Base: 1
+1 Soldier Training Facility

[434] Base: 1.7

[435] Base: 1.4
+1 Magic School
+0.5 Cathedral

[436] 44.5% Bjoulsae Tribes
36.5% Bretic Highlander
3.5% Bretic Coastal
10% Crown
6.5% Wayresti

[437] 70% Bretic Divines
15% Galen Covens
10% Yokudan
5% Imperial Nine Divines

[438] +16 Hospital
+4 Cathedral

[439] Base: 1.2
+1 Castle
+1 Soldier Training Facility

[440] Base: 1
+1 Castle
+1 Soldier Training Facility

[441] Base: 1.7
+1 Cavalry Training Facility
+1 Castle

[442] Base: 1.4
+0.5 Castle

+1 Magic School
+0.5 Cathedral

[443] 60.5% Bretic Coastal
39% Wayresti

[444] 100% Bretic Divines

[445] +16 Hospital
+4 Troupe
+4 Cathedral

[446] +6 street lamps

[447] Base: 1.5
+8 Training Facility
+0.5 Fortress
+1 Castle

[448] Base: 1
+8 Training Facility
+1 Fortress
+1 Castle

[449] Base: 1.2
+2 Training Facility
+0.5 Fortress
+1 Castle

[450] Base: 1.6
+6 Magic School + Public Education
+0.5 Cathedral
+0.5 Castle

[451] 60% Bretic Coastal
5% Imperialized
20% Bretic Highlander
15% Modern Nordic

[452] 60% Bretic Divines
25% Imperial Nine Divines
10% Nordic Divines
5% Galen Covens

[453] Base: 1.5

[454] Base: 1

[455] Base: 1.2

[456] Base: 1.6

[457] 65% Bretic Coastal
20% Bretic Highlander

15% Modern Nordic

[458] 60% Bretic Divines
20% Imperial Nine Divines
10% Nordic Divines
10% Galen Covens

[459] Base: 1.5

[460] Base: 1

[461] Base: 1.2

[462] Base: 1.6

[463] 60% Bretic Highlander
30% Bretic Coastal
10% Modern Nordic

[464] 65% Bretic Divines
20% Imperial Nine Divines
10% Galen Covens
5% Nordic Divines

[465] Base: 1.5

[466] Base: 1

[467] Base: 1.2

[468] Base: 1.6

[469] 60% Bretic Highlander
30% Bretic Coastal
5% Modern Nordic
5% Stronghold Orcish

[470] 70% Bretic Divines
20% Imperial Nine Divines
5% Galen Covens
5% Malacath

[471] Base: 1.5

[472] Base: 1

[473] Base: 1.2

[474] Base: 1.6

[475] 60% Bretic Highlander
30% Bretic Coastal
10% Stronghold Orcish

[476] 65% Bretic Divines
20% Imperial Nine Divines
5% Galen Covens

10% Malacath

[477] Base: 1.5

[478] Base: 1

[479] Base: 1.2

[480] Base: 1.6

[481] 45% Stronghold Orcish
32.6% Reachmen
20% Bretic Highlander
2.4% Bretic Coastal

[482] 45% Malacath
35% Old Gods
10% Bretic Divines
10% Galen Covens

[483] Base: 1.8
-0.5 Arena

[484] Base: 1.3

[485] Base: 1.2

[486] Base: 1

[487] 45% Stronghold Orcish
32.6% Reachmen
20% Bretic Highlander
2.6% Bretic Coastal

[488] 45% Malacath
35% Old Gods
10% Bretic Divines
10% Galen Covens

[489] Base: 1.8
+0.5 Fortress
-0.5 Arena

[490] Base: 1.3
+1 Fortress

[491] Base: 1.2
+0.5 Fortress

[492] Base: 1

[493] 56.8% Reachmen
30% Stronghold Orcish
10% Bretic Highlander
3.2% Bretic Coastal

[494] 60% Old Gods

30% Malacath
5% Bretic Divines
5% Galen Covens

[495] Base: 1.7
-0.5 Arena

[496] Base: 1.4

[497] Base: 1

[498] Base: 1.3

[499] 59.6% Reachmen
30% Stronghold Orcish
10% Bretic Highlander
0.4% Bretic Coastal

[500] 60% Old Gods
30% Malacath
5% Bretic Divines
5% Galen Covens

[501] +2 Tower (Placated Peasantry)

[502] Base: 1.7
-0.5 Arena

[503] Base: 1.4
+0.5 Tower

[504] Base: 1

[505] Base: 1.3

[506] 50% Bretic Coastal
20% Bretic Highlander
20% Modern Nordic
10% Imperialized

[507] 65% Bretic Divines
15% Nordic Divines
15% Imperial Nine Divines
5% Galen Covens

[508] 5,000 soldiers

[509] Base: 1.6

[510] Base: 1

[511] Base: 1.2

[512] Base: 1.4
+0.5 Magic School

[513] 50% Bretic Highlander

30% Bretic Coastal
20% Modern Nordic

[514] 55% Bretic Divines
20% Galen Covens
15% Nordic Divines
10% Imperial Nine Divines

[515] Base: 1.6

[516] Base: 1

[517] Base: 1.2

[518] Base: 1.4

[519] 40% Reachman
30% Bretic Highlander
20% Modern Nordic
10% Stronghold Orcish

[520] 40% Old Gods
25% Bretic Divines
15% Nordic Divines
10% Malacath
5% Imperial Nine Divines
5% Galen Covens

[521] Base: 1.6

[522] Base: 1.3

[523] Base: 1.2

[524] Base: 1.4

[525] 60% Bretic Highlander
30% Bretic Coastal
10% Stronghold Orcish

[526] 60% Bretic Divines
15% Imperial Nine Divines
10% Malacath
15% Galen Covens

[527] +8 Fortress (Placated Peasantry)

[528] Base: 1.5
+0.5 Fortress

[529] Base: 1
+1 Fortress

[530] Base: 1.2
+0.5 Fortress

[531] Base: 1.6

[532] 85% Direnni
10% Bretic Coastal
5% Imperialized

[533] 70% Altmeri Divines
10% Meridia
10% Arcturian Heresy
5% Bretic Divines
5% Imperial Nine Divines

[534] +5 Hospital
-9.5 Bretic Religious Education System

[535] Base: 1
+1 Castle

[536] Base: 1.2
+1 Castle

[537] Base: 1
+1 Castle

[538] Base: 2
+1.5 Magic School
+0.5 Castle

[539] 85% Direnni
10% Bretic Coastal
5% Imperialized

[540] 70% Altmeri Divines
10% Meridia
10% Arcturian Heresy
5% Bretic Divines
5% Imperial Nine Divines

[541] +5 Hospital
+2 Cathedral
+10 Arena
-9.5 Bretic Religious Education System

[542] Base: 1
-0.1 Arena

[543] Base: 1.2

[544] Base: 1

[545] Base: 2
+2.5 Magic School
+0.5 Cathedral

[546] 58% Forebear
20% Bretic Coastal
12% Modern Yokudan (Supports Forebear)
10% Imperialized

[547] 55% Forebear Divines
30% Yokudan
20% Imperial Nine Divines
5% Bretic Divines

[548] +2 Cathedral

*1.5 (Propaganda)

[549] Base: 2

[550] Base: 1

[551] Base: 1.2

[552] Base: 0.8
+0.5 Cathedral

[553] 58% Forebear
20% Bretic Coastal
10% Crown
10% Imperialized
2% Modern Yokudan (Supports Forebear)

[554] 55% Forebear Divines
30% Yokudan
20% Imperial Nine Divines
5% Bretic Divines

[555] Base: 2

[556] Base: 1

[557] Base: 1.2

[558] Base: 0.8

[559] 55% Forebear
20% Bretic Coastal
20% Crown
5% Imperialized

[560] 55% Forebear Divines
30% Yokudan
15% Imperial Nine Divines

[561] Base: 2

[562] Base: 1

[563] Base: 1.2

[564] Base: 0.8

[565] 62% Forebear
20% Bretic Coastal
16.5% Crown

1.5% Modern Yokudan (Supports Forebear)

[566] 50% Forebear Divines
40% Yokudan
10% Imperial Nine Divines

[567] Base: 2

[568] Base: 1

[569] Base: 1.2

[570] Base: 0.8

[571] 62% Forebear
20% Bretic Coastal
17% Crown
1% Modern Yokudan (Supports Forebear)

[572] 50% Forebear Divines
40% Yokudan
10% Imperial Nine Divines

[573] Base: 2
+1 Castle

[574] Base: 1
+1 Castle

[575] Base: 1.2
+1 Castle

[576] Base: 0.8
+0.5 Castle

[577] 62% Forebear
20% Bretic Coastal
16.5% Crown
1.5% Modern Yokudan (Supports Forebear)

[578] 50% Forebear Divines
40% Yokudan
10% Imperial Nine Divines

[579] Base: 2

[580] Base: 1

[581] Base: 1.2

[582] Base: 0.8

[583] 62% Forebear
20% Bretic Coastal
13% Crown
5% Modern Yokudan (Supports Forebear)

[584] 50% Forebear Divines
40% Yokudan
10% Imperial Nine Divines

[585] Base: 2

[586] Base: 1

[587] Base: 1.2

[588] Base: 0.8

[589] 53% Forebear
27% Crown
20% Bretic Coastal

[590] 50% Forebear Divines
40% Yokudan
10% Imperial Nine Divines

[591] Base: 2

[592] Base: 1

[593] Base: 1.2

[594] Base: 0.8

[595] 53% Crown
37% Forebear
10% Bretic Coastal

[596] 55% Yokudan
35% Forebear Divines
10% Imperial Nine Divines

[597] Base: 2

[598] Base: 1

[599] Base: 1.2

[600] Base: 0.8

[601] 48% Crown
37% Forebear
10% Bretic Coastal
5% Modern Yokudan (Supports Forebear)

[602] 55% Yokudan
35% Forebear Divines
10% Imperial Nine Divines

[603] Base: 2

[604] Base: 1

[605] Base: 1.2

[606] Base: 0.8

[607] 60.5% Crown
35% Forebear
4.5% Modern Yokudan (Supports Forebear)

[608] 60% Yokudan
35% Forebear Divines
5% Imperial Nine Divines

[609] Base: 2

[610] Base: 1

[611] Base: 1.2

[612] Base: 0.8

[613] 63.5% Crown
35% Forebear
1.5% Modern Yokudan (Supports Forebear)

[614] 60% Yokudan
35% Forebear Divines
5% Imperial Nine Divines

[615] Base: 2

[616] Base: 1

[617] Base: 1.2

[618] Base: 0.8

[619] 62% Forebear
35% Crown
3% Modern Yokudan (Supports Forebear)

[620] 60% Forebear Divines
40% Yokudan

[621] Base: 2

[622] Base: 1

[623] Base: 1.2

[624] Base: 0.8

[625] 62% Forebear
37.5% Crown
0.5% Modern Yokudan (Supports Forebear)

[626] 60% Forebear Divines
40% Yokudan

[627] Base: 2

[628] Base: 1

[629] Base: 1.2

[630] Base: 0.8

[631] 58% Forebear
42% Crown

[632] 55% Forebear Divines
45% Yokudan

[633] Base: 2

[634] Base: 1

[635] Base: 1.2

[636] Base: 0.8

[637] 64% Crown
35% Forebear
1% Modern Yokudan (Supports Forebear)

[638] 60% Yokudan
40% Forebear Divines

[639] Base: 2

[640] Base: 1

[641] Base: 1.2

[642] Base: 0.8

[643] 58% Forebear
40.5% Crown
1.5% Modern Yokudan (Supports Forebear)

[644] 55% Forebear Divines
45% Yokudan

[645] Base: 2

[646] Base: 1

[647] Base: 1.2

[648] Base: 0.8

[649] 62% Forebear
34% Crown
4% Modern Yokudan (Supports Forebear)

[650] 55% Forebear Divines

45% Yokudan

[651] Base: 2

[652] Base: 1

[653] Base: 1.2

[654] Base: 0.8

[655] 52% Crown
43% Forebear
5% Modern Yokudan (Supports Forebear)

[656] 55% Yokudan
45% Forebear Divines

[657] Base: 2

[658] Base: 1

[659] Base: 1.2

[660] Base: 0.8

[661] 57% Crown
43% Forebear

[662] 55% Yokudan
45% Forebear Divines

[663] Base: 2

[664] Base: 1

[665] Base: 1.2

[666] Base: 0.8

[667] 53% Crown
43% Forebear
4% Modern Yokudan (Supports Forebear)

[668] 55% Yokudan
45% Forebear Divines

[669] Base: 2

[670] Base: 1

[671] Base: 1.2

[672] Base: 0.8
+0.5 Monastery

[673] 60% Forebear
20% Crown

20% Native Yokudan

[674] 60% Forebear Divines
40% Yokudan

[675] +5 Hospital

*1.5 (Propaganda)

[676] Base: 2

[677] Base: 1

[678] Base: 1.2

[679] Base: 0.8
+0.5 Monastery

[680] 53% Crown
30% Forebear
10% Imperialized
7% Modern Yokudan (Supports Forebear)

[681] 60% Yokudan
25% Forebear Divines
15% Imperial Nine Divines

[682] +2 Cathedral

[683] Base: 2

[684] Base: 1

[685] Base: 1.2

[686] Base: 0.8
+0.5 Cathedral

[687] 70% Crown
30% Forebear

[688] 70% Yokudan
25% Forebear Divines
5% Imperial Nine Divines

[689] Base: 2

[690] Base: 1

[691] Base: 1.2

[692] Base: 0.8

[693] 60% Crown
35% Forebear
5% Imperialized

[694] 60% Yokudan
30% Forebear Divines
10% Imperial Nine Divines

[695] Base: 2

[696] Base: 1

[697] Base: 1.2

[698] Base: 0.8

[699] 52.5% Crown
30% Forebear
17.5% Modern Yokudan (Supports Forebear)

[700] 70% Yokudan
25% Forebear Divines
5% Imperial Nine Divines

[701] Base: 2

[702] Base: 1

[703] Base: 1.2

[704] Base: 0.8

[705] 69.5% Crown
30% Forebear
0.5% Modern Yokudan (Supports Forebear)

[706] 70% Yokudan
25% Forebear Divines
5% Imperial Nine Divines

[707] Base: 2

[708] Base: 1

[709] Base: 1.2

[710] Base: 0.8

[711] 52.5% Crown
30% Forebear
17.5% Modern Yokudan (Supports Forebear)

[712] 70% Yokudan
25% Forebear Divines
5% Imperial Nine Divines

[713] Base: 2

[714] Base: 1

[715] Base: 1.2

[716] Base: 0.8

[717] 49% Bjoulsae Tribes
20% Bretic Coastal
19% Crown
11% Forebear
1% Modern Yokudan (Supports Forebear)

[718] 55% Galen Covens
20% Forebear Divines
10% Bretic Divines
10% Yokudan
5% Imperial Nine Divines

[719] +7 Hospital
+10 Arena
+2 Cathedral

*1.5 (Propaganda)

[720] Base: 1.3
+0.5 Fortress
-0.5 Arena

[721] Base: 1
+0.5 Tower
+1 Fortress

[722] Base: 1.7
+0.5 Fortress
+1 Cavalry Training facility

[723] Base: 1.3
+0.5 Cathedral

[724] 55% Crown
35% Forebear
5% Bretic Highlander
5% Imperialized

[725] 55% Yokudan
30% Forebear Divines
15% Imperial Nine Divines

[726] Base: 2

[727] Base: 1

[728] Base: 1.2

[729] Base: 0.8

[730] 55% Crown
40% Forebear
5% Imperialized

[731] 55% Yokudan
35% Forebear Divines
10% Imperial Nine Divines

[732] Base: 2

[733] Base: 1

[734] Base: 1.2

[735] Base: 0.8

[736] 40% Crown
15% Forebear
20% Bretic Highlander
20% Modern Nordic
5% Imperialized

[737] 40% Yokudan
20% Imperial Nine Divines
10% Forebear Divines
15% Bretic Divines
15% Nordic Divines

[738] Base: 2
+0.5 Fortress

[739] Base: 1
+1 Fortress

[740] Base: 1.2
+0.5 Fortress

[741] Base: 0.8

[742] 65% Crown
25% Forebear
10% Modern Nordic

[743] 65% Crown
20% Forebear
10% Imperial Nine Divines
5% Modern Nordic

[744] Base: 2

[745] Base: 1

[746] Base: 1.2

[747] Base: 0.8

[748] 65% Crown
25% Forebear
10% Modern Nordic

[749] 65% Crown

20% Forebear
10% Imperial Nine Divines
5% Modern Nordic

[750] Base: 2

[751] Base: 1

[752] Base: 1.2

[753] Base: 0.8

[754] 65% Crown
30% Forebear
5% Modern Nordic

[755] 65% Crown
20% Forebear
15% Imperial Nine Divines

[756] Base: 2

[757] Base: 1

[758] Base: 1.2

[759] Base: 0.8

[760] 60% Crown
40% Forebear

[761] 60% Yokudan
35% Forebear Divines
5% Imperial Nine Divines

[762] Base: 2

[763] Base: 1

[764] Base: 1.2

[765] Base: 0.8

[766] 60% Crown
40% Forebear

[767] 60% Yokudan
35% Forebear Divines
5% Imperial Nine Divines

[768] Base: 2

[769] Base: 1

[770] Base: 1.2

[771] Base: 0.8

[772] 60% Crown
35% Forebear
5% Bretic Highlander

[773] 60% Yokudan
35% Forebear Divines
5% Imperial Nine Divines

[774] Base: 2

[775] Base: 1

[776] Base: 1.2

[777] Base: 0.8

[778] 60% Crown
40% Forebear

[779] 60% Yokudan
35% Forebear Divines
5% Imperial Nine Divines

[780] Base: 2

[781] Base: 1

[782] Base: 1.2

[783] Base: 0.8

[784] 50% Bjoulsae Tribes
20% Bretic Coastal
20% Crown
10% Forebear

[785] 55% Galen Covens
20% Yokudan
10% Bretic Divines
10% Forebear Divines
5% Imperial Nine Divines

[786] 4,000 soldiers

[787] Base: 1.4

[788] Base: 1

[789] Base: 1.7

[790] Base: 1.1

[791] 60% Crown
35% Forebear
5% Imperialized

[792] 60% Yokudan

30% Forebear Divines
10% Imperial Nine Divines

[793] Base: 2

[794] Base: 1

[795] Base: 1.2

[796] Base: 0.8

[797] 70% Crown
30% Forebear

[798] 70% Yokudan
28% Forebear Divines
2% Imperial Nine Divines

[799] Base: 2

[800] Base: 1

[801] Base: 1.2

[802] Base: 0.8

[803] 70% Crown
30% Forebear

[804] 70% Yokudan
28% Forebear Divines
2% Imperial Nine Divines

[805] Base: 2

[806] Base: 1

[807] Base: 1.2

[808] Base: 0.8

[809] 70% Crown
30% Forebear

[810] 70% Yokudan
28% Forebear Divines
2% Imperial Nine Divines

[811] Base: 2

[812] Base: 1

[813] Base: 1.2

[814] Base: 0.8

[815] 80% Crown

20% Forebear

[816] 80% Yokudan
18% Forebear Divines
2% Imperial Nine Divines

[817] Base: 2

[818] Base: 1

[819] Base: 1.2

[820] Base: 0.8

[821] 80% Crown
20% Forebear

[822] 80% Yokudan
18% Forebear Divines
2% Imperial Nine Divines

[823] Base: 2

[824] Base: 1

[825] Base: 1.2

[826] Base: 0.8

[827] 80% Crown
20% Forebear

[828] 80% Yokudan
18% Forebear Divines
2% Imperial Nine Divines

[829] Base: 2
+1 Castle

[830] Base: 1
+1 Castle

[831] Base: 1.2
+1 Castle

[832] Base: 0.8
+0.5 Castle

[833] 80% Crown
20% Forebear

[834] 80% Yokudan
18% Forebear Divines
2% Imperial Nine Divines

[835] Base: 2

[836] Base: 1

[837] Base: 1.2

[838] Base: 0.8

[839] 55% Forebear
35% Crown
10% Imperialized

[840] 55% Forebear Divines
30% Yokudan
15% Imperial Nine Divines

[841] Base: 2

[842] Base: 1

[843] Base: 1.2

[844] Base: 0.8

[845] 65% Forebear
35% Crown

[846] 55% Forebear Divines
35% Yokudan
10% Imperial Nine Divines

[847] Base: 2

[848] Base: 1

[849] Base: 1.2

[850] Base: 0.8

[851] 65% Forebear
35% Crown

[852] 55% Forebear Divines
35% Yokudan
10% Imperial Nine Divines

[853] Base: 2

[854] Base: 1

[855] Base: 1.2

[856] Base: 0.8

[857] 55% Forebear
45% Crown

[858] 50% Forebear Divines
45% Yokudan

5% Imperial Nine Divines

[859] Base: 2

[860] Base: 1
+0.5 Tower

[861] Base: 1.2

[862] Base: 0.8

[863] 55% Forebear
45% Crown

[864] 50% Forebear Divines
45% Yokudan
5% Imperial Nine Divines

[865] Base: 2

[866] Base: 1

[867] Base: 1.2

[868] Base: 0.8

[869] 55% Forebear
45% Crown

[870] 50% Forebear Divines
45% Yokudan
5% Imperial Nine Divines

[871] Base: 2

[872] Base: 1

[873] Base: 1.2

[874] Base: 0.8

[875] 46.5% Crown
30% Forebear
10% Imperialized
13.5% Island Forebear

[876] 60% Yokudan
25% Forebear Divines
15% Imperial Nine Divines

[877] +5 Hospital
+15 Castle (Placated Peasantry)

[878] Base: 2
+1 Castle

[879] Base: 1

+1 Castle

[880] Base: 1.2

+1 Castle

[881] Base: 0.8

+0.5 Castle

[882] 55% Crown

30% Forebear

15% Island Forebear

[883] 70% Yokudan

25% Forebear Divines

5% Imperial Nine Divines

[884] Base: 2

[885] Base: 1

[886] Base: 1.2

[887] Base: 0.8

[888] 66.5% Crown

20% Forebear

13.5% Island Forebear

[889] 75% Yokudan

20% Forebear Divines

5% Imperial Nine Divines

[890] Base: 2

[891] Base: 1

[892] Base: 1.2

[893] Base: 0.8

[894] 55% Forebear

45% Crown

[895] 46.5% Forebear Divines

45% Yokudan

8.5% Imperial Nine Divines

[896] Base: 2

[897] Base: 1

[898] Base: 1.2

[899] Base: 0.8

[900] 50% Forebear

30% Crown

10% Colovian
10% Imperialized

[901] 45% Forebear Divines
30% Yokudan
25% Imperial Nine Divines

[902] +10 Arena
+5 Hospital

[903] Base: 2
+1 Soldier Training Facility

[904] Base: 1
+1 Soldier Training Facility

[905] Base: 1.2

[906] Base: 0.8

[907] 70% Forebear
30% Crown

[908] 65% Forebear Divines
30% Yokudan
5% Imperial Nine Divines

[909] +5 Hospital

[910] Base: 2

[911] Base: 1

[912] Base: 1.2

[913] Base: 0.8

[914] 70% Forebear
30% Crown

[915] 65% Forebear Divines
30% Yokudan
5% Imperial Nine Divines

[916] +5 Hospital

[917] Base: 2

[918] Base: 1

[919] Base: 1.2

[920] Base: 0.8

[921] 70% Forebear

30% Crown

[922] 65% Forebear Divines
30% Yokudan
5% Imperial Nine Divines

[923] +5 Hospital

[924] Base: 2

[925] Base: 1

[926] Base: 1.2

[927] Base: 0.8

[928] 70% Forebear
30% Crown

[929] 65% Forebear Divines
30% Yokudan
5% Imperial Nine Divines

[930] +5 Hospital

[931] Base: 2

[932] Base: 1

[933] Base: 1.2

[934] Base: 0.8

[935] 60% Forebear
30% Crown
10% Colovian

[936] 50% Forebear Divines
30% Yokudan
20% Imperial Nine Divines

[937] +5 Hospital

[938] Base: 2

[939] Base: 1

[940] Base: 1.2

[941] Base: 0.8

[942] 60% Forebear
30% Crown
10% Colovian

[943] 50% Forebear Divines
30% Yokudan
20% Imperial Nine Divines

[944] +5 Hospital

[945] Base: 2
+1 Soldier Training Facility

[946] Base: 1
+1 Soldier Training Facility

[947] Base: 1.2

[948] Base: 0.8

[949] 55% Forebear
35% Crown
10% Colovian

[950] 45% Forebear Divines
35% Yokudan
20% Imperial Nine Divines

[951] +5 Hospital

[952] Base: 2

[953] Base: 1

[954] Base: 1.2

[955] Base: 0.8

[956] 55% Forebear
35% Crown
10% Colovian

[957] 45% Forebear Divines
35% Yokudan
20% Imperial Nine Divines

[958] +5 Hospital

[959] Base: 2

[960] Base: 1

[961] Base: 1.2

[962] Base: 0.8

[963] 60% Forebear
40% Crown

[964] 55% Forebear Divines
40% Yokudan
5% Imperial Nine Divines

[965] +5 Hospital

[966] Base: 2

[967] Base: 1

[968] Base: 1.2

[969] Base: 0.8

[970] 69.5% Crown
20% Forebear
10.5% Island Forebear

[971] 75% Yokudan
20% Forebear Divines
5% Imperial Nine Divines

[972] Base: 2

[973] Base: 1

[974] Base: 1.2

[975] Base: 0.8

[976] 68% Crown
20% Forebear
12% Island Forebear

[977] 75% Yokudan
20% Forebear Divines
5% Imperial Nine Divines

[978] Base: 2

[979] Base: 1

[980] Base: 1.2

[981] Base: 0.8

[982] 80% Crown
20% Forebear

[983] 75% Yokudan
20% Forebear Divines
5% Imperial Nine Divines

[984] Base: 2

[985] Base: 1

[986] Base: 1.2

[987] Base: 0.8

[988] 80% Crown
20% Forebear

[989] 75% Yokudan
20% Forebear Divines
5% Imperial Nine Divines

[990] Base: 2

[991] Base: 1

[992] Base: 1.2

[993] Base: 0.8

[994] 60% Forebear
40% Crown

[995] 55% Forebear Divines
40% Yokudan
5% Imperial Nine Divines

[996] +5 Hospital

[997] Base: 2

[998] Base: 1

[999] Base: 1.2

[1000] Base: 0.8

[1001] 33% Modern Nordic
25.5% Forebear
20.5% Crown
10.5% Colovian
10.5% Imperialized

[1002] 33% Nordic Divines
30.66% Imperial Nine Divines
20.66% Yokudan
15.66% Forebear Divines

[1003] Base: 2

[1004] Base: 1.1

[1005] Base: 1.2

[1006] Base: 0.8
+0.5 Magic School

[1007] 55% Forebear
40% Crown
5% Modern Nordic

[1008] 50% Forebear Divines
40% Yokudan
5% Imperial Nine Divines
5% Nordic Divines

[1009] Base: 2

[1010] Base: 1

[1011] Base: 1.2

[1012] Base: 0.8

[1013] 45% Forebear
40% Crown
10% Colovian
5% Modern Nordic

[1014] 40% Forebear Divines
40% Yokudan
15% Imperial Nine Divines
5% Nordic Divines

[1015] Base: 2

[1016] Base: 1

[1017] Base: 1.2

[1018] Base: 0.8

[1019] 53% Crown
45% Forebear
2% Modern Nordic

[1020] 53% Yokudan
40% Forebear Divines
5% Imperial Nine Divines
2% Nordic Divines

[1021] Base: 2

[1022] Base: 1

[1023] Base: 1.2

[1024] Base: 0.8

[1025] 55% Crown
40% Forebear
5% Modern Nordic

[1026] 55% Yokudan

35% Forebear Divines
5% Imperial Nine Divines
5% Nordic Divines

[1027] Base: 2

[1028] Base: 1

[1029] Base: 1.2

[1030] Base: 0.8

[1031] 60.33% Crown
25.33% Forebear
9% Modern Nordic
5.33% Iron Orcish

[1032] 60.33% Yokudan
20.33% Forebear Divines
9% Nordic Divines
5.33% Stone

[1033] Base: 2

[1034] Base: 1

[1035] Base: 1.2

[1036] Base: 0.8

[1037] 60% Crown
25% Forebear
10% Modern Nordic
5% Iron Orcish

[1038] 60% Yokudan
20% Forebear Divines
10% Nordic Divines
5% Stone

[1039] Base: 2

[1040] Base: 1

[1041] Base: 1.2

[1042] Base: 0.8

[1043] 60% Crown
25% Forebear
10% Modern Nordic
5% Iron Orcish

[1044] 60% Yokudan
20% Forebear Divines
10% Nordic Divines
5% Stone

[1045] Base: 2

[1046] Base: 1

[1047] Base: 1.2

[1048] Base: 0.8

[1049] 60.33% Iron Orcish
20.33% Crown
10.33% Forebear
9% Modern Nordic

[1050] 60.33% Stone
20.33% Yokudan
10.33% Forebear Divines
9% Nordic Divines

[1051] Base: 2
+0.5 Fortress

[1052] Base: 1.1
+1 Fortress

[1053] Base: 1.4
+0.5 Fortress

[1054] Base: 0.8

[1055] 44% Crown
35% Forebear
5% Imperialized
16% Island Forebear

[1056] 60% Yokudan
30% Forebear Divines
10% Imperial Nine Divines

[1057] +1 Monastery
+15 Welfare system
+13 Hospital

[1058] Base: 2
+1 Castle

[1059] Base: 1
+1 Castle

[1060] Base: 1.2
+1 Castle

[1061] Base: 0.8
+0.5 Castle
+0.5 Monastery

[1062] 43% Crown

35% Forebear
22% Island Forebear

[1063] 65% Yokudan
30% Forebear Divines
5% Imperial Nine Divines

[1064] +13 Hospital
+15 Welfare system

[1065] Base: 2

[1066] Base: 1

[1067] Base: 1.2

[1068] Base: 0.8

[1069] 50% Crown
35% Forebear
15% Island Forebear

[1070] 65% Yokudan
27.9% Forebear Divines
7.1% Imperial Nine Divines

[1071] +13 Hospital
+15 Welfare system

[1072] Base: 2

[1073] Base: 1

[1074] Base: 1.2

[1075] Base: 0.8

[1076] 53.1% Crown
33.9% Forebear
13.5% Island Forebear

[1077] 65% Yokudan
30% Forebear Divines
5% Imperial Nine Divines

[1078] +15 Welfare system
+13 Hospital
+1 Chapel

[1079] Base: 2

[1080] Base: 1

[1081] Base: 1.2

[1082] Base: 0.8

[1083] 30% Colovian
5% Imperialized
15% Forebear
10% Graht-Oak Clans
5% Nibenese
5% Altmer
30% Island Forebear

[1084] 60% Imperial Nine Divines
15% Yokudan
10% Green Pact
10% Forebear Divines
5% Altmeri Divines

[1085] 15% Welfare system
13% Hospital
2% Court Writer assigned

[1086] Base: 1.7

[1087] Base: 1

[1088] Base: 1.5

[1089] Base: 1

[1090] 51.5% Crown
35% Forebear
13.5% Island Forebear

[1091] 65% Yokudan
30% Forebear Divines
5% Imperial Nine Divines

[1092] +15 Welfare system
+13 Hospital

[1093] Base: 2

[1094] Base: 1

[1095] Base: 1.2

[1096] Base: 0.8

[1097] 65% Crown
35% Forebear

[1098] 65% Yokudan
30% Forebear Divines
5% Imperial Nine Divines

[1099] Base: 2

[1100] Base: 1

[1101] Base: 1.2

[1102] Base: 0.8

[1103] 65% Crown
35% Forebear

[1104] 65% Yokudan
30% Forebear Divines
5% Imperial Nine Divines

[1105] Base: 2

[1106] Base: 1

[1107] Base: 1.2

[1108] Base: 0.8

[1109] 64.1% Crown
35.9% Forebear

[1110] 65% Yokudan
30% Forebear Divines
5% Imperial Nine Divines

[1111] Base: 2

[1112] Base: 1

[1113] Base: 1.2

[1114] Base: 0.8

[1115] Slaves:
19,580 - Summerset Goblin

[1116] 87% Altmer
8% Imperialized
5% Aldmeri Dominion

[1117] 70.6% Altmeri Divines
15% Boethiah
4.8% Imperial Nine Divines
5% Azura
4.6% Strand Heresy

[1118] +5 Hospital
+2 Cathedral
-0.34 Imperialized against slavery
-20 government change(expires July 8th)

[1119] +2 Slaves

[1120] Base: 65
Slaves: +1.86

[1121] Base: 1

[1122] Base: 1.2

[1123] Base: 1

[1124] Base: 2
+0.5 Cathedral

[1125] Slaves:
10,000 - Summerset Goblin

[1126] 98% Altmer
2% Aldmeri Dominion

[1127] 83% Altmeri Divines
10% Boethiah
5% Azura
2% Imperial Nine Divines

[1128] +5 Hospital
-0.1 Imperialized against slavery
-20 government change(expires July 8th)

[1129] +1 Slaves

[1130] Base: 45
Slaves: +2.25

[1131] Base: 1

[1132] Base: 1.2

[1133] Base: 1

[1134] Base: 2

[1135] Slaves:
10,000 - Summerset Goblin

[1136] 98% Altmer
2% Aldmeri Dominion

[1137] 98% Altmeri Divines
2% Imperial Nine Divines

[1138] +5 Hospital
-0.1 Imperialized against slavery
-20 government change(expires July 8th)

[1139] +1 Slaves

[1140] Base: 45
Slaves: +2.25

[1141] Base: 1
+1 Castle

[1142] Base: 1.2

+1 Castle

[1143] Base: 1
+1 Castle

[1144] Base: 2
+0.5 Castle

[1145] 98% Altmer
2% Aldmeri Dominion

[1146] 98% Altmeri Divines
2% Imperial Nine Divines

[1147] +5 Hospital
-20 government change(expires July 8th)

[1148] Base: 1

[1149] Base: 1.2

[1150] Base: 1

[1151] Base: 2

[1152] 98% Altmer
2% Aldmeri Dominion

[1153] 98% Altmeri Divines
2% Imperial Nine Divines

[1154] +5 Hospital
-20 government change(expires July 8th)

[1155] Base: 1

[1156] Base: 1.2

[1157] Base: 1

[1158] Base: 2

[1159] Slaves:
10,000 - Summerset Goblin

[1160] 98% Altmer
2% Aldmeri Dominion

[1161] 83% Altmeri Divines
10% Boethiah
5% Azura
2% Imperial Nine Divines

[1162] +5 Hospital
-0.1 Imperialized against slavery
-20 government change(expires July 8th)

[1163] +1 Slaves

[1164] Base: 45
Slaves: +2.25

[1165] Base: 1

[1166] Base: 1.2

[1167] Base: 1

[1168] Base: 2

[1169] Slaves:
10,000 - Summerset Goblin

[1170] 98% Altmer
2% Aldmeri Dominion

[1171] 98% Altmeri Divines
2% Imperial Nine Divines

[1172] +5 Hospital
-0.1 Imperialized against slavery-20 government change(expires July 8th)

[1173] +1 Slaves

[1174] Base: 45
Slaves: +2.25

[1175] Base: 1

[1176] Base: 1.2

[1177] Base: 1

[1178] Base: 2

[1179] 98% Altmer
2% Aldmeri Dominion

[1180] 98% Altmeri Divines
2% Imperial Nine Divines

[1181] +5 Hospital
-20 government change(expires July 8th)

[1182] Base: 1

[1183] Base: 1.2

[1184] Base: 1

[1185] Base: 2

[1186] 98% Altmer
2% Aldmeri Dominion

[1187] 98% Altmeri Divines
2% Imperial Nine Divines

[1188] +5 Hospital
-20 government change(expires July 8th)

[1189] Base: 1

[1190] Base: 1.2

[1191] Base: 1

[1192] Base: 2

[1193] 98% Altmer
2% Aldmeri Dominion

[1194] 98% Altmeri Divines
2% Imperial Nine Divines

[1195] +5 Hospital
-20 government change(expires July 8th)

[1196] Base: 1

[1197] Base: 1.2

[1198] Base: 1

[1199] Base: 2

[1200] 98% Altmer
2% Aldmeri Dominion

[1201] 98% Altmeri Divines
2% Imperial Nine Divines

[1202] +5 Hospital
-20 government change(expires July 8th)

[1203] Base: 1

[1204] Base: 1.2

[1205] Base: 1

[1206] Base: 2

[1207] Slaves:
25,000 - Summerset Goblin

[1208] 90% Altmer
7% Imperialized
3% Almeri Dominion

[1209] 75% Altmeri Divines
10% Imperial Nine Divines

10% Meridia
5% Boethiah

[1210] -0.5 Imperialized against slavery
+5 Stability

[1211] +2.5 Slaves

[1212] Base: 50
Slaves: +2.5

[1213] Base: 1
+1 Castle

[1214] Base: 1.2
+1 Castle

[1215] Base: 1
+1 Castle

[1216] Base: 2
+0.5 Castle

[1217] Slaves:
5,000 - Summerset Goblin

[1218] 98% Altmer
2% Aldmeri Dominion

[1219] 83% Altmeri Divines
10% Meridia
5% Boethiah
2% Imperial Nine Divines

[1220] -0.125 Imperialized against slavery
+5 Hospital

[1221] +0.5 Slaves

[1222] Base: 45
Slaves: +2.81

[1223] Base: 1

[1224] Base: 1.2

[1225] Base: 1

[1226] Base: 2

[1227] 98% Altmer
2% Aldmeri Dominion

[1228] 98% Altmeri Divines
2% Imperial Nine Divines

[1229] Base: 1

[1230] Base: 1.2

[1231] Base: 1

[1232] Base: 2

[1233] 98% Altmer
2% Aldmeri Dominion

[1234] 98% Altmeri Divines
2% Imperial Nine Divines

[1235] Base: 1

[1236] Base: 1.2

[1237] Base: 1

[1238] Base: 2

[1239] 98% Altmer
2% Aldmeri Dominion

[1240] 98% Altmeri Divines
2% Imperial Nine Divines

[1241] Base: 1

[1242] Base: 1.2

[1243] Base: 1

[1244] Base: 2

[1245] 98% Altmer
2% Aldmeri Dominion

[1246] 98% Altmeri Divines
2% Imperial Nine Divines

[1247] Base: 1

[1248] Base: 1.2

[1249] Base: 1

[1250] Base: 2

[1251] 98% Altmer
2% Aldmeri Dominion

[1252] 98% Altmeri Divines
2% Imperial Nine Divines

[1253] Base: 1

[1254] Base: 1.2

[1255] Base: 1

[1256] Base: 2

[1257] Slaves:
20,000 - Summerset Goblin

[1258] 89% Altmer
7% Imperialized
4% Aldmeri Dominion

[1259] 60.5% Altmeri Divines
10% Imperial Nine Divines
20% Azura
5% Nocturnal
4.5% Strand Heresy

[1260] -0.4 Imperialized against slavery
+5 Hospital

[1261] +2 Slaves

[1262] Base: 50
Slaves: +2

[1263] Base: 1

[1264] Base: 1.2

[1265] Base: 1

[1266] Base: 2

[1267] Slaves:
10,000 - Summerset Goblin

[1268] 96% Altmer
2% Imperialized
2% Aldmeri Dominion

[1269] 77% Altmeri Divines
15% Azura
5% Nocturnal
3% Imperial Nine Divines

[1270] -0.15 Imperialized against slavery
+5 hospital

[1271] +1 Slaves

[1272] Base: 45
Slaves: +2.25

[1273] Base: 1

[1274] Base: 1.2
+0.5 Tower

[1275] Base: 1

[1276] Base: 2

[1277] 96% Altmer
2% Imperialized
2% Aldmeri Dominion

[1278] 97% Altmeri Divines
3% Imperial Nine Divines

[1279] Base: 1

[1280] Base: 1.2

[1281] Base: 1

[1282] Base: 2

[1283] 96% Altmer
2% Imperialized
2% Aldmeri Dominion

[1284] 97% Altmeri Divines
3% Imperial Nine Divines

[1285] Base: 1

[1286] Base: 1.2

[1287] Base: 1

[1288] Base: 2

[1289] 96% Altmer
2% Imperialized
2% Aldmeri Dominion

[1290] 97% Altmeri Divines
3% Imperial Nine Divines

[1291] Base: 1

[1292] Base: 1.2

[1293] Base: 1

[1294] Base: 2

[1295] 96% Altmer
2% Imperialized
2% Aldmeri Dominion

[1296] 77% Altmeri Divines
15% Azura
5% Nocturnal
3% Imperial Nine Divines

[1297] Base: 1

[1298] Base: 1.2

[1299] Base: 1

[1300] Base: 2

[1301] 96% Altmer
2% Imperialized
2% Aldmeri Dominion

[1302] 97% Altmeri Divines
3% Imperial Nine Divines

[1303] Base: 1

[1304] Base: 1.2

[1305] Base: 1

[1306] Base: 2

[1307] Slaves:
10,000 - Summerset Goblin

[1308] 90% Altmer
6% Imperialized
4% Aldmeri Dominion

[1309] 80% Altmeri Divines
10% Imperial Nine Divines
10% Meridia

[1310] -0.22 Imperialized against slavery
+5 Hospital

[1311] +1 Slaves

[1312] Base: 60
Slaves: +1.33

[1313] Base: 1

[1314] Base: 1.2

[1315] Base: 1

[1316] Base: 2

[1317] 98% Altmer
2% Aldmeri Dominion

[1318] 98% Altmeri Divines
2% Imperial Nine Divines

[1319] Base: 1

[1320] Base: 1.2

[1321] Base: 1

[1322] Base: 2

[1323] Slaves:
10,000 - Summerset Goblin

[1324] 98% Altmer
2% Aldmeri Dominion

[1325] 98% Altmeri Divines
2% Imperial Nine Divines

[1326] -0.11 Imperialized against slavery
+5 Hospital

[1327] +1 Slaves

[1328] Base: 45
Slaves: +2

[1329] Base: 1

[1330] Base: 1.2

[1331] Base: 1

[1332] Base: 2

[1333] 98% Altmer
2% Aldmeri Dominion

[1334] 98% Altmeri Divines
2% Imperial Nine Divines

[1335] Base: 1

[1336] Base: 1.2

[1337] Base: 1

[1338] Base: 2

[1339] 98% Altmer
2% Aldmeri Dominion

[1340] 98% Altmeri Divines
2% Imperial Nine Divines

[1341] Base: 1

[1342] Base: 1.2

[1343] Base: 1

[1344] Base: 2

[1345] 98% Altmer
2% Aldmeri Dominion

[1346] 88% Altmeri Divines
10% Meridia
2% Imperial Nine Divines

[1347] Base: 1

[1348] Base: 1.2

[1349] Base: 1

[1350] Base: 2

[1351] 98% Altmer
2% Altmeri Dominion

[1352] 98% Altmeri Divines
2% Imperial Nine Divines

[1353] Base: 1

[1354] Base: 1.2

[1355] Base: 1

[1356] Base: 2

[1357] Slaves:
10,000 - Summerset Goblin

[1358] 83% Altmer
14% Imperialized
3% Aldmeri Dominion

[1359] 70.7% Altmeri Divines
15% Imperial Nine Divines
5% Meridia
5% Sheogorath
4.3% Strand Heresy

[1360] -0.375 Imperialized against slavery
+5 Hospital

[1361] +1 Slaves

[1362] Base: 54
Slaves: +1.35

[1363] Base: 1

[1364] Base: 1.2

[1365] Base: 1

[1366] Base: 2

[1367] 95% Altmer
3% Imperialized
2% Aldmeri Dominion

[1368] 97% Altmeri Divines
3% Imperial Nine Divines

[1369] Base: 1

[1370] Base: 1.2

[1371] Base: 1

[1372] Base: 2

[1373] 95% Altmer
3% Imperialized
2% Aldmeri Dominion

[1374] 97% Altmeri Divines
3% Imperial Nine Divines

[1375] Base: 1

[1376] Base: 1.2

[1377] Base: 1

[1378] Base: 2

[1379] Slaves:
10,000 - Summerset Goblin

[1380] 95% Altmer
3% Imperialized
2% Aldmeri Dominion

[1381] 97% Altmeri Divines
3% Imperial Nine Divines

[1382] -0.15 Imperialized against slavery
+5 Hospital

[1383] +1 Slaves

[1384] Base: 50
Slaves: +2.5

[1385] Base: 1

[1386] Base: 1.2

[1387] Base: 1

[1388] Base: 2

[1389] Slaves:
20,000 - Summerset Goblin

[1390] 90% Altmer
4% Imperialized
6% Aldmeri Dominion

[1391] 75% Altmeri Divines
10% Imperial Nine Divines
10% Sheogorath
5% Sanguine

[1392] -0.88 Imperialized against slavery
+10 Hospital
+15 Placated peasentry
+1 Chapel

[1393] +2 Slaves
+2 Altmer Slaves

[1394] Base: 50
Slaves: +2

[1395] Base: 1
+1 Soldier TF

[1396] Base: 1.2
+0.5 Tower
+1 Soldier TF

[1397] Base: 1
+1 Cavalry Training Facility

[1398] Base: 2
+1 Magic School + Public School System combo
+0.5 Magic School from higher tiers

[1399] 98% Altmer
2%Aldmeri Dominion

[1400] 88% Altmeri Divines
5% Sheogorath
5% Sanguine
2% Imperial Nine Divines

[1401] +10 Hospital

[1402] Base: 1
+1 Soldier TF

[1403] Base: 1.2
+1 Soldier TF

[1404] Base: 1

[1405] Base: 2

Magic school.5

[1406] 98% Altmer
2% Aldmeri Dominion

[1407] 98% Altmeri Divines
2% Imperial Nine Divines

[1408] +10 Hospital
+2 Tower

[1409] Court Designer added to formula

[1410] Court Designer added to formula

[1411] Base: 1
+1 Soldier TF

[1412] Base: 1.2
+1 Soldier TF

[1413] Base: 1

[1414] Base: 2

[1415] 98% Altmer
2% Aldmeri Dominion

[1416] 98% Altmeri Divines
2% Imperial Nine Divines

[1417] +10 Hospital

[1418] Base: 1
+1 Soldier TF

[1419] Base: 1.2
+1 Soldier TF

[1420] Base: 1

[1421] Base: 2

[1422] Slaves:
20,000 - Summerset Goblin

[1423] 98% Altmer
2% Aldmeri Dominion

[1424] 98% Altmeri Divines
2% Imperial Nine Divines

[1425] +10 Hospital
+15 Castle

[1426] +2 Slaves

[1427] Base: 50
Slaves: +5

[1428] Base: 1
+1 Castle
+1 Soldier TF

[1429] Base: 1.2
+1 Castle
+1 Soldier TF

[1430] Base: 1
+1 Castle

[1431] Base: 2
+0.5 Castle
+0.5 Magic School

[1432] 98% Altmer
2% Aldmeri Dominion

[1433] 88% Altmeri Divines
5% Sheogorath
5% Sanguine
2% Imperial Nine Divines

[1434] +10 Hospital

[1435] Base: 1
+1 Soldier TF

[1436] Base: 1.2
+1 Soldier TF

[1437] Base: 1

[1438] Base: 2

+1 Magic School/PSS combo

[1439] 98% Altmer
2% Aldmeri Dominion

[1440] 98% Altmeri Divines
2% Imperial Nine Divines

[1441] +10 Hospital

[1442] Base: 1
+1 Soldier TF

[1443] Base: 1.2
+1 Soldier TF

[1444] Base: 1

[1445] Base: 2

[1446] Slaves:
10,000 - Summerset Goblin

[1447] 83% Altmer
7% Imperialized
10% Aldmeri Dominion

[1448] 72.4% Altmeri Divines
15% Imperial Nine Divines
10% Meridia
4.6% Strand Heresy

[1449] +10 Hospital
+15 Castle
+2 Cathedral
+10 Arena

[1450] +1 Slaves

[1451] Base: 60
Slaves: +2

[1452] Base: 1
+1 Castle
+2 Soldier TF
-0.5 Arena

[1453] Base: 1.2
+1 Castle
+2 Soldier TF

[1454] Base: 1
+1 Castle
+1 Cavalry Training Facility

[1455] Base: 2
+0.5 Castle
+0.5 Cathedral
+1 Magic School/PSS Combo

[1456] 95% Altmer
5% Aldmeri Dominion

[1457] 72% Altmeri Divines
20% Meridia
5% Azura
3% Imperial Nine Divines

[1458] +10 Hospital
+10 Arena

[1459] Base: 1
+1 Soldier TF

-0.5 Arena

[1460] Base: 1.2
+1 Soldier TF

[1461] Base: 1

[1462] Base: 2

[1463] 95% Altmer
5% Aldmeri Dominion

[1464] 97% Altmeri Divines
3% Imperial Nine Divines

[1465] +10 Hospital

[1466] Base: 1
+1 Soldier TF

[1467] Base: 1.2
+1 Soldier TF

[1468] Base: 1

[1469] Base: 2

[1470] 95% Altmer
5% Aldmeri Dominion

[1471] 72% Altmeri Divines
20% Meridia
5% Azura
3% Imperial Nine Divines

[1472] +10 Hospital
+2 Tower
+10 Arena

[1473] Base: 1
+1 Soldier TF
-0.5 Arena

[1474] Base: 1.2
+1 Soldier TF

[1475] Base: 1

[1476] Base: 2
+2agic School

[1477] Slaves:
10,000 - Summerset Goblin

[1478] 90% Altmer

7% Imperialized
3% Aldmeri Dominion

[1479] 75.4% Altmeri Divines
10% Sanguine
10% Imperial Nine Divines
4.6% Strand Heresy

[1480] -0.2 Imperialized against slavery
+10 Hospital
+10 Arena
+1 Chapel
+2 Tower

[1481] +1 Slaves

[1482] Base: 50
Slaves: +1

[1483] Base: 1
-0.5 Arena
+2 Soldier TF

[1484] Base: 1.2
+2 Soldier TF
+0.5 Tower

[1485] Base: 1
+1 Cavalry Training Facility

[1486] Base: 2
+2 Magic School + Public education combo

[1487] Slaves:
10,000 - Summerset Goblin

[1488] 98% Altmer
2% Aldmeri Dominion

[1489] 98% Altmeri Divines
2% Imperial Nine Divines

[1490] -0.1 Imperialized against slavery
+10 Arena
+10 Hospital
+1 Chapel
+2 Tower

[1491] Weather Forecast

[1492] +1 Slaves

[1493] Base: 45
Slaves: +2.25

[1494] Base: 1

+1 Soldier TF

[1495] Base: 1.2
+0.5 Tower

[1496] Base: 1

[1497] Base: 2
+1 from Magic School and Public school

[1498] 98% Altmer
2% Aldmeri Dominion

[1499] 88% Altmeri Divines
10% Sanguine
2% Imperial Nine Divines

[1500] +10 Arena
+10 Hospital
+1 Chapel
+2 Tower

[1501] Base: 1

[1502] Base: 1.2
+0.5 Tower

[1503] Base: 1

[1504] Base: 2
+1 from Magic School and Public school

[1505] 100% Aldmeri Dominion

[1506] 65% Imperial Nine Divines
10% Forebear Divines
10% Green Pact
5% Yokudan
10% Strand Heresy

[1507] +5 Hospital

[1508] Base: 1.7

[1509] Base: 1
Towers: 1.5

[1510] Base: 1.5

[1511] Base: 1

[1512] 0.2% Colovian
22% Forebear
5% Crown
2% Nibenese
70.8% Aldmeri Dominion

[1513] 63% Imperial Nine Divines
25% Forebear Divines
5% Yokudan
7% Strand Heresy

[1514] Base: 1.6
+0.5 Fortress

[1515] Base: 1
+1 Fortress
Towers: 1

[1516] Base: 1.4
+0.5 Fortress

[1517] Base: 0.9

[1518] 2.2% Imperialized
11.2% Forebear
10% Crown
5% Common Bosmer
5% Graht-Oak Clans
66.6% Aldmeri Dominion

[1519] 48.5% Imperial Nine Divines
15% Forebear Divines
10% Green Pact
10% Yokudan
10% Malacath
6.5% Strand Heresy

[1520] Base: 1.7

[1521] Base: 1

[1522] Base: 1.5

[1523] Base: 1

[1524] 5% Graht-Oak Clans
5% Anequinian
3% Forebear
5% Crown
82% Aldmeri Dominion

[1525] 62.8% Imperial Nine Divines
20% Green Pact
5% Yokudan
5% Clan Mothers
7.2% Strand Heresy

[1526] Base: 1.7

[1527] Base: 1

[1528] Base: 1.5

[1529] Base: 1

[1530] 31.8% Colovian
3% Imperialized
10% Forebear
5% Common Bosmer
50.2% Aldmeri Dominion

[1531] 90% Imperial Nine Divines
5% Forebear Divines
5% Green Pact

[1532] Base: 1.7

[1533] Base: 1

[1534] Base: 1.5

[1535] Base: 1

[1536] 3.8% Colovian
4% Imperialized
10% Common Bosmer
5% Forebear
72.4% Aldmeri Dominion

[1537] 83.3% Imperial Nine Divines
10% Green Pact
6.7% Strand Heresy

[1538] Base: 1.7

[1539] Base: 1

[1540] Base: 1.5

[1541] Base: 1

[1542] 98% Altmer
2% Aldmeri Dominion

[1543] 98% Altmeri Divines
2% Imperial Nine Divines

[1544] +10 Arena
+10 Hospital
+1 Chapel
+2 Tower

[1545] Weather Forecast

[1546] Base: 1

[1547] Base: 1.2
+0.5 Tower

[1548] Base: 1

[1549] Base: 2
+1 from Magic School and Public school

[1550] Slaves:
10,000 - Summerset Goblin

[1551] 98% Altmer
2% Aldmeri Dominion

[1552] 98% Altmeri Divines
2% Imperial Nine Divines

[1553] -0.1 Imperialized against slavery
+10 Hospital
+10 Arena
+1 Chapel
+2 Tower

[1554] Weather Forecast

[1555] +1 Slaves

[1556] Base: 45
Slaves: +2.25

[1557] Base: 1

[1558] Base: 1.2
+0.5 Tower

[1559] Base: 1

[1560] Base: 2
+1 from Magic School and Public school

[1561] 98% Altmer
2% Aldmeri Dominion

[1562] 98% Altmeri Divines
2% Imperial Nine Divines

[1563] +10 Arena
+10 Hospital
+1 Chapel
+2 Tower

[1564] Weather Forecast

[1565] Base: 1
-0.5 Arena

[1566] Base: 1.2
+0.5 Tower

[1567] Base: 1

[1568] Base: 2

+1 from Magic School and Public school

[1569] 98% Altmer
2% Aldmeri Dominion

[1570] 98% Altmeri Divines
2% Imperial Nine Divines

[1571] +10 Arena
+10 Hospital
+1 Chapel
+2 Tower

[1572] Base: 1

[1573] Base: 1.2
+0.5 Tower

[1574] Base: 1

[1575] Base: 2
+1 from Magic School and Public school

[1576] 98% Altmer
2% Aldmeri Dominion

[1577] 98% Altmeri Divines
2% Imperial Nine Divines

[1578] +10 Arena
+10 Hospital
+1 Chapel
+2 Tower

[1579] Court Designer added to formula

[1580] Base: 1

[1581] Base: 1.2
+0.5 Tower

[1582] Base: 1

[1583] Base: 2
+1 from Magic School and Public school

[1584] 98% Altmer
2% Aldmeri Dominion

[1585] 98% Altmeri Divines
2% Imperial Nine Divines

[1586] +10 Arena
+10 Hospital
+1 Chapel
+2 Tower

[1587] Base: 1

[1588] Base: 1.2
+0.5 Tower

[1589] Base: 1

[1590] Base: 2
+1 from Magic School and Public school

[1591] Slaves:
19,680 - Summerset Goblin

[1592] 98% Altmer
2% Aldmeri Dominion1

[1593] 98% Altmeri Divines
2% Imperial Nine Divines

[1594] -0.2 Imperialized against slavery
+10 Hospital

[1595] +2 Slaves

[1596] Base: 40
Slaves: +4

[1597] Base: 1
+1 Soldier TF

[1598] Base: 1.2

[1599] Base: 1

[1600] Base: 2

[1601] Slaves:
20,000 - Summerset Goblin

[1602] 90% Common Bosmer
10% Altmer

[1603] 90% Green Pact
10% Altmeri Divines

[1604] 3,500 soldiers
+5 Hospital

[1605] +2 Slaves

[1606] Base: 35
Slaves: +8.75

[1607] Base: 1
+1 Soldier Training Facility

[1608] Base: 2

+1 Soldier Training Facility

[1609] Base: 1

[1610] Base: 1

[1611] Slaves:
10,000 - Summerset Goblin

[1612] 90% Common Bosmer
10% Altmer

[1613] 90% Green Pact
10% Altmeri Divines

[1614] 6,000 soldiers

[1615] +1 Slaves

[1616] Base: 30
Slaves: +6

[1617] Base: 1

[1618] Base: 2

[1619] Base: 1

[1620] Base: 1

[1621] 80% Modern Nordic
20% Imperialized

[1622] 60% Nordic Divines
40% Imperial Nine Divines

[1623] +2 Cathedral

[1624] Base: 2
+1 Castle

[1625] Base: 1.2
+1 Castle

[1626] Base: 1.2
+1 Castle

[1627] Base: 0.8
+0.5 Castle
+0.5 Cathedral

[1628] 85% Modern Nordic
10% Imperialized
5% Old Nordic

[1629] 70% Nordic Divines
30% Imperial Nine Divines

[1630] Base: 2

[1631] Base: 1.2

[1632] Base: 1.2

[1633] Base: 0.8

[1634] 90% Modern Nordic
5% Old Nordic
5% Imperialized

[1635] 80% Nordic Divines
20% Imperial Nine Divines

[1636] Base: 2

[1637] Base: 1.2

[1638] Base: 1.2

[1639] Base: 0.8

[1640] 90% Modern Nordic
5% Old Nordic
5% Imperialized

[1641] 80% Nordic Divines
20% Imperial Nine Divines

[1642] Base: 2

[1643] Base: 1.2

[1644] Base: 1.2

[1645] Base: 0.8

[1646] 90% Modern Nordic
5% Old Nordic
5% Imperialized

[1647] 80% Nordic Divines
20% Imperial Nine Divines

[1648] Base: 2

[1649] Base: 1.2

[1650] Base: 1.2

[1651] Base: 0.8

[1652] 90% Modern Nordic
5% Old Nordic
5% Imperialized

[1653] 80% Nordic Divines
20% Imperial Nine Divines

[1654] Base: 2

[1655] Base: 1.2

[1656] Base: 1.2

[1657] Base: 0.8

[1658] 90% Modern Nordic
5% Old Nordic
5% Imperialized

[1659] 75% Nordic Divines
15% Imperial Nine Divines
10% Meridia

[1660] Base: 2

[1661] Base: 1.2

[1662] Base: 1.2

[1663] Base: 0.8

[1664] 90% Modern Nordic
5% Old Nordic
5% Imperialized

[1665] 80% Nordic Divines
20% Imperial Nine Divines

[1666] Base: 2

[1667] Base: 1.2
+0.5 Tower

[1668] Base: 1.2

[1669] Base: 0.8

[1670] 90% Modern Nordic
5% Old Nordic
5% Imperialized

[1671] 80% Nordic Divines
20% Imperial Nine Divines

[1672] Base: 2

[1673] Base: 1.2

[1674] Base: 1.2

[1675] Base: 0.8

[1676] 50% Modern Nordic
40% Old Nordic
10% Imperialized

[1677] 85% Nordic Divines
15% Imperial Nine Divines

[1678] Base: 2

[1679] Base: 1.2

[1680] Base: 1.2
+1 Cavalry Training Facility

[1681] Base: 0.8

[1682] 70% Modern Nordic
20% Old Nordic
10% Imperialized

[1683] 85% Nordic Divines
15% Imperial Nine Divines

[1684] Base: 2

[1685] Base: 1.2

[1686] Base: 1.2

[1687] Base: 0.8

[1688] 70% Old Nordic
30% Modern Nordic

[1689] 95% Nordic Divines
2% Imperial Nine Divines
2% Vaermina
1% Nordic Totems

[1690] Base: 2

[1691] Base: 1.2

[1692] Base: 1.2

[1693] Base: 0.8

[1694] 70% Old Nordic
30% Modern Nordic

[1695] 97% Nordic Divines
2% Imperial Nine Divines
1% Nordic Totems

[1696] Base: 2

[1697] Base: 1.2

[1698] Base: 1.2

[1699] Base: 0.8

[1700] 70% Old Nordic
30% Modern Nordic

[1701] 97% Nordic Divines
2% Imperial Nine Divines
1% Nordic Totems

[1702] Base: 2

[1703] Base: 1.2

[1704] Base: 1.2

[1705] Base: 0.8

[1706] 60% Old Nordic
40% Modern Nordic

[1707] 98% Nordic Divines
2% Imperial Nine Divines

[1708] Base: 2

[1709] Base: 1.2

[1710] Base: 1.2

[1711] Base: 0.8

[1712] 80% Modern Nordic
20% Old Nordic

[1713] 95% Nordic Divines
5% Imperial Nine Divines

[1714] Base: 2

[1715] Base: 1.2

[1716] Base: 1.2

[1717] Base: 0.8

[1718] 80% Modern Nordic
20% Old Nordic

[1719] 95% Nordic Divines
5% Imperial Nine Divines

[1720] Base: 2

[1721] Base: 1.2

[1722] Base: 1.2

[1723] Base: 0.8

[1724] 80% Modern Nordic
20% Old Nordic

[1725] 95% Nordic Divines
5% Imperial Nine Divines

[1726] Base: 2

[1727] Base: 1.2

[1728] Base: 1.2

[1729] Base: 0.8

[1730] 70% Old Nordic
30% Modern Nordic

[1731] 97% Nordic Divines
2% Imperial Nine Divines
1% Nordic Totems

[1732] Base: 2

[1733] Base: 1.2

[1734] Base: 1.2

[1735] Base: 0.8

[1736] 80% Modern Nordic
20% Old Nordic

[1737] 75% Nordic Divines
20% Nordic Totems
5% Imperial Nine Divines

[1738] Base: 2

[1739] Base: 1.2

[1740] Base: 1.2

[1741] Base: 0.8

[1742] 60% Old Nordic
40% Modern Nordic

[1743] 96% Nordic Divines
2% Imperial Nine Divines
2% Nordic Totems

[1744] Base: 2

[1745] Base: 1.2

[1746] Base: 1.2

[1747] Base: 0.8

[1748] 60% Old Nordic
40% Modern Nordic

[1749] 96% Nordic Divines
2% Imperial Nine Divines
2% Nordic Totems

[1750] Base: 2

[1751] Base: 1.2
+0.5 Tower

[1752] Base: 1.2

[1753] Base: 0.8

[1754] 70% Old Nordic
30% Modern Nordic

[1755] 97% Nordic Divines
2% Imperial Nine Divines
1% Nordic Totems

[1756] Base: 2

[1757] Base: 1.2

[1758] Base: 1.2

[1759] Base: 0.8

[1760] 70% Old Nordic
30% Modern Nordic

[1761] 97% Nordic Divines
2% Imperial Nine Divines
1% Nordic Totems

[1762] Base: 2

[1763] Base: 1.2

[1764] Base: 1.2

[1765] Base: 0.8

[1766] 89% Roscrean
5% Old Nordic
5% Modern Nordic
1% Imperialized

[1767] 83% Nordic Totems
15% Nordic Divines
2% Imperial Nine Divines

[1768] Base: 2

[1769] Base: 1.5

[1770] Base: 0.8

[1771] Base: 1

[1772] 89% Roscrean
5% Old Nordic
5% Modern Nordic
1% Imperialized

[1773] 83% Nordic Totems
15% Nordic Divines
2% Imperial Nine Divines

[1774] Base: 2

[1775] Base: 1.5

[1776] Base: 0.8

[1777] Base: 1

[1778] 60% Modern Nordic
25% Reachmen
10% Imperialized
5% Bretic Highlander

[1779] 60% Nordic Divines
25% Imperial Nine Divines
15% Old Gods

[1780] +1 Chapel

[1781] Base: 2

[1782] Base: 1.2

[1783] Base: 1.2

[1784] Base: 0.8

[1785] 65% Modern Nordic
30% Reachmen
5% Imperialized

[1786] 55% Nordic Divines
25% Old Gods
20% Imperial Nine Divines

[1787] Base: 1.8

[1788] Base: 1.3

[1789] Base: 1.1

[1790] Base: 1

[1791] 70% Reachmen
25% Modern Nordic
5% Bretic Highlander

[1792] 70% Old Gods
20% Nordic Divines
10% Imperial Nine Divines

[1793] 2,500 soldiers

[1794] Base: 1.5

[1795] Base: 1.5

[1796] Base: 0.8

[1797] Base: 1.5

[1798] 70% Reachmen
25% Modern Nordic
5% Bretic Highlander

[1799] 70% Old Gods
20% Nordic Divines
10% Imperial Nine Divines

[1800] 2,500 soldiers

[1801] Base: 1.5

[1802] Base: 1.5

[1803] Base: 0.8

[1804] Base: 1.5

[1805] 70% Reachmen
25% Modern Nordic
5% Bretic Highlander

[1806] 70% Old Gods
20% Nordic Divines
10% Imperial Nine Divines

[1807] 2,500 soldiers

[1808] Base: 1.5

[1809] Base: 1.5

[1810] Base: 0.8

[1811] Base: 1.5

[1812] 40% Stronghold Orcish
35% Reachmen
20% Modern Nordic
5% Bretic Highlander

[1813] 40% Malacath
35% Old Gods
15% Nordic Divines
10% Imperial Nine Divines

[1814] 5,000 soldiers

[1815] Base: 1.8
+0.5 Fortress

[1816] Base: 1.3
+1 Fortress

[1817] Base: 1.3
+0.5 Fortress

[1818] Base: 1

[1819] 60% Reachmen
35% Modern Nordic
5% Old Nordic

[1820] 55% Old Gods
40% Nordic Divines
5% Imperial Nine Divines

[1821] Base: 1.7

[1822] Base: 1.4

[1823] Base: 0.9

[1824] Base: 1.3

[1825] 60% Reachmen
35% Modern Nordic
5% Old Nordic

[1826] 55% Old Gods
40% Nordic Divines
5% Imperial Nine Divines

[1827] -2 Rebellion support (Expires 4E 8 1/2)

[1828] Base: 1.7

[1829] Base: 1.4

[1830] Base: 0.9

[1831] Base: 1.3

[1832] 60% Reachmen
35% Modern Nordic
5% Old Nordic

[1833] 55% Old Gods
40% Nordic Divines
5% Imperial Nine Divines

[1834] Base: 1.7

[1835] Base: 1.4

[1836] Base: 0.9

[1837] Base: 1.3

[1838] 65% Modern Nordic
30% Reachmen
5% Old Nordic

[1839] 65% Nordic Divines
25% Old Gods
10% Imperial Nine Divines

[1840] Base: 1.8

[1841] Base: 1.3

[1842] Base: 1.1

[1843] Base: 1

[1844] 65% Modern Nordic
30% Reachmen
5% Old Nordic

[1845] 65% Nordic Divines
25% Old Gods
10% Imperial Nine Divines

[1846] Base: 1.8

[1847] Base: 1.3

[1848] Base: 1.1

[1849] Base: 1

[1850] 90% Modern Nordic
5% Old Nordic
5% Imperialized

[1851] 80% Nordic Divines
20% Imperial Nine Divines

[1852] Base: 2

[1853] Base: 1.2

[1854] Base: 1.2

[1855] Base: 0.8

[1856] 80% Modern Nordic
10% Reachman
5% Old Nordic
5% Imperialized

[1857] 80% Nordic Divines
20% Imperial Nine Divines

[1858] Base: 2

[1859] Base: 1.2

[1860] Base: 1.2

[1861] Base: 0.8

[1862] 90% Modern Nordic
5% Old Nordic
5% Imperialized

[1863] 80% Nordic Divines
20% Imperial Nine Divines

[1864] Base: 2

[1865] Base: 1.2

[1866] Base: 1.2

[1867] Base: 0.8

[1868] 95% Modern Nordic
5% Old Nordic

[1869] 80% Nordic Divines
20% Imperial Nine Divines

[1870] Base: 2

[1871] Base: 1.2

[1872] Base: 1.2

[1873] Base: 0.8

[1874] 95% Modern Nordic
5% Old Nordic

[1875] 80% Nordic Divines

20% Imperial Nine Divines

[1876] Base: 2

[1877] Base: 1.2

[1878] Base: 1.2

[1879] Base: 0.8

[1880] 95% Modern Nordic
5% Old Nordic

[1881] 80% Nordic Divines
20% Imperial Nine Divines

[1882] Base: 2

[1883] Base: 1.2

[1884] Base: 1.2

[1885] Base: 0.8

[1886] 65% Modern Nordic
30% Reachmen
5% Old Nordic

[1887] 65% Nordic Divines
25% Old Gods
10% Imperial Nine Divines

[1888] Base: 1.8

[1889] Base: 1.3

[1890] Base: 1.1

[1891] Base: 1

[1892] 60% Modern Nordic
30% Old Nordic
10% Imperialized

[1893] 60% Nordic Divines
25% Nordic Totems
15% Imperial Nine Divines

[1894] Base: 2

[1895] Base: 1.2

[1896] Base: 1.2

[1897] Base: 0.8

[1898] 60% Modern Nordic

40% Old Nordic

[1899] 64.5% Nordic Divines
25.5% Nordic Totems
10% Imperial Nine Divines

[1900] Base: 2

[1901] Base: 1.2

[1902] Base: 1.2

[1903] Base: 0.8

[1904] 60% Old Nordic
40% Modern Nordic

[1905] 60% Nordic Totems
35% Nordic Divines
5% Imperial Nine Divines

[1906] +1 Monastery

[1907] Base: 2

[1908] Base: 1.2

[1909] Base: 1.2

[1910] Base: 0.8
+0.5 Monastery

[1911] 60% Old Nordic
40% Modern Nordic

[1912] 60% Nordic Totems
35% Nordic Divines
5% Imperial Nine Divines

[1913] Base: 2

[1914] Base: 1.2

[1915] Base: 1.2

[1916] Base: 0.8

[1917] 70% Modern Nordic
30% Old Nordic

[1918] 80% Nordic Divines
10% Nordic Totems
10% Imperial Nine Divines

[1919] Base: 2

[1920] Base: 1.2

[1921] Base: 1.2

[1922] Base: 0.8

[1923] 80% Modern Nordic
20% Old Nordic

[1924] 80% Nordic Divines
10% Nordic Totems
10% Imperial Nine Divines

[1925] Base: 2

[1926] Base: 1.2

[1927] Base: 1.2

[1928] Base: 0.8

[1929] 80% Modern Nordic
20% Old Nordic

[1930] 77.5% Nordic Divines
12.5% Nordic Totems
10% Imperial Nine Divines

[1931] Base: 2

[1932] Base: 1.2

[1933] Base: 1.2

[1934] Base: 0.8

[1935] 85% Modern Nordic
10% Old Nordic
5% Reachmen

[1936] 80% Nordic Divines
10% Imperial Nine Divines
5% Nordic Totems
5% Old Gods

[1937] Base: 2

[1938] Base: 1.2

[1939] Base: 1.2

[1940] Base: 0.8

[1941] 85% Modern Nordic
10% Old Nordic
5% Reachmen

[1942] 80% Nordic Divines
10% Imperial Nine Divines

5% Nordic Totems
5% Old Gods

[1943] Base: 2

[1944] Base: 1.2

[1945] Base: 1.2

[1946] Base: 0.8

[1947] 80% Modern Nordic
20% Old Nordic

[1948] 80% Nordic Divines
10% Nordic Totems
10% Imperial Nine Divines

[1949] Base: 2

[1950] Base: 1.2

[1951] Base: 1.2

[1952] Base: 0.8

[1953] 80% Modern Nordic
20% Old Nordic

[1954] 80% Nordic Divines
10% Nordic Totems
10% Imperial Nine Divines

[1955] Base: 2

[1956] Base: 1.2

[1957] Base: 1.2

[1958] Base: 0.8

[1959] 70% Modern Nordic
30% Old Nordic

[1960] 79.5% Nordic Divines
10.5% Nordic Totems
10% Imperial Nine Divines

[1961] Base: 2

[1962] Base: 1.2

[1963] Base: 1.2

[1964] Base: 0.8

[1965] 60% Modern Nordic

20% Imperialized
10% Colovian
10% Old Nordic

[1966] 65% Nordic Divines
35% Imperial Nine Divines

[1967] +1 Chapel

[1968] Base: 2

[1969] Base: 1.2

[1970] Base: 1.2

[1971] Base: 0.8

[1972] 75% Modern Nordic
10% Old Nordic
10% Imperialized
5% Colovian

[1973] 80% Nordic Divines
20% Imperial Nine Divines

[1974] +1 Chapel

[1975] Base: 2

[1976] Base: 1.2

[1977] Base: 1.2

[1978] Base: 0.8

[1979] 75% Modern Nordic
10% Old Nordic
10% Imperialized
5% Colovian

[1980] 80% Nordic Divines
20% Imperial Nine Divines

[1981] Base: 2

[1982] Base: 1.2

[1983] Base: 1.2

[1984] Base: 0.8

[1985] 75% Modern Nordic
10% Old Nordic
10% Imperialized
5% Colovian

[1986] 80% Nordic Divines

20% Imperial Nine Divines

[1987] Base: 2

[1988] Base: 1.2

[1989] Base: 1.2

[1990] Base: 0.8

[1991] 85% Modern Nordic
10% Old Nordic
5% Imperialized

[1992] 85% Nordic Divines
15% Imperial Nine Divines

[1993] Base: 2

[1994] Base: 1.2

[1995] Base: 1.2

[1996] Base: 0.8

[1997] 85% Modern Nordic
10% Old Nordic
5% Imperialized

[1998] 85% Nordic Divines
15% Imperial Nine Divines

[1999] Base: 2

[2000] Base: 1.2

[2001] Base: 1.2

[2002] Base: 0.8

[2003] 95% Modern Nordic
5% Old Nordic

[2004] 90% Nordic Divines
10% Imperial Nine Divines

[2005] Base: 2

[2006] Base: 1.2

[2007] Base: 1.2

[2008] Base: 0.8

[2009] 95% Modern Nordic
5% Old Nordic

[2010] 90% Nordic Divines
10% Imperial Nine Divines

[2011] Base: 2

[2012] Base: 1.2

[2013] Base: 1.2

[2014] Base: 0.8

[2015] 90% Modern Nordic
5% Old Nordic
5% Reachmen

[2016] 85% Nordic Divines
10% Imperial Nine Divines
5% Old Gods

[2017] Base: 2
+0.5 Fortress

[2018] Base: 1.2
+1 Fortress

[2019] Base: 1.2
+0.5 Fortress

[2020] Base: 0.8

[2021] 90% Modern Nordic
5% Old Nordic
5% Reachmen

[2022] 85% Nordic Divines
10% Imperial Nine Divines
5% Old Gods

[2023] Base: 2

[2024] Base: 1.2

[2025] Base: 1.2

[2026] Base: 0.8

[2027] 85% Modern Nordic
5% Old Nordic
5% Reachmen
5% Stronghold Orcish

[2028] 80% Nordic Divines
10% Imperial Nine Divines
5% Old Gods
5% Malacath

[2029] Base: 2

[2030] Base: 1.2

[2031] Base: 1.2

[2032] Base: 0.8

[2033] 95% Modern Nordic
5% Old Nordic

[2034] 90% Nordic Divines
10% Imperial Nine Divines

[2035] Base: 2

[2036] Base: 1.2

[2037] Base: 1.2

[2038] Base: 0.8

[2039] 85% Modern Nordic
5% Old Nordic
5% Reachmen
5% Stronghold Orcish

[2040] 80% Nordic Divines
10% Imperial Nine Divines
5% Old Gods
5% Malacath

[2041] Base: 2

[2042] Base: 1.2

[2043] Base: 1.2

[2044] Base: 0.8

[2045] 59% Modern Nordic
18.75% Colovian
13.75% Crown
8.75% Forebear
3.75% Iron Orcish

[2046] 50% Nordic Divines
23.75% Imperial Nine Divines
13.75% Yokudan
3.75% Forebear Divines
3.75% Stone

[2047] Base: 2

[2048] Base: 1.1

[2049] Base: 1.2

[2050] Base: 0.8

[2051] 45% Old Nordic
40% Modern Nordic
10% Imperialized
5% Modern Dunmer

[2052] 75% Nordic Divines
20% Imperial Nine Divines
5% Tribunal Temple

[2053] +1 Monastery

[2054] Base: 2

[2055] Base: 1.2

[2056] Base: 1.2

[2057] Base: 0.8

[2058] 65% Old Nordic
35% Modern Nordic

[2059] 90% Nordic Divines
10% Imperial Nine Divines

[2060] Base: 2

[2061] Base: 1.2

[2062] Base: 1.2

[2063] Base: 0.8

[2064] 70% Old Nordic
30% Modern Nordic

[2065] 90% Nordic Divines
10% Imperial Nine Divines

[2066] Base: 2

[2067] Base: 1.2

[2068] Base: 1.2

[2069] Base: 0.8

[2070] 65% Old Nordic
35% Modern Nordic

[2071] 90% Nordic Divines
10% Imperial Nine Divines

[2072] Base: 2

[2073] Base: 1.2

[2074] Base: 1.2

[2075] Base: 0.8

[2076] 70% Old Nordic
30% Modern Nordic

[2077] 50% Nordic Totems
40% Nordic Divines
10% Imperial Nine Divines

[2078] Base: 2

[2079] Base: 1.2

[2080] Base: 1.2

[2081] Base: 0.8

[2082] 60% Stronghold Orcish
30% Old Nordic
10% Modern Nordic

[2083] 60% Malacath
35% Nordic Divines
5% Imperial Nine Divines

[2084] Base: 2
+0.5 Fortress

[2085] Base: 1.2
+1 Fortress

[2086] Base: 1.4
+0.5 Fortress

[2087] Base: 0.8

[2088] 65% Old Nordic
35% Modern Nordic

[2089] 85% Nordic Divines
15% Imperial Nine Divines

[2090] Base: 2

[2091] Base: 1.2

[2092] Base: 1.2

[2093] Base: 0.8

[2094] 60% Old Nordic
40% Modern Nordic

[2095] 90% Nordic Divines

10% Imperial Nine Divines

[2096] Base: 2

[2097] Base: 1.2

[2098] Base: 1.2

[2099] Base: 0.8

[2100] 60% Old Nordic
40% Modern Nordic

[2101] 90% Nordic Divines
10% Imperial Nine Divines

[2102] Base: 2

[2103] Base: 1.2

[2104] Base: 1.2

[2105] Base: 0.8

[2106] 60% Old Nordic
40% Modern Nordic

[2107] 85% Nordic Divines
15% Imperial Nine Divines

[2108] Base: 2

[2109] Base: 1.2

[2110] Base: 1.2

[2111] Base: 0.8

[2112] 60% Modern Nordic
35% Old Nordic
5% Colovian

[2113] 85% Nordic Divines
15% Imperial Nine Divines

[2114] Base: 2

[2115] Base: 1.2

[2116] Base: 1.2

[2117] Base: 0.8

[2118] 60% Old Nordic
25% Modern Nordic
10% Imperialized
5% Resdaynian

[2119] 80% Nordic Divines
15% Imperial Nine Divines
5% Tribunal Temple

[2120] Base: 2
+1 Castle

[2121] Base: 1.2
+1 Castle

[2122] Base: 1.2
+1 Castle

[2123] Base: 0.8
+0.5 Castle

[2124] 70% Old Nordic
30% Modern Nordic

[2125] 90% Nordic Divines
10% Imperial Nine Divines

[2126] Base: 2

[2127] Base: 1.2

[2128] Base: 1.2

[2129] Base: 0.8

[2130] 70% Old Nordic
30% Modern Nordic

[2131] 90% Nordic Divines
10% Imperial Nine Divines

[2132] Base: 2

[2133] Base: 1.2

[2134] Base: 1.2

[2135] Base: 0.8

[2136] 70% Old Nordic
30% Modern Nordic

[2137] 90% Nordic Divines
10% Imperial Nine Divines

[2138] Base: 2

[2139] Base: 1.2

[2140] Base: 1.2

[2141] Base: 0.8

[2142] 60% Stronghold Orcish
30% Old Nordic
10% Modern Nordic

[2143] 60% Malacath
35% Nordic Divines
5% Imperial Nine Divines

[2144] Base: 2
+0.5 Fortress

[2145] Base: 1.2
+1 Fortress

[2146] Base: 1.4
+0.5 Fortress

[2147] Base: 0.8

[2148] 70% Old Nordic
30% Modern Nordic

[2149] 90% Nordic Divines
10% Imperial Nine Divines

[2150] Base: 2

[2151] Base: 1.2

[2152] Base: 1.2

[2153] Base: 0.8

[2154] 70% Old Nordic
30% Modern Nordic

[2155] 90% Nordic Divines
10% Imperial Nine Divines

[2156] Base: 2

[2157] Base: 1.2

[2158] Base: 1.2

[2159] Base: 0.8

[2160] 70% Old Nordic
30% Modern Nordic

[2161] 90% Nordic Divines
10% Imperial Nine Divines

[2162] Base: 2

[2163] Base: 1.2

[2164] Base: 1.2

[2165] Base: 0.8

[2166] 60% Old Nordic
40% Modern Nordic

[2167] 90% Nordic Divines
10% Imperial Nine Divines

[2168] Base: 2

[2169] Base: 1.2

[2170] Base: 1.2

[2171] Base: 0.8

[2172] 60% Old Nordic
40% Modern Nordic

[2173] 90% Nordic Divines
10% Imperial Nine Divines

[2174] Base: 2

[2175] Base: 1.2

[2176] Base: 1.2

[2177] Base: 0.8

[2178] 65% Old Nordic
25% Modern Nordic
10% Imperialized

[2179] 85% Nordic Divines
15% Imperial Nine Divines

[2180] Base: 2

[2181] Base: 1.2

[2182] Base: 1.2

[2183] Base: 0.8
+1.5 Magic school (Tier 3)

[2184] 80% Old Nordic
20% Modern Nordic

[2185] 90% Nordic Divines
10% Imperial Nine Divines

[2186] Base: 2

[2187] Base: 1.2

[2188] Base: 1.2

[2189] Base: 0.8
+0.5 Magic school in Winterhold

[2190] 80% Old Nordic
20% Modern Nordic

[2191] 90% Nordic Divines
10% Imperial Nine Divines

[2192] Base: 2

[2193] Base: 1.2

[2194] Base: 1.2

[2195] Base: 0.8

[2196] 70% Old Nordic
30% Modern Nordic

[2197] 90% Nordic Divines
10% Imperial Nine Divines

[2198] Base: 2

[2199] Base: 1.2

[2200] Base: 1.2

[2201] Base: 0.8
+0.5 Magic school in Winterhold

[2202] 70% Old Nordic
30% Modern Nordic

[2203] 90% Nordic Divines
10% Imperial Nine Divines

[2204] Base: 2

[2205] Base: 1.2

[2206] Base: 1.2

[2207] Base: 0.8

[2208] 70% Old Nordic
30% Modern Nordic

[2209] 90% Nordic Divines
10% Imperial Nine Divines

[2210] Base: 2

[2211] Base: 1.2

[2212] Base: 1.2

[2213] Base: 0.8

[2214] 70% Old Nordic
30% Modern Nordic

[2215] 90% Nordic Divines
10% Imperial Nine Divines

[2216] Base: 2

[2217] Base: 1.2

[2218] Base: 1.2

[2219] Base: 0.8
+0.5 Magic school in Winterhold

[2220] 60% Old Nordic
40% Modern Nordic

[2221] 90% Nordic Divines
10% Imperial Nine Divines

[2222] Base: 2

[2223] Base: 1.2

[2224] Base: 1.2

[2225] Base: 0.8

[2226] 60% Old Nordic
40% Modern Nordic

[2227] 90% Nordic Divines
10% Imperial Nine Divines

[2228] Base: 2

[2229] Base: 1.2

[2230] Base: 1.2

[2231] Base: 0.8

[2232] 70% Old Nordic
30% Modern Nordic

[2233] 90% Nordic Divines
10% Imperial Nine Divines

[2234] Base: 2

[2235] Base: 1.2
+0.5 Tower

[2236] Base: 1.2

[2237] Base: 0.8

[2238] 70% Old Nordic
30% Modern Nordic

[2239] 90% Nordic Divines
10% Imperial Nine Divines

[2240] Base: 2

[2241] Base: 1.2

[2242] Base: 1.2

[2243] Base: 0.8

[2244] 70% Old Nordic
30% Modern Nordic

[2245] 90% Nordic Divines
10% Imperial Nine Divines

[2246] Base: 2

[2247] Base: 1.2

[2248] Base: 1.2

[2249] Base: 0.8

[2250] Slaves:
20,000 (Old Nordic)

[2251] 100% Falmer

[2252] 100% Deep Ones

[2253] Base: 1.5
+0.5 Fortress

[2254] Base: 1.2
+1 Fortress

[2255] Base: 1
+0.5 Fortress

[2256] Base: 1.7

[2257] 100% Falmer

[2258] 100% Deep Ones

[2259] Base: 1.5

[2260] Base: 1.2

[2261] Base: 1
[2262] Base: 1.7
[2263] 100% Falmer
[2264] 100% Deep Ones
[2265] Base: 1.5
[2266] Base: 1.2
[2267] Base: 1
[2268] Base: 1.7
[2269] 100% Falmer
[2270] 100% Deep Ones
[2271] Base: 1.5
[2272] Base: 1.2
[2273] Base: 1
[2274] Base: 1.7
[2275] 100% Falmer
[2276] 100% Deep Ones
[2277] Base: 1.5
[2278] Base: 1.2
[2279] Base: 1
[2280] Base: 1.7
[2281] 100% Falmer
[2282] 100% Deep Ones
[2283] Base: 1.5
[2284] Base: 1.2
+0.5 Tower
[2285] Base: 1
[2286] Base: 1.7
[2287] 100% Falmer
[2288] 100% Deep Ones

[2289] Base: 1.5

[2290] Base: 1.2

[2291] Base: 1

[2292] Base: 1.7

[2293] 100% Falmer

[2294] 100% Deep Ones

[2295] Base: 1.5
+1 Soldier Training Facility

[2296] Base: 1.2
+1 Soldier Training Facility

[2297] Base: 1

[2298] Base: 1.7

[2299] 60% Graht-Oak Clans
25% Common Bosmer
10% Imperialized
5% Wood Orcish

[2300] 85% Green Pact
10% Imperial Nine Divines
5% Malacath

[2301] Base: 1

[2302] Base: 2
+0.5 Tower

[2303] Base: 1

[2304] Base: 1

[2305] 70% Graht-Oak Clans
20% Common Bosmer
10% Wood Orcish

[2306] 90% Green Pact
10% Malacath

[2307] Base: 1

[2308] Base: 2

[2309] Base: 1

[2310] Base: 1

[2311] 60% Graht-Oak Clans
30% Common Bosmer

10% Imperialized

[2312] 90% Green Pact
10% Imperial Nine Divines

[2313] Base: 1
+1 Castle

[2314] Base: 2
+1 Castle

[2315] Base: 1
+1 Castle

[2316] Base: 1
+0.5 Castle

[2317] 60% Graht-Oak Clans
20% Common Bosmer
20% Bramble Clans

[2318] 100% Green Pact

[2319] Base: 1

[2320] Base: 2

[2321] Base: 1

[2322] Base: 1

[2323] 55% Graht-Oak Clans
45% Common Bosmer

[2324] 100% Green Pact

[2325] Base: 1

[2326] Base: 2

[2327] Base: 1

[2328] Base: 1

[2329] 65% Common Bosmer
20% Graht-Oak Clans
10% Colovian
5% Anequinian

[2330] 85% Green Pact
10% Imperial Nine Divines
5% Clan Mothers

[2331] Base: 1
+1 Soldier Training Facility
+.05 Fortress

[2332] Base: 2
+1 Soldier Training Facility
+1 Archery

[2333] Base: 1
+.5 Fortress

[2334] Base: 1

[2335] 90% Common Bosmer
10% Anequinian

[2336] 90% Green Pact
10% Clan Mothers

[2337] Base: 1

[2338] Base: 2

[2339] Base: 1

[2340] Base: 1

[2341] 100% Wood Orcish

[2342] 100% Malacath

[2343] +2 Cathedral
+5 Hospital

[2344] Base: 1

[2345] Base: 2

[2346] Base: 1

[2347] Base: 1
+0.5 Cathedral

[2348] 100% Wood Orcish

[2349] 100% Malacath

[2350] Base: 1

[2351] Base: 2

[2352] Base: 1

[2353] Base: 1

[2354] 75% Common Bosmer
15% Graht-Oak Clans
10% Imperialized

[2355] 90% Green Pact
10% Imperial Nine Divines

[2356] Base: 1

[2357] Base: 2

[2358] Base: 1

[2359] Base: 1

[2360] 100% Common Bosmer

[2361] 100% Green Pact

[2362] Base: 1

[2363] Base: 2

[2364] Base: 1

[2365] Base: 1

[2366] 70% Bramble Clans
15% Common Bosmer
8% Imperialized
5% Graht-Oak Clans
2% Aldmeri Dominion

[2367] 90% Green Pact
10% Imperial Nine Divines

[2368] Base: 1

[2369] Base: 2

[2370] Base: 1

[2371] Base: 1

[2372] 70% Bramble Clans
13% Common Bosmer
15% Graht-Oak Clans
2% Aldmeri Dominion

[2373] 100% Green Pact

[2374] Base: 1

[2375] Base: 2

[2376] Base: 1

[2377] Base: 1

[2378] 60% Graht-Oak Clans
15% Common Bosmer
15% Bramble Clans
5% Imperialized
5% Wood Orcish

[2379] 90% Green Pact
5% Imperial Nine Divines
5% Malacath

[2380] Base: 1

[2381] Base: 2

[2382] Base: 1

[2383] Base: 1

[2384] 70% Graht-Oak Clans
20% Common Bosmer
10% Wood Orcish

[2385] 90% Green Pact
10% Malacath

[2386] Base: 1

[2387] Base: 2

[2388] Base: 1

[2389] Base: 1

[2390] 60% Graht-Oak Clans
30% Common Bosmer
10% Wood Orcish

[2391] 90% Green Pact
10% Malacath

[2392] Base: 1

[2393] Base: 2

[2394] Base: 1

[2395] Base: 1

[2396] 60% Graht-Oak Clans
30% Common Bosmer
10% Wood Orcish

[2397] 90% Green Pact
10% Malacath

[2398] Base: 1

[2399] Base: 2

[2400] Base: 1

[2401] Base: 1

[2402] 60% Graht-Oak Clans
30% Common Bosmer
10% Wood Orcish

[2403] 90% Green Pact
10% Malacath

[2404] Base: 1

[2405] Base: 2

[2406] Base: 1

[2407] Base: 1

[2408] 70% Graht-Oak Clans
20% Common Bosmer
10% Wood Orcish

[2409] 90% Green Pact
10% Malacath

[2410] Base: 1

[2411] Base: 2

[2412] Base: 1

[2413] Base: 1

[2414] 55% Graht-Oak Clans
30% Common Bosmer
10% Bramble Clans
5% Wood Orcish

[2415] 95% Green Pact
5% Malacath

[2416] Base: 1

[2417] Base: 2

[2418] Base: 1

[2419] Base: 1

[2420] 55% Graht-Oak Clans
20% Common Bosmer
15% Bramble Clans
10% Wood Orcish

[2421] 90% Green Pact
10% Malacath

[2422] Base: 1

[2423] Base: 2

[2424] Base: 1

[2425] Base: 1

[2426] 60% Graht-Oak Clans
20% Common Bosmer
20% Bramble Clans

[2427] 100% Green Pact

[2428] Base: 1

[2429] Base: 2

[2430] Base: 1

[2431] Base: 1

[2432] 60% Graht-Oak Clans
40% Common Bosmer

[2433] 100% Green Pact

[2434] Base: 1

[2435] Base: 2

[2436] Base: 1

[2437] Base: 1

[2438] 60% Graht-Oak Clans
40% Common Bosmer

[2439] 100% Green Pact

[2440] Base: 1

[2441] Base: 2

[2442] Base: 1

[2443] Base: 1

[2444] 60% Common Bosmer
35% Graht-Oak Clans
5% Anequinian

[2445] 95% Green Pact
5% Clan Mothers

[2446] Base: 1

[2447] Base: 2

[2448] Base: 1

[2449] Base: 1

[2450] 65% Common Bosmer
30% Graht-Oak Clans
5% Anequinian

[2451] 95% Green Pact
5% Clan Mothers

[2452] Base: 1

[2453] Base: 2
+0.5 Tower

[2454] Base: 1

[2455] Base: 1

[2456] 55% Graht-Oak Clans
45% Common Bosmer

[2457] 100% Green Pact

[2458] Base: 1

[2459] Base: 2

[2460] Base: 1

[2461] Base: 1

[2462] 70% Common Bosmer
10% Graht-Oak Clans
10% Imperialized
10% Anequinian

[2463] 80% Green Pact
10% Imperial Nine Divines
10% Clan Mothers

[2464] Base: 1

[2465] Base: 2

[2466] Base: 1

[2467] Base: 1

[2468] 90% Common Bosmer
10% Anequinian

[2469] 90% Green Pact
10% Clan Mothers

[2470] Base: 1

[2471] Base: 2

[2472] Base: 1

[2473] Base: 1

[2474] 80% Common Bosmer
20% Graht-Oak Clans

[2475] 100% Green Pact

[2476] Base: 1

[2477] Base: 2

[2478] Base: 1

[2479] Base: 1

[2480] 60% Common Bosmer
40% Graht-Oak Clans

[2481] 100% Green Pact

[2482] Base: 1

[2483] Base: 2

[2484] Base: 1

[2485] Base: 1

[2486] All beasts slain

[2487] 55% Common Bosmer
40% Graht-Oak Clans
5% Colovian

[2488] 95% Green Pact
5% Imperial Nine Divines

[2489] Base: 1

[2490] Base: 2

[2491] Base: 1

[2492] Base: 1

[2493] 75% Common Bosmer
20% Graht-Oak Clans
5% Wood Orcish

[2494] 95% Green Pact
5% Malacath

[2495] Base: 1

[2496] Base: 2

[2497] Base: 1

[2498] Base: 1

[2499] 80% Common Bosmer
20% Graht-Oak Clans

[2500] 100% Green Pact

[2501] Base: 1

[2502] Base: 2

[2503] Base: 1

[2504] Base: 1

[2505] 95% Common Bosmer
5% Graht-Oak Clans

[2506] 100% Green Pact

[2507] Base: 1

[2508] Base: 2

[2509] Base: 1

[2510] Base: 1

[2511] 95% Common Bosmer
5% Anequinian

[2512] 95% Green Pact
5% Clan Mothers

[2513] Base: 1

[2514] Base: 2
+0.5 Tower

[2515] Base: 1

[2516] Base: 1

[2517] 95% Common Bosmer
5% Graht-Oak Clans

[2518] 100% Green Pact

[2519] +5 Hospital

[2520] Base: 1

[2521] Base: 2

[2522] Base: 1

[2523] Base: 1

[2524] 90% Common Bosmer
10% Anequinian

[2525] 90% Green Pact
10% Clan Mothers

[2526] Base: 1

[2527] Base: 2

[2528] Base: 1

[2529] Base: 1

[2530] 80% Common Bosmer
20% Graht-Oak Clans

[2531] 100% Green Pact

[2532] Base: 1

[2533] Base: 2

[2534] Base: 1

[2535] Base: 1

[2536] 80% Common Bosmer
15% Graht-Oak Clans
5% Pelletinian

[2537] 95% Green Pact
5% Clan Mothers

[2538] Base: 1

[2539] Base: 2

[2540] Base: 1

[2541] Base: 1

[2542] 80% Common Bosmer
10% Graht-Oak Clans
10% Pelletinian

[2543] 90% Green Pact
10% Clan Mothers

[2544] Base: 1

[2545] Base: 2

[2546] Base: 1

[2547] Base: 1

[2548] 85% Common Bosmer
10% Pelletinian
5% Graht-Oak Clans

[2549] 90% Green Pact
10% Clan Mothers

[2550] Base: 1
+0.2 Castle

[2551] Base: 2

[2552] Base: 1

[2553] Base: 1

[2554] 95% Common Bosmer
5% Pelletinian

[2555] 95% Green Pact
5% Clan Mothers

[2556] Base: 1
+1 Castle

[2557] Base: 2
+1 Castle

[2558] Base: 1
+1 Castle

[2559] Base: 1
+0.5 Castle

[2560] 100% Common Bosmer

[2561] 100% Green Pact

[2562] Base: 1

[2563] Base: 2

[2564] Base: 1

[2565] Base: 1

[2566] 60% Bramble Clans
20% Graht-Oak Clans
15% Common Bosmer
5% Imperialized

[2567] 95% Green Pact
5% Imperial Nine Divines

[2568] Base: 1

[2569] Base: 2
+0.5 Tower

[2570] Base: 1

[2571] Base: 1

[2572] 85% Bramble Clans
15% Common Bosmer

[2573] 100% Green Pact

[2574] Base: 1

[2575] Base: 2

[2576] Base: 1

[2577] Base: 1

[2578] 70% Bramble Clans
15% Common Bosmer
15% Graht-Oak Clans

[2579] 100% Green Pact

[2580] Base: 1

[2581] Base: 2

[2582] Base: 1

[2583] Base: 1

[2584] 60% Bramble Clans
25% Common Bosmer
15% Graht-Oak Clans

[2585] 100% Green Pact

[2586] Base: 1

[2587] Base: 2

[2588] Base: 1

[2589] Base: 1

[2590] 60% Bramble Clans
25% Graht-Oak Clans
15% Common Bosmer

[2591] 100% Green Pact

[2592] Base: 1

[2593] Base: 2

[2594] Base: 1

[2595] Base: 1

[2596] All beasts slain

[2597] 60% Bramble Clans
25% Graht-Oak Clans
15% Common Bosmer

[2598] 100% Green Pact

[2599] Base: 1

[2600] Base: 2

[2601] Base: 1

[2602] Base: 1

[2603] 70% Anequinian
15% Imperialized
10% Colovian
5% Rimmenese

[2604] 75% Clan Mothers
25% Imperial Nine Divines

[2605] Base: 1.2

[2606] Base: 1.5

[2607] Base: 1.5

[2608] Base: 1

[2609] 70% Anequinian
10% Imperialized
10% Colovian
5% Nibenese
5% Rimmenese

[2610] 75% Clan Mothers
25% Imperial Nine Divines

[2611] Base: 1.2
+1 Castle

[2612] Base: 1.5
+1 Castle

[2613] Base: 1.5
+1 Castle

[2614] Base: 1
+0.5 Castle

[2615] 75% Anequinian
10% Imperialized
10% Colovian
5% Rimmenese

[2616] 80% Clan Mothers
20% Imperial Nine Divines

[2617] Base: 1.2

[2618] Base: 1.5

[2619] Base: 1.5

[2620] Base: 1

[2621] 80% Anequinian
10% Imperialized
10% Colovian

[2622] 80% Clan Mothers
20% Imperial Nine Divines

[2623] Base: 1.2

[2624] Base: 1.5

[2625] Base: 1.5

[2626] Base: 1

[2627] 80% Anequinian
10% Imperialized
10% Colovian

[2628] 80% Clan Mothers
20% Imperial Nine Divines

[2629] Base: 1.2

[2630] Base: 1.5

[2631] Base: 1.5

[2632] Base: 1

[2633] 80% Anequinian
10% Imperialized
10% Colovian

[2634] 80% Clan Mothers
20% Imperial Nine Divines

[2635] Base: 1.2

[2636] Base: 1.5

[2637] Base: 1.5

[2638] Base: 1

[2639] 55% Common Bosmer
25% Anequinian
10% Imperialized
10% Colovian

[2640] 55% Green Pact
25% Clan Mothers
20% Imperial Nine Divines

[2641] Base: 1

[2642] Base: 2

[2643] Base: 1

[2644] Base: 1

[2645] 65% Anequinian
25% Common Bosmer
10% Imperialized

[2646] 60% Clan Mothers
25% Imperial Nine Divines
15% Green Pact

[2647] Base: 1.2

[2648] Base: 1.5

[2649] Base: 1.5

[2650] Base: 1

[2651] 65% Anequinian
35% Common Bosmer

[2652] 65% Clan Mothers
35% Green Pact

[2653] Base: 1.2

[2654] Base: 1.7

[2655] Base: 1.3

[2656] Base: 1

[2657] 60% Anequinian
40% Common Bosmer

[2658] 60% Clan Mothers
40% Green Pact

[2659] Base: 1.2

[2660] Base: 1.7

[2661] Base: 1.3

[2662] Base: 1

[2663] 70% Common Bosmer
30% Anequinian

[2664] 70% Green Pact
30% Clan Mothers

[2665] Base: 1.1

[2666] Base: 1.8

[2667] Base: 1.2

[2668] Base: 1

[2669] 85% Anequinian
5% Rimmenese
5% Colovian
5% Imperialized

[2670] 85% Clan Mothers
15% Imperial Nine Divines

[2671] Base: 1.2
+0.5 Fortress

[2672] Base: 1.5
+1 Fortress

[2673] Base: 1.5
+0.5 Fortress

[2674] Base: 1

[2675] 75% Anequinian
25% Rimmenese

[2676] 95% Clan Mothers
5% Imperial Nine Divines

[2677] Base: 1.2

[2678] Base: 1.5

[2679] Base: 1.5

[2680] Base: 1

[2681] 75% Anequinian
25% Rimmenese

[2682] 95% Clan Mothers
5% Imperial Nine Divines

[2683] Base: 1.2

[2684] Base: 1.5

[2685] Base: 1.5

[2686] Base: 1

[2687] 60% Rimmenese
20% Anequinian
10% Imperialized
10% Nibenese

[2688] 60% Clan Mothers
20% Imperial Nine Divines
20% Clavicus Vile

[2689] Base: 1.7

[2690] Base: 1.2

[2691] Base: 1.2

[2692] Base: 1.1
+0.5 Magic School

[2693] 55% Rimmenese
30% Anequinian
10% Nibenese
5% Imperialized

[2694] 70% Clan Mothers
20% Imperial Nine Divines
10% Clavicus Vile

[2695] Base: 1.5

[2696] Base: 1.3

[2697] Base: 1.3

[2698] Base: 1.1

[2699] 55% Anequinian
45% Rimmenese

[2700] 75% Clan Mothers
15% Imperial Nine Divines
10% Clavicus Vile

[2701] Base: 1.3

[2702] Base: 1.4

[2703] Base: 1.4

[2704] Base: 1

[2705] 55% Anequinian
45% Rimmenese

[2706] 75% Clan Mothers
15% Imperial Nine Divines
10% Clavicus Vile

[2707] Base: 1.3

[2708] Base: 1.4

[2709] Base: 1.4

[2710] Base: 1

[2711] 55% Rimmenese
40% Anequinian
5% Nibenese

[2712] 70% Clan Mothers
20% Imperial Nine Divines
10% Clavicus Vile

[2713] Base: 1.5

[2714] Base: 1.3

[2715] Base: 1.3

[2716] Base: 1.1

[2717] 65% Rimmenese
20% Anequinian
10% Nibenese
5% Imperialized

[2718] 70% Clan Mothers
20% Imperial Nine Divines
10% Clavicus Vile

[2719] Base: 1.7

[2720] Base: 1.2

[2721] Base: 1.2

[2722] Base: 1

[2723] 65% Anequinian
10% Imperialized
10% Common Bosmer
10% Rimmenese
5% Pelletinian

[2724] 75% Clan Mothers
15% Imperial Nine Divines
10% Green Pact

[2725] Base: 1.2

[2726] Base: 1.5

[2727] Base: 1.5

[2728] Base: 1

[2729] 70% Anequinian
25% Common Bosmer
5% Pelletinian

[2730] 75% Clan Mothers
25% Green Pact

[2731] Base: 1.2

[2732] Base: 1.5

[2733] Base: 1.5

[2734] Base: 1

[2735] 65% Common Bosmer
35% Anequinian

[2736] 65% Green Pact
35% Clan Mothers

[2737] Base: 1.1
+1 Castle

[2738] Base: 1.8
+1 Castle

[2739] Base: 1.2
+1 Castle

[2740] Base: 1
+0.5 Castle

[2741] 65% Common Bosmer
30% Anequinian
5% Pelletinian

[2742] 65% Green Pact
34% Clan Mothers
1% Clavicus Vile

[2743] Base: 1.1

[2744] Base: 1.8

[2745] Base: 1.2

[2746] Base: 1

[2747] 50% Pelletinian
45% Anequinian
5% Common Bosmer

[2748] 95% Clan Mothers
5% Green Pact

[2749] Base: 1.2

[2750] Base: 1.5

[2751] Base: 1.5

[2752] Base: 1

[2753] 75% Anequinian
15% Pelletinian
10% Common Bosmer

[2754] 90% Clan Mothers
10% Green Pact

[2755] Base: 1.2

[2756] Base: 1.5

[2757] Base: 1.5

[2758] Base: 1

[2759] 55% Pelletinian
45% Anequinian

[2760] 100% Clan Mothers

[2761] Base: 1.2

[2762] Base: 1.5

[2763] Base: 1.5

[2764] Base: 1

[2765] 60% Anequinian
40% Pelletinian

[2766] 100% Clan Mothers

[2767] Base: 1.2

[2768] Base: 1.5

[2769] Base: 1.5

[2770] Base: 1

[2771] 55% Anequinian
35% Pelletinian
10% Rimmense

[2772] 100% Clan Mothers

[2773] Base: 1.2

[2774] Base: 1.5

[2775] Base: 1.5

[2776] Base: 1

[2777] 55% Anequinian
35% Pelletinian
10% Rimmense

[2778] 100% Clan Mothers

[2779] Base: 1.2

[2780] Base: 1.5
+0.5 Tower

[2781] Base: 1.5

[2782] Base: 1

[2783] 75% Pelletinian
10% Imperialized
10% Anequinian
5% Nibenese

[2784] 85% Clan Mothers
15% Imperial Nine Divines

[2785] Base: 1.2

[2786] Base: 1.5

[2787] Base: 1.5

[2788] Base: 1

[2789] 75% Pelletinian
15% Nibenese
5% Imperialized
3% Tum-Taleel
2% Wasseek-Haleel

[2790] 75% Clan Mothers
20% Imperial Nine Divines
5% Hist

[2791] Base: 1.2

[2792] Base: 1.5

[2793] Base: 1.5

[2794] Base: 1

[2795] 60% Pelletinian
30% Anequinian
10% Nibenese

[2796] 90% Clan Mothers
10% Imperial Nine Divines

[2797] Base: 1.2

[2798] Base: 1.5

[2799] Base: 1.5

[2800] Base: 1

[2801] 90% Pelletinian
5% Nibenese
5% Anequinian

[2802] 95% Clan Mothers
5% Imperial Nine Divines

[2803] Base: 1.2

[2804] Base: 1.5

[2805] Base: 1.5

[2806] Base: 1

[2807] 90% Pelletinian
5% Nibenese
3% Tum-Taleel
2% Wasseek-Haleel

[2808] 90% Clan Mothers
5% Imperial Nine Divines
5% Hist

[2809] Base: 1.2

[2810] Base: 1.5

[2811] Base: 1.5

[2812] Base: 1

[2813] 65% Pelletinian
35% Anequinian

[2814] 100% Clan Mothers

[2815] Base: 1.2

[2816] Base: 1.5

[2817] Base: 1.5

[2818] Base: 1

[2819] 60% Pelletinian
40% Anequinian

[2820] 100% Clan Mothers

[2821] Base: 1.2

[2822] Base: 1.5

[2823] Base: 1.5

[2824] Base: 1

[2825] 55% Anequinian
45% Pelletinian

[2826] 100% Clan Mothers

[2827] Base: 1.2

[2828] Base: 1.5

[2829] Base: 1.5

[2830] Base: 1

[2831] 50% Anequinian
40% Pelletinian
10% Nibenese

[2832] 90% Clan Mothers
10% Imperial Nine Divines

[2833] Base: 1.2

[2834] Base: 1.5

[2835] Base: 1.5

[2836] Base: 1

[2837] 80% Pelletinian
10% Imperialized
5% Common Bosmer

5% Anequinian

[2838] 85% Clan Mothers
10% Imperial Nine Divines
5% Green Pact

[2839] +2 Cathedral

[2840] Base: 1.2

[2841] Base: 1.5

[2842] Base: 1.5

[2843] Base: 1
+0.5 Cathedral

[2844] 65% Pelletinian
35% Common Bosmer

[2845] 65% Clan Mothers
35% Green Pact

[2846] Base: 1.2

[2847] Base: 1.7

[2848] Base: 1.3

[2849] Base: 1

[2850] 80% Common Bosmer
20% Pelletinian

[2851] 80% Green Pact
20% Clan Mothers

[2852] Base: 1

[2853] Base: 2

[2854] Base: 1

[2855] Base: 1

[2856] 65% Pelletinian
35% Common Bosmer

[2857] 65% Clan Mothers
35% Green Pact

[2858] Base: 1.2

[2859] Base: 1.7

[2860] Base: 1.3

[2861] Base: 1

[2862] 45% Pelletinian
35% Common Bosmer
20% Anequinian

[2863] 65% Clan Mothers
35% Green Pact

[2864] Base: 1.2

[2865] Base: 1.7

[2866] Base: 1.3

[2867] Base: 1

[2868] 95% Pelletinian
5% Common Bosmer

[2869] 95% Clan Mothers
5% Green Pact

[2870] Base: 1.2

[2871] Base: 1.5

[2872] Base: 1.5

[2873] Base: 1

[2874] 100% Pelletinian

[2875] 100% Clan Mothers

[2876] Base: 1.2

[2877] Base: 1.5

[2878] Base: 1.5

[2879] Base: 1

[2880] 95% Pelletinian
5% Common Bosmer

[2881] 95% Clan Mothers
5% Green Pact

[2882] Base: 1.2

[2883] Base: 1.5

[2884] Base: 1.5

[2885] Base: 1

[2886] 100% Pelletinian
[2887] 100% Clan Mothers
[2888] Base: 1.2
[2889] Base: 1.5
[2890] Base: 1.5
[2891] Base: 1
[2892] 100% Pelletinian
[2893] 100% Clan Mothers
[2894] Base: 1.2
[2895] Base: 1.5
[2896] Base: 1.5
[2897] Base: 1
[2898] 100% Pelletinian
[2899] 100% Clan Mothers
[2900] Base: 1.2
[2901] Base: 1.5
[2902] Base: 1.5
[2903] Base: 1
[2904] 70% Pelletinian
10% Imperialized
5% Anequinian
5% Rimmenese
5% Nibenese
5% Tum-Taleel
[2905] 75% Clan Mothers
20% Imperial Nine Divines
5% Hist
[2906] Base: 1.2
[2907] Base: 1.5
[2908] Base: 1.5
[2909] Base: 1
[2910] 95% Pelletinian
5% Tum-Taleel

[2911] 95% Clan Mothers
5% Hist

[2912] Base: 1.2
+0.5 Fortress

[2913] Base: 1.5
+1 Fortress

[2914] Base: 1.5
+0.5 Fortress

[2915] Base: 1

[2916] 100% Pelletinian

[2917] 100% Clan Mothers

[2918] Base: 1.2

[2919] Base: 1.5

[2920] Base: 1.5

[2921] Base: 1

[2922] 100% Pelletinian

[2923] 100% Clan Mothers

[2924] Base: 1.2

[2925] Base: 1.5

[2926] Base: 1.5

[2927] Base: 1

[2928] 100% Pelletinian

[2929] 100% Clan Mothers

[2930] Base: 1.2

[2931] Base: 1.5

[2932] Base: 1.5

[2933] Base: 1

[2934] 100% Pelletinian

[2935] 100% Clan Mothers

[2936] Base: 1.2

[2937] Base: 1.5

[2938] Base: 1.5

[2939] Base: 1

[2940] 100% Pelletinian

[2941] 100% Clan Mothers

[2942] Base: 1.2

[2943] Base: 1.5

[2944] Base: 1.5

[2945] Base: 1

[2946] 100% Pelletinian

[2947] 100% Clan Mothers

[2948] Base: 1.2

[2949] Base: 1.5

[2950] Base: 1.5

[2951] Base: 1

[2952] 67.8% Pelletinian
10% Common Bosmer
5% Imperialized
17.2% Resdaynian Khajit

[2953] 48.6% Clan Mothers
31.4% Tribunal Temple
15% Imperial Nine Divines
5% Green Pact

[2954] +5 Hospital
-10 Tribunal Religious Education

[2955] Base: 1.2
+0.5 Fortress

[2956] Base: 1.5
+1 Fortress

[2957] Base: 1.5
+0.5 Fortress

[2958] Base: 1

[2959] 71.7% Pelletinian
10% Common Bosmer
5% Imperialized
14.3% Resdaynian Khajit

[2960] 47.8% Clan Mothers
15% Imperial Nine Divines
5% Green Pact
22.2% Tribunal Temple

[2961] Base: 1.2

[2962] Base: 1.5

[2963] Base: 1.5

[2964] Base: 1

[2965] 78% Modern Dunmer
12% Imperialized
10% Devout Dunmer

[2966] 88% Tribunal Temple
12% Imperial Nine Divines

[2967] Base: 1.2

[2968] Base: 1.2

[2969] Base: 1.2

[2970] Base: 1.7

[2971] 65% Modern Dunmer
20% Devout Dunmer
15% Imperialized

[2972] 85% Tribunal Temple
15% Imperial Nine Divines

[2973] Base: 1.2

[2974] Base: 1.2

[2975] Base: 1.2

[2976] Base: 1.7

[2977] 78% Modern Dunmer
20% Devout Dunmer
2% Imperialized

[2978] 98% Tribunal Temple
2% Imperial Nine Divines

[2979] Base: 1.2

[2980] Base: 1.2

[2981] Base: 1.2

[2982] Base: 1.7

[2983] 78% Modern Dunmer
20% Devout Dunmer
2% Imperialized

[2984] 98% Tribunal Temple
2% Imperial Nine Divines

[2985] Base: 1.2

[2986] Base: 1.2

[2987] Base: 1.2

[2988] Base: 1.7

[2989] 65% Modern Dunmer
20% Devout Dunmer
15% Imperialized

[2990] 85% Tribunal Temple
15% Imperial Nine Divines

[2991] Base: 1.2
+0.5 Fortress

[2992] Base: 1.2
+1 Fortress

[2993] Base: 1.2
+0.5 Fortress

[2994] Base: 1.7

[2995] 93% Modern Dunmer
5% Devout Dunmer
2% Imperialized

[2996] 98% Tribunal Temple
2% Imperial Nine Divines

[2997] Base: 1.2

[2998] Base: 1.2

[2999] Base: 1.2

[3000] Base: 1.7

[3001] 88% Modern Dunmer
10% Devout Dunmer
2% Imperialized

[3002] 98% Tribunal Temple
2% Imperial Nine Divines

[3003] Base: 1.2

[3004] Base: 1.2

[3005] Base: 1.2

[3006] Base: 1.7

[3007] 88% Modern Dunmer
10% Devout Dunmer
2% Imperialized

[3008] 98% Tribunal Temple
2% Imperial Nine Divines

[3009] Base: 1.2

[3010] Base: 1.2

[3011] Base: 1.2

[3012] Base: 1.7

[3013] 93% Modern Dunmer
5% Devout Dunmer
2% Imperialized

[3014] 98% Tribunal Temple
2% Imperial Nine Divines

[3015] Base: 1.2

[3016] Base: 1.2

[3017] Base: 1.2

[3018] Base: 1.7

[3019] 93% Modern Dunmer
5% Devout Dunmer
2% Imperialized

[3020] 98% Tribunal Temple
2% Imperial Nine Divines

[3021] Base: 1.2

[3022] Base: 1.2

[3023] Base: 1.2

[3024] Base: 1.7

[3025] 88% Modern Dunmer
5% Devout Dunmer
5% Nibenese
2% Imperialized

[3026] 93% Tribunal Temple

7% Imperial Nine Divines

[3027] Base: 1.2

[3028] Base: 1.2

[3029] Base: 1.2

[3030] Base: 1.7

[3031] 88% Modern Dunmer
5% Devout Dunmer
5% Nibenese
2% Imperialized

[3032] 93% Tribunal Temple
7% Imperial Nine Divines

[3033] +2 Monastery

[3034] Base: 1.2

[3035] Base: 1.2

[3036] Base: 1.2

[3037] Base: 1.7

[3038] 93% Modern Dunmer
5% Devout Dunmer
2% Imperialized

[3039] 98% Tribunal Temple
2% Imperial Nine Divines

[3040] Base: 1.2

[3041] Base: 1.2

[3042] Base: 1.2

[3043] Base: 1.7

[3044] 88% Modern Dunmer
5% Devout Dunmer
5% Nibenese
2% Imperialized

[3045] 93% Tribunal Temple
7% Imperial Nine Divines

[3046] Base: 1.2

[3047] Base: 1.2

[3048] Base: 1.2

[3049] Base: 1.7

[3050] 93% Modern Dunmer
5% Devout Dunmer
2% Imperialized

[3051] 98% Tribunal Temple
2% Imperial Nine Divines

[3052] Base: 1.2

[3053] Base: 1.2

[3054] Base: 1.2

[3055] Base: 1.7

[3056] 88% Modern Dunmer
5% Devout Dunmer
5% Nibenese
2% Imperialized

[3057] 93% Tribunal Temple
7% Imperial Nine Divines

[3058] Base: 1.2

[3059] Base: 1.2
+0.5 Tower

[3060] Base: 1.2

[3061] Base: 1.7

[3062] 88% Modern Dunmer
10% Devout Dunmer
2% Imperialized

[3063] 98% Tribunal Temple
2% Imperial Nine Divines

[3064] Base: 1.2

[3065] Base: 1.2

[3066] Base: 1.2

[3067] Base: 1.7

[3068] 88% Modern Dunmer
10% Devout Dunmer
2% Imperialized

[3069] 98% Tribunal Temple
2% Imperial Nine Divines

[3070] Base: 1.2

[3071] Base: 1.2

[3072] Base: 1.2

[3073] Base: 1.7

[3074] 88% Modern Dunmer
5% Devout Dunmer
5% Nibenese
2% Imperialized

[3075] 93% Tribunal Temple
7% Imperial Nine Divines

[3076] Base: 1.2

[3077] Base: 1.2

[3078] Base: 1.2

[3079] Base: 1.7

[3080] 78% Modern Dunmer
10% Archein
5% Devout Dunmer
5% Nibenese
2% Imperialized

[3081] 83% Tribunal Temple
10% Hist
7% Imperial Nine Divines

[3082] Base: 1.2

[3083] Base: 1.2

[3084] Base: 1.2

[3085] Base: 1.7

[3086] 78% Modern Dunmer
10% Devout Dunmer
10% Archein
2% Imperialized

[3087] 88% Tribunal Temple
10% Hist
2% Imperial Nine Divines

[3088] Base: 1.2

[3089] Base: 1.2

[3090] Base: 1.2

[3091] Base: 1.7

[3092] 73% Modern Dunmer
15% Devout Dunmer
10% Archein
2% Imperialized

[3093] 88% Tribunal Temple
10% Hist
2% Imperial Nine Divines

[3094] +1 Monastery

[3095] Base: 1.2

[3096] Base: 1.2

[3097] Base: 1.2

[3098] Base: 1.7
+0.5 Monastery

[3099] 68% Modern Dunmer
20% Archein
10% Devout Dunmer
2% Imperialized

[3100] 78% Tribunal Temple
20% Hist
2% Imperial Nine Divines

[3101] Base: 1.2

[3102] Base: 1.2

[3103] Base: 1.2

[3104] Base: 1.7

[3105] 68% Modern Dunmer
20% Archein
5% Devout Dunmer
5% Nibenese
2% Imperialized

[3106] 73% Tribunal Temple
20% Hist
7% Imperial Nine Divines

[3107] Base: 1.2

[3108] Base: 1.2

[3109] Base: 1.2

[3110] Base: 1.7

[3111] 60% Modern Dunmer
30% Archein

10% Devout Dunmer

[3112] 70% Tribunal Temple
30% Hist

[3113] +1 Chapel

[3114] Base: 1.3

[3115] Base: 1.3

[3116] Base: 1.1

[3117] Base: 1.5

[3118] 70% Modern Dunmer
10% Imperialized
15% Devout Dunmer
5% Modern Nordic

[3119] 85% Tribunal Temple
13% Imperial Nine Divines
2% Nordic Divines

[3120] Base: 1.2
+1 Soldier Training Facility
+1 Castle

[3121] Base: 1.2
+1 Soldier Training Facility
+1 Castle

[3122] Base: 1.2
+1 Castle

[3123] Base: 1.7
+1 Castle
+0.5 Cathedral

[3124] 80% Modern Dunmer
15% Devout Dunmer
5% Modern Nordic

[3125] 95% Tribunal Temple
3% Imperial Nine Divines
2% Nordic Divines

[3126] Base: 1.2

[3127] Base: 1.2

[3128] Base: 1.2

[3129] Base: 1.7

[3130] 80% Modern Dunmer
15% Devout Dunmer

5% Modern Nordic

[3131] 95% Tribunal Temple
3% Imperial Nine Divines
2% Nordic Divines

[3132] Base: 1.2

[3133] Base: 1.2

[3134] Base: 1.2

[3135] Base: 1.7

[3136] 85% Modern Dunmer
15% Devout Dunmer

[3137] 100% Tribunal Temple

[3138] Base: 1.2

[3139] Base: 1.2

[3140] Base: 1.2

[3141] Base: 1.7

[3142] 80% Modern Dunmer
15% Devout Dunmer
5% Modern Nordic

[3143] 95% Tribunal Temple
3% Imperial Nine Divines
2% Nordic Divines

[3144] Base: 1.2

[3145] Base: 1.2

[3146] Base: 1.2

[3147] Base: 1.7

[3148] 80% Modern Dunmer
15% Devout Dunmer
5% Modern Nordic

[3149] 95% Tribunal Temple
3% Imperial Nine Divines
2% Nordic Divines

[3150] Base: 1.2

[3151] Base: 1.2

[3152] Base: 1.2

[3153] Base: 1.7

[3154] 85% Modern Dunmer
15% Devout Dunmer

[3155] 100% Tribunal Temple

[3156] Base: 1.2

[3157] Base: 1.2

[3158] Base: 1.2

[3159] Base: 1.7

[3160] 85% Modern Dunmer
15% Devout Dunmer

[3161] 100% Tribunal Temple

[3162] Base: 1.2

[3163] Base: 1.2

[3164] Base: 1.2

[3165] Base: 1.7

[3166] 75% Modern Dunmer
15% Devout Dunmer
5% Modern Nordic
5% Nibenese

[3167] 90% Tribunal Temple
8% Imperial Nine Divines
2% Nordic Divines

[3168] Base: 1.2
+1 Soldier Training Facility
+0.5 Fortress

[3169] Base: 1.2
+0.5 Tower
+1 Soldier Training Facility
+1 Fortress

[3170] Base: 1.2
+0.5 Fortress

[3171] Base: 1.7

[3172] 80% Modern Dunmer
15% Devout Dunmer
5% Nibenese

[3173] 95% Tribunal Temple
5% Imperial Nine Divines

[3174] Base: 1.2
+1 Soldier Training Facility
+0.5 Fortress

[3175] Base: 1.2
+1 Soldier Training Facility
+1 Fortress

[3176] Base: 1.2
+0.5 Fortress

[3177] Base: 1.7

[3178] 85% Modern Dunmer
15% Devout Dunmer

[3179] 100% Tribunal Temple

[3180] Base: 1.2

[3181] Base: 1.2

[3182] Base: 1.2

[3183] Base: 1.7

[3184] 80% Modern Dunmer
15% Devout Dunmer
5% Nibenese

[3185] 95% Tribunal Temple
5% Imperial Nine Divines

[3186] Base: 1.2

[3187] Base: 1.2

[3188] Base: 1.2

[3189] Base: 1.7

[3190] 75% Modern Dunmer
20% Devout Dunmer
5% Imperialized

[3191] 95% Tribunal Temple
5% Imperial Nine Divines

[3192] -5 free roaming Ashlanders

[3193] -2 free roaming Ashlanders

[3194] Base: 1.2
+0.5 Fortress

[3195] Base: 1.2
+1 Fortress

[3196] Base: 1.2
+0.5 Fortress

[3197] Base: 1.7

[3198] 60% Modern Dunmer
35% Devout Dunmer
5% Ashlander (appeased)

[3199] 95% Tribunal Temple
5% Velothi

[3200] -5 free roaming Ashlanders

[3201] -2 free roaming Ashlanders

[3202] Base: 1.2

[3203] Base: 1.2

[3204] Base: 1.2

[3205] Base: 1.7

[3206] 60% Modern Dunmer
35% Devout Dunmer
5% Ashlander (appeased)

[3207] 95% Tribunal Temple
5% Velothi

[3208] -5 free roaming Ashlanders

[3209] -2 free roaming Ashlanders

[3210] Base: 1.2

[3211] Base: 1.2

[3212] Base: 1.2

[3213] Base: 1.7

[3214] 60% Modern Dunmer
35% Devout Dunmer
5% Ashlander (appeased)

[3215] 95% Tribunal Temple
5% Velothi

[3216] -5 free roaming Ashlanders

[3217] -2 free roaming Ashlanders

[3218] Base: 1.2

[3219] Base: 1.2

[3220] Base: 1.2

[3221] Base: 1.7

[3222] 60% Modern Dunmer
35% Devout Dunmer
5% Ashlander (appeased)

[3223] 95% Tribunal Temple
5% Velothi

[3224] -5 free roaming Ashlanders

[3225] -2 free roaming Ashlanders

[3226] Base: 1.2

[3227] Base: 1.2

[3228] Base: 1.2

[3229] Base: 1.7

[3230] 70% Modern Dunmer
30% Devout Dunmer

[3231] 100% Tribunal Temple

[3232] -5 free roaming Ashlanders

[3233] -2 free roaming Ashlanders

[3234] Base: 1.2

[3235] Base: 1.2

[3236] Base: 1.2

[3237] Base: 1.7

[3238] 60% Modern Dunmer
20% Archein
10% Devout Dunmer
10% Imperialized

[3239] 70% Tribunal Temple
20% Hist
10% Imperial Nine Divines

[3240] Base: 1.2

[3241] Base: 1.2

[3242] Base: 1.2

[3243] Base: 1.7

[3244] 75% Modern Dunmer
10% Archein
10% Devout Dunmer
5% Imperialized

[3245] 85% Tribunal Temple
10% Hist
5% Imperial Nine Divines

[3246] Base: 1.2

[3247] Base: 1.2

[3248] Base: 1.2

[3249] Base: 1.7

[3250] 65% Modern Dunmer
20% Archein
15% Devout Dunmer

[3251] 80% Tribunal Temple
20% Hist

[3252] Base: 1.2

[3253] Base: 1.2

[3254] Base: 1.2

[3255] Base: 1.7

[3256] 45% Modern Dunmer
40% Archein
15% Devout Dunmer

[3257] 60% Tribunal Temple
40% Hist

[3258] Base: 1.3

[3259] Base: 1.3

[3260] Base: 1.1

[3261] Base: 1.5

[3262] 60% Archein
30% Modern Dunmer
10% Devout Dunmer

[3263] 60% Hist
40% Tribunal Temple

[3264] Base: 1.3

[3265] Base: 1.3

[3266] Base: 1.1

[3267] Base: 1.5

[3268] 60% Archein
30% Modern Dunmer
10% Devout Dunmer

[3269] 60% Hist
40% Tribunal Temple

[3270] Base: 1.3

[3271] Base: 1.3

[3272] Base: 1.1

[3273] Base: 1.5

[3274] 60% Archein
30% Modern Dunmer
10% Devout Dunmer

[3275] 60% Hist
40% Tribunal Temple

[3276] Base: 1.3

[3277] Base: 1.3

[3278] Base: 1.1

[3279] Base: 1.5

[3280] 45% Modern Dunmer
40% Archein
15% Devout Dunmer

[3281] 60% Tribunal Temple
40% Hist

[3282] Base: 1.3

[3283] Base: 1.3

[3284] Base: 1.1

[3285] Base: 1.5

[3286] 40% Modern Dunmer
35% Archein
25% Devout Dunmer

[3287] 65% Tribunal Temple
35% Hist

[3288] Base: 1.3

[3289] Base: 1.3

[3290] Base: 1.1

[3291] Base: 1.5

[3292] 40% Modern Dunmer
30% Archein
30% Devout Dunmer

[3293] 70% Tribunal Temple
30% Hist

[3294] Base: 1.3

[3295] Base: 1.3

[3296] Base: 1.1

[3297] Base: 1.5

[3298] 40% Modern Dunmer
35% Archein
25% Devout Dunmer

[3299] 65% Tribunal Temple
35% Hist

[3300] Base: 1.3

[3301] Base: 1.3

[3302] Base: 1.1

[3303] Base: 1.5

[3304] 70% Devout Dunmer
15% Modern Dunmer
10% Imperialized
5% Archein

[3305] 72% Tribunal Temple
10% Imperial Nine Divines
5% Hist
13% Good Daedra

[3306] Base: 1.2

[3307] Base: 1.2

[3308] Base: 1.2

[3309] Base: 1.7

[3310] 90% Devout Dunmer
10% Modern Dunmer

[3311] 89% Tribunal Temple
11% Good Daedra

[3312] +2 Cathedral

[3313] Base: 1.2

[3314] Base: 1.2

[3315] Base: 1.2

[3316] Base: 1.7
+0.5 Cathedral

[3317] 90% Devout Dunmer
10% Modern Dunmer

[3318] 89% Tribunal Temple
11% Good Daedra

[3319] Base: 1.2

[3320] Base: 1.2

[3321] Base: 1.2

[3322] Base: 1.7

[3323] 75% Devout Dunmer
15% Modern Dunmer
10% Imperialized

[3324] 77% Tribunal Temple
10% Imperial Nine Divines
13% Good Daedra

[3325] Base: 1.2

[3326] Base: 1.2

[3327] Base: 1.2

[3328] Base: 1.7

[3329] 90% Devout Dunmer
10% Modern Dunmer

[3330] 89% Tribunal Temple
11% Good Daedra

[3331] Base: 1.2

[3332] Base: 1.2

[3333] Base: 1.2

[3334] Base: 1.7

[3335] 90% Devout Dunmer
10% Modern Dunmer

[3336] 89% Tribunal Temple
11% Good Daedra

[3337] Base: 1.2

[3338] Base: 1.2

[3339] Base: 1.2

[3340] Base: 1.7

[3341] 100% Devout Dunmer

[3342] 80.5% Tribunal Temple
19.5% Good Daedra

[3343] +1 Monastery

[3344] Base: 1.2

[3345] Base: 1.2

[3346] Base: 1.2

[3347] Base: 1.7
+0.5 Monastery

[3348] 80% Devout Dunmer
20% Modern Dunmer

[3349] 83.5% Tribunal Temple
16.5% Good Daedra

[3350] Base: 1.2

[3351] Base: 1.2

[3352] Base: 1.2

[3353] Base: 1.7

[3354] 90% Devout Dunmer
10% Modern Dunmer

[3355] 100% Tribunal Temple

[3356] Base: 1.2

[3357] Base: 1.2

[3358] Base: 1.2

[3359] Base: 1.7

[3360] 70% Devout Dunmer
20% Archein
10% Modern Dunmer

[3361] 89% Tribunal Temple
11% Good Daedra

[3362] Base: 1.2

[3363] Base: 1.2

[3364] Base: 1.2

[3365] Base: 1.7

[3366] 90% Devout Dunmer
10% Modern Dunmer

[3367] 100% Tribunal Temple

[3368] Base: 1.2

[3369] Base: 1.2

[3370] Base: 1.2

[3371] Base: 1.7

[3372] 90% Devout Dunmer
10% Modern Dunmer

[3373] 100% Tribunal Temple

[3374] Base: 1.2

[3375] Base: 1.2

[3376] Base: 1.2

[3377] Base: 1.7

[3378] 90% Devout Dunmer
10% Modern Dunmer

[3379] 100% Tribunal Temple

[3380] Base: 1.2

[3381] Base: 1.2

[3382] Base: 1.2

[3383] Base: 1.7

[3384] 90% Devout Dunmer
10% Modern Dunmer

[3385] 100% Tribunal Temple

[3386] Base: 1.2

[3387] Base: 1.2

[3388] Base: 1.2

[3389] Base: 1.7

[3390] 90% Devout Dunmer
10% Modern Dunmer

[3391] 100% Tribunal Temple

[3392] Base: 1.2

[3393] Base: 1.2

[3394] Base: 1.2

[3395] Base: 1.7

[3396] 90% Devout Dunmer
10% Modern Dunmer

[3397] 100% Tribunal Temple

[3398] Base: 1.2

[3399] Base: 1.2

[3400] Base: 1.2

[3401] Base: 1.7

[3402] 90% Devout Dunmer
10% Modern Dunmer

[3403] 100% Tribunal Temple

[3404] Base: 1.2

[3405] Base: 1.2

[3406] Base: 1.2

[3407] Base: 1.7

[3408] 80% Devout Dunmer
10% Modern Dunmer
10% Telvanni

[3409] 100% Tribunal Temple

[3410] Base: 1.2
+1 Castle

[3411] Base: 1.2
+1 Castle

[3412] Base: 1.2
+1 Castle

[3413] Base: 1.7
+0.5 Castle

[3414] 80% Devout Dunmer
10% Modern Dunmer
10% Telvanni

[3415] 100% Tribunal Temple

[3416] Base: 1.2

[3417] Base: 1.2

[3418] Base: 1.2

[3419] Base: 1.7

[3420] Slaves:
10,000 - Archein

[3421] 80% Telvanni
10% Modern Dunmer
5% Imperialized
5% Devout Dunmer

[3422] 95% Tribunal Temple
5% Imperial Nine Divines

[3423] -0.11 Imperialized against slavery

[3424] +1 Slaves

[3425] Base: 45
Slaves: +1

[3426] Base: 1

[3427] Base: 1.2

[3428] Base: 1

[3429] Base: 2
+1 Magic School

[3430] 85% Telvanni
10% Modern Dunmer
5% Devout Dunmer

[3431] 100% Tribunal Temple

[3432] Base: 1

[3433] Base: 1.2

[3434] Base: 1

[3435] Base: 2

[3436] 85% Telvanni
10% Modern Dunmer
5% Devout Dunmer

[3437] 100% Tribunal Temple

[3438] Base: 1

[3439] Base: 1.2

[3440] Base: 1

[3441] Base: 2

[3442] 85% Telvanni
10% Modern Dunmer
5% Devout Dunmer

[3443] 100% Tribunal Temple

[3444] Base: 1

[3445] Base: 1.2

[3446] Base: 1

[3447] Base: 2

[3448] 70% Telvanni
15% Devout Dunmer
15% Modern Dunmer

[3449] 100% Tribunal Temple

[3450] Base: 1

[3451] Base: 1.2
+0.5 Tower

[3452] Base: 1

[3453] Base: 2

[3454] Slaves:
20,000 - Archein

[3455] 70% Telvanni
15% Modern Dunmer
10% Imperialized
5% Devout Dunmer

[3456] 90% Tribunal Temple
10% Imperial Nine Divines

[3457] +2 Slaves

[3458] Base: 45
Slaves: +4.5

[3459] Base: 1

[3460] Base: 1.2

[3461] Base: 1

[3462] Base: 2

[3463] 55% Telvanni
20% Devout Dunmer
15% Modern Dunmer
10% Ashlanders

[3464] 90% Tribunal Temple
10% Velothi

[3465] +5 Hospital

[3466] Base: 1

[3467] Base: 1.2

[3468] Base: 1

[3469] Base: 2

[3470] Slaves:
20,000 - Archein

[3471] 55% Telvanni
20% Devout Dunmer
15% Modern Dunmer
10% Ashlanders

[3472] 90% Tribunal Temple
10% Velothi

[3473] +2 Slaves

[3474] Base: 40
Slaves: +4

[3475] Base: 1

[3476] Base: 1.2

[3477] Base: 1

[3478] Base: 2

[3479] 55% Telvanni
20% Devout Dunmer
15% Modern Dunmer
10% Ashlanders

[3480] 90% Tribunal Temple
10% Velothi

[3481] Base: 1

[3482] Base: 1.2

[3483] Base: 1

[3484] Base: 2

[3485] 85% Telvanni
10% Modern Dunmer
5% Devout Dunmer

[3486] 100% Tribunal Temple

[3487] Base: 1

[3488] Base: 1.2

[3489] Base: 1

[3490] Base: 2

[3491] 85% Telvanni
10% Modern Dunmer
5% Devout Dunmer

[3492] 100% Tribunal Temple

[3493] Base: 1

[3494] Base: 1.2

[3495] Base: 1

[3496] Base: 2

[3497] 85% Telvanni
10% Modern Dunmer
5% Devout Dunmer

[3498] 100% Tribunal Temple

[3499] Base: 1

[3500] Base: 1.2

[3501] Base: 1

[3502] Base: 2

[3503] 85% Telvanni
10% Modern Dunmer
5% Devout Dunmer

[3504] 100% Tribunal Temple

[3505] Base: 1

[3506] Base: 1.2

[3507] Base: 1

[3508] Base: 2

[3509] Slaves:
20,000 - Archein

[3510] 85% Telvanni
10% Modern Dunmer
5% Devout Dunmer

[3511] 100% Tribunal Temple

[3512] +2 Slaves

[3513] Base: 40
Slaves: +10

[3514] Base: 1

[3515] Base: 1.2

[3516] Base: 1

[3517] Base: 2

[3518] 85% Telvanni
10% Modern Dunmer
5% Devout Dunmer

[3519] 100% Tribunal Temple

[3520] Base: 1

[3521] Base: 1.2

[3522] Base: 1

[3523] Base: 2

[3524] 85% Telvanni
10% Modern Dunmer
5% Devout Dunmer

[3525] 100% Tribunal Temple

[3526] Base: 1

[3527] Base: 1.2

[3528] Base: 1

[3529] Base: 2

[3530] 85% Telvanni
10% Modern Dunmer
5% Devout Dunmer

[3531] 100% Tribunal Temple

[3532] Base: 1

[3533] Base: 1.2

[3534] Base: 1

[3535] Base: 2

[3536] 80% Telvanni
15% Devout Dunmer
5% Modern Dunmer

[3537] 100% Tribunal Temple

[3538] Base: 1

[3539] Base: 1.2

[3540] Base: 1

[3541] Base: 2

[3542] 80% Telvanni
15% Devout Dunmer
5% Modern Dunmer

[3543] 100% Tribunal Temple

[3544] Base: 1

[3545] Base: 1.2

[3546] Base: 1

[3547] Base: 2

[3548] 80% Telvanni
15% Devout Dunmer
5% Modern Dunmer

[3549] 100% Tribunal Temple

[3550] Base: 1

[3551] Base: 1.2

[3552] Base: 1

[3553] Base: 2

[3554] 70% Devout Dunmer
25% Modern Dunmer
5% Imperialized

[3555] 95% Tribunal Temple
5% Imperial Nine Divines

[3556] +2 Cathedral

[3557] Base: 1.2

[3558] Base: 1.2

[3559] Base: 1.2

[3560] Base: 1.7
+0.5 Cathedral

[3561] 80% Devout Dunmer
20% Modern Dunmer

[3562] 100% Tribunal Temple

[3563] Base: 1.2
+1 Castle

[3564] Base: 1.2
+1 Castle

[3565] Base: 1.2
+1 Castle

[3566] Base: 1.7
+0.5 Castle

[3567] 80% Devout Dunmer
20% Modern Dunmer

[3568] 100% Tribunal Temple

[3569] Base: 1.2

[3570] Base: 1.2

[3571] Base: 1.2

[3572] Base: 1.7

[3573] 60% Devout Dunmer
40% Modern Dunmer

[3574] 100% Tribunal Temple

[3575] Base: 1.2

[3576] Base: 1.2

[3577] Base: 1.2

[3578] Base: 1.7

[3579] 60% Devout Dunmer
40% Modern Dunmer

[3580] 100% Tribunal Temple

[3581] Base: 1.2

[3582] Base: 1.2

[3583] Base: 1.2

[3584] Base: 1.7

[3585] 80% Devout Dunmer
20% Modern Dunmer

[3586] 80% Tribunal Temple
20% House of Troubles

[3587] Base: 1.2

[3588] Base: 1.2

[3589] Base: 1.2

[3590] Base: 1.7

[3591] 80% Devout Dunmer
20% Modern Dunmer

[3592] 100% Tribunal Temple

[3593] Base: 1.2

[3594] Base: 1.2

[3595] Base: 1.2

[3596] Base: 1.7

[3597] 70% Devout Dunmer
20% Modern Dunmer
10% Ashlander

[3598] 100% Tribunal Temple

[3599] Base: 1.2

[3600] Base: 1.2

+0.5 Tower

[3601] Base: 1.2

[3602] Base: 1.7

[3603] 75% Devout Dunmer
15% Modern Dunmer
10% Telvanni

[3604] 100% Tribunal Temple

[3605] Base: 1.2

[3606] Base: 1.2

[3607] Base: 1.2

[3608] Base: 1.7

[3609] 80% Devout Dunmer
20% Modern Dunmer

[3610] 80% Tribunal Temple
20% House of Troubles

[3611] Base: 1.2

[3612] Base: 1.2

[3613] Base: 1.2

[3614] Base: 1.7

[3615] 80% Devout Dunmer
20% Modern Dunmer

[3616] 100% Tribunal Temple

[3617] Base: 1.2

[3618] Base: 1.2

[3619] Base: 1.2

[3620] Base: 1.7

[3621] 46% Ashlander
17.2% Devout Dunmer
36.8% Dwemer

[3622] 46% Velothi
13.9% Tribunal Temple
40.1% Dwemer

[3623] Base: 1.2

[3624] Base: 1.3

[3625] Base: 1.4

[3626] Base: 1.4

[3627] 70% Ashlander
20% Devout Dunmer
1.2% Modern Dunmer
8.8% Dwemer

[3628] 70% Velothi
27.2% Tribunal Temple
8.8% Dwemer

[3629] Base: 1.2

[3630] Base: 1.3

[3631] Base: 1.4

[3632] Base: 1.4

[3633] 70% Ashlander
20% Devout Dunmer
10% Modern Dunmer

[3634] 70% Velothi
30% Tribunal Temple

[3635] Base: 1.2

[3636] Base: 1.3

[3637] Base: 1.4

[3638] Base: 1.4

[3639] 70% Ashlander
16% Devout Dunmer
14% Dwemer

[3640] 70% Velothi
9.4% Tribunal Temple
20.6% Dwemer

[3641] Base: 1.2

[3642] Base: 1.3

[3643] Base: 1.4

[3644] Base: 1.4

[3645] 66% Ashlander
24% Devout Dunmer
10% Modern Dunmer

[3646] 70% Velothi
30% Tribunal Temple

[3647] +5 Hospital
+2 Cathedral
+10 Arena

[3648] Base: 1.2

[3649] Base: 1.3

[3650] Base: 1.4

[3651] Base: 1.4

[3652] 60% Devout Dunmer
20% Modern Dunmer
20% Ashlander

[3653] 100% Tribunal Temple

[3654] Base: 1.2

[3655] Base: 1.2

[3656] Base: 1.2

[3657] Base: 1.7

[3658] 85% Skaal
10% Old Nordic
3% Imperialized
2% Modern Dunmer

[3659] 80% All-Maker
10% Nordic Totems
5% Nordic Divines
3% Imperial Nine Divines
2% Tribunal Temple

[3660] -20 Transition of power (Expires 4E 35 1/2)

[3661] Base: 2

[3662] Base: 1.5

[3663] Base: 0.8

[3664] Base: 1

[3665] 85% Skaal
10% Old Nordic
3% Imperialized
2% Modern Dunmer

[3666] 80% All-Maker

10% Nordic Totems
5% Nordic Divines
3% Imperial Nine Divines
2% Tribunal Temple

[3667] -20 Transition of power (Expires 4E 35 1/2)

[3668] Base: 2

[3669] Base: 1.5

[3670] Base: 0.8

[3671] Base: 1

[3672] 85% Skaal
10% Old Nordic
3% Imperialized
2% Modern Dunmer

[3673] 80% All-Maker
10% Nordic Totems
5% Nordic Divines
3% Imperial Nine Divines
2% Tribunal Temple

[3674] -20 Transition of power (Expires 4E 35 1/2)

[3675] Base: 2

[3676] Base: 1.5

[3677] Base: 0.8

[3678] Base: 1

[3679] 85% Skaal
10% Old Nordic
3% Imperialized
2% Modern Dunmer

[3680] 80% All-Maker
10% Nordic Totems
5% Nordic Divines
3% Imperial Nine Divines
2% Tribunal Temple

[3681] -20 Transition of power (Expires 4E 35 1/2)

[3682] Base: 2

[3683] Base: 1.5

[3684] Base: 0.8

[3685] Base: 1

[3686] Base: 1.2

[3687] Base: 1.2

[3688] Base: 1.2

[3689] Base: 1.7

[3690] 80% Devout Dunmer
20% Modern Dunmer

[3691] 80% Tribunal Temple
20% House of Troubles

[3692] Base: 1.2

[3693] Base: 1.2

[3694] Base: 1.2

[3695] Base: 1.7

[3696] 90% Ashlander
10% Devout Dunmer

[3697] 20% Velothi
80% Tribunal Temple

[3698] Base: 1.2

[3699] Base: 1.5

[3700] Base: 1.5

[3701] Base: 1.2

[3702] 90% Ashlander
10% Devout Dunmer

[3703] 20% House of Troubles
80% Tribunal Temple

[3704] +1 Chapel

[3705] Base: 1.2

[3706] Base: 1.5

[3707] Base: 1.5

[3708] Base: 1.2

[3709] 90% Ashlander
10% Devout Dunmer

[3710] 1% Velothi
99% Tribunal Temple

[3711] Base: 1.2

[3712] Base: 1.5

[3713] Base: 1.5

[3714] Base: 1.2

[3715] 80% Ashlander
20% Devout Dunmer

[3716] 9% Velothi
91% Tribunal Temple

[3717] Base: 1.2

[3718] Base: 1.5

[3719] Base: 1.5

[3720] Base: 1.2

[3721] 70% Sarpa
15% Agaceph
10% Tum-Taleel
5% Paatru

[3722] 100% Hist

[3723] Base: 1.5
+0.5 Fortress

[3724] Base: 1.5
+1 Fortress

[3725] Base: 0.8
+0.5 Fortress

[3726] Base: 1

[3727] 65% Sarpa
25% Agaceph
5% Tum-Taleel
5% Paatru

[3728] 100% Hist

[3729] Base: 1.5

[3730] Base: 1.5

[3731] Base: 0.8

[3732] Base: 1

[3733] 60% Sarpa
25% Agaceph

10% Paatru
5% Tum-Taleel

[3734] 100% Hist

[3735] Base: 1.5

[3736] Base: 1.5

[3737] Base: 0.8

[3738] Base: 1

[3739] 40% Sarpa
25% Archein
18% Tum-Taleel
10% Agaceph
5% Paatru
2% Imperialized

[3740] 98% Hist
2% Imperial Nine Divines

[3741] Base: 1.5

[3742] Base: 1.5

[3743] Base: 0.8

[3744] Base: 1

[3745] 65% Sarpa
15% Paatru
10% Tum-Taleel
5% Agaceph
5% Wasseek-Haleel

[3746] 100% Hist

[3747] Base: 1.5

[3748] Base: 1.5

[3749] Base: 0.8

[3750] Base: 1

[3751] 40% Sarpa
25% Archein
18% Tum-Taleel
10% Agaceph
5% Paatru
2% Imperialized

[3752] 98% Hist
2% Imperial Nine Divines

[3753] Base: 1.5

[3754] Base: 1.5

[3755] Base: 0.8

[3756] Base: 1

[3757] 70% Sarpa
10% Agaceph
10% Tum-Taleel
10% Paatru

[3758] 100% Hist

[3759] Base: 1.5

[3760] Base: 1.5

[3761] Base: 0.8

[3762] Base: 1

[3763] 60% Paatru
15% Wasseek-Haleel
15% Tum-Taleel
10% Naga

[3764] 100% Hist

[3765] Base: 1.5

[3766] Base: 1.5

[3767] Base: 0.8

[3768] Base: 1

[3769] 70% Paatru
20% Tum-Taleel
5% Wasseek-Haleel
5% Sarpa

[3770] 100% Hist

[3771] Base: 1.5

[3772] Base: 1.5

[3773] Base: 0.8

[3774] Base: 1

[3775] 70% Paatru
15% Tum-Taleel
15% Sarpa

[3776] 100% Hist

[3777] Base: 1.5

[3778] Base: 1.5

[3779] Base: 0.8

[3780] Base: 1

[3781] 60% Paatru
15% Agaceph
15% Naga
10% Wasseek-Haleel

[3782] 100% Hist

[3783] Base: 1.5

[3784] Base: 1.5

[3785] Base: 0.8

[3786] Base: 1

[3787] 70% Paatru
20% Sarpa
10% Agaceph

[3788] 100% Hist

[3789] Base: 1.5

[3790] Base: 1.5
+0.5 Tower

[3791] Base: 0.8

[3792] Base: 1

[3793] 60% Sarpa
25% Paatru
10% Agaceph
5% Tum-Taleel

[3794] 100% Hist

[3795] Base: 1.5

[3796] Base: 1.5

[3797] Base: 0.8

[3798] Base: 1

[3799] 60% Naga
20% Agaceph

10% Archein

10% Paatru

[3800] 100% Hist

[3801] Base: 1.5

[3802] Base: 1.5

[3803] Base: 0.8

[3804] Base: 1

[3805] 70% Naga

15% Wasseek-Haleel

15% Archein

[3806] 100% Hist

[3807] Base: 1.5

[3808] Base: 1.5

[3809] Base: 0.8

[3810] Base: 1

[3811] 70% Naga

15% Wasseek-Haleel

15% Archein

[3812] 100% Hist

[3813] Base: 1.5

+1 Castle

[3814] Base: 1.5

+1 Castle

[3815] Base: 0.8

+1 Castle

[3816] Base: 1

+0.5 Castle

[3817] 60% Naga

20% Wasseek-Haleel

20% Paatru

[3818] 100% Hist

[3819] Base: 1.5

[3820] Base: 1.5

[3821] Base: 0.8

[3822] Base: 1

[3823] 65% Naga
15% Wasseek-Haleel
15% Archein
5% Nibenese

[3824] 95% Hist
5% Imperial Nine Divines

[3825] Base: 1.5

[3826] Base: 1.5

[3827] Base: 0.8

[3828] Base: 1

[3829] 75% Agaceph
20% Sarpa
5% Paatru

[3830] 100% Hist

[3831] Base: 1.5

[3832] Base: 1.5

[3833] Base: 0.8

[3834] Base: 1

[3835] 70% Agaceph
30% Sarpa

[3836] 100% Hist

[3837] Base: 1.5

[3838] Base: 1.5

[3839] Base: 0.8

[3840] Base: 1

[3841] 80% Agaceph
20% Archein

[3842] 100% Hist

[3843] Base: 1.5

[3844] Base: 1.5

[3845] Base: 0.8

[3846] Base: 1

[3847] 70% Agaceph
30% Archein

[3848] 100% Hist

[3849] Base: 1.5

[3850] Base: 1.5

[3851] Base: 0.8

[3852] Base: 1

[3853] 70% Agaceph
30% Archein

[3854] 100% Hist

[3855] Base: 1.5

[3856] Base: 1.5

[3857] Base: 0.8

[3858] Base: 1

[3859] 75% Agaceph
20% Archein
5% Paatru

[3860] 100% Hist

[3861] Base: 1.5

[3862] Base: 1.5
+0.5 Tower

[3863] Base: 0.8

[3864] Base: 1

[3865] 70% Agaceph
30% Archein

[3866] 100% Hist

[3867] Base: 1.5

[3868] Base: 1.5

[3869] Base: 0.8

[3870] Base: 1

[3871] 40% Agaceph
30% Archein
20% Sarpa

10% Imperialized

[3872] 90% Hist
10% Imperial Nine Divines

[3873] +12 Peacekeepers (6,000)

[3874] Base: 1.5
+1 Soldier Training Facility

[3875] Base: 1.5
+1 Soldier Training Facility

[3876] Base: 0.8

[3877] Base: 1
+3 Tier 3 Magic school + basic school system

[3878] 45% Agaceph
30% Archein
20% Sarpa
3% Paatru
2% Imperialized

[3879] 98% Hist
2% Imperial Nine Divines

[3880] Base: 1.5

[3881] Base: 1.5

[3882] Base: 0.8

[3883] Base: 1
+0.5 Magic school spillover (Lilmoth)

[3884] 45% Agaceph
30% Archein
20% Sarpa
3% Paatru
2% Imperialized

[3885] 98% Hist
2% Imperial Nine Divines

[3886] +4 Peacekeepers (2,000)

[3887] Base: 1.5

[3888] Base: 1.5

[3889] Base: 0.8

[3890] Base: 1

[3891] 60% Agaceph
20% Paatru

20% Naga

[3892] 100% Hist

[3893] Base: 1.5

[3894] Base: 1.5

[3895] Base: 0.8

[3896] Base: 1

[3897] 60% Agaceph
20% Archein
20% Naga

[3898] 100% Hist

[3899] Base: 1.5

[3900] Base: 1.5

[3901] Base: 0.8

[3902] Base: 1

[3903] 40% Archein
30% Naga
15% Modern Dunmer
5% Wasseek-Haleel
5% Nibenese
5% Imperialized

[3904] 75% Hist
15% Tribunal Temple
10% Imperial Nine Divines

[3905] Base: 1.5

[3906] Base: 1.5

[3907] Base: 0.8

[3908] Base: 1

[3909] 80% Archein
10% Modern Dunmer
5% Naga
5% Agaceph

[3910] 90% Hist
10% Tribunal Temple

[3911] Base: 1.5
+1 Castle

[3912] Base: 1.5

+1 Castle

[3913] Base: 0.8

+1 Castle

[3914] Base: 1

+0.5 Castle

[3915] 80% Archein
10% Modern Dunmer
10% Naga

[3916] 90% Hist
10% Tribunal Temple

[3917] Base: 1.5

[3918] Base: 1.5

[3919] Base: 0.8

[3920] Base: 1

[3921] 60% Archein
25% Naga
15% Agaceph

[3922] 100% Hist

[3923] Base: 1.5

[3924] Base: 1.5

[3925] Base: 0.8

[3926] Base: 1

[3927] 60% Archein
20% Naga
20% Agaceph

[3928] 100% Hist

[3929] Base: 1.5

[3930] Base: 1.5

[3931] Base: 0.8

[3932] Base: 1

[3933] 70% Archein
30% Agaceph

[3934] 100% Hist

[3935] Base: 1.5

[3936] Base: 1.5

[3937] Base: 0.8

[3938] Base: 1

[3939] 70% Archein
30% Agaceph

[3940] 100% Hist

[3941] Base: 1.5

[3942] Base: 1.5

[3943] Base: 0.8

[3944] Base: 1

[3945] 70% Archein
30% Agaceph

[3946] 100% Hist

[3947] Base: 1.5

[3948] Base: 1.5

[3949] Base: 0.8

[3950] Base: 1

[3951] 80% Wasseek-Haleel
15% Naga
5% Nibenese

[3952] 95% Hist
5% Imperial Nine Divines

[3953] Base: 1.5

[3954] Base: 1.5

[3955] Base: 0.8

[3956] Base: 1

[3957] 85% Wasseek-Haleel
10% Naga
5% Nibenese

[3958] 95% Hist
5% Imperial Nine Divines

[3959] Base: 1.5

[3960] Base: 1.5

[3961] Base: 0.8

[3962] Base: 1

[3963] 85% Wasseek-Haleel
5% Naga
5% Tum-Taleel
5% Nibenese

[3964] 95% Hist
5% Imperial Nine Divines

[3965] Base: 1.5

[3966] Base: 1.5

[3967] Base: 0.8

[3968] Base: 1

[3969] 85% Wasseek-Haleel
15% Tum-Taleel
5% Nibenese

[3970] 95% Hist
5% Imperial Nine Divines

[3971] Base: 1.5

[3972] Base: 1.5

[3973] Base: 0.8

[3974] Base: 1

[3975] 70% Wasseek-Haleel
10% Naga
10% Paatru
10% Tum-Taleel

[3976] 100% Hist

[3977] +5 Hospital

[3978] Base: 1.5

[3979] Base: 1.5

[3980] Base: 0.8

[3981] Base: 1

[3982] 70% Wasseek-Haleel
15% Naga
8% Paatru
7% Tum-Taleel

[3983] 100% Hist

[3984] Base: 1.5

[3985] Base: 1.5

[3986] Base: 0.8

[3987] Base: 1

[3988] 70% Wasseek-Haleel

20% Naga

5% Paatru

5% Tum-Taleel

[3989] 100% Hist

[3990] Base: 1.5

[3991] Base: 1.5

[3992] Base: 0.8

[3993] Base: 1

[3994] 64% Tum-Taleel

10% Wasseek-Haleel

15% Paatru

10% Sarpa

1% Imperialized

[3995] 99% Hist

1% Imperial Nine Divines

[3996] +1 Chapel

[3997] Base: 1.5

[3998] Base: 1.5

[3999] Base: 0.8

[4000] Base: 1

[4001] 65% Tum-Taleel

15% Wasseek-Haleel

15% Paatru

5% Sarpa

[4002] 100% Hist

[4003] Base: 1.5

[4004] Base: 1.5

[4005] Base: 0.8

[4006] Base: 1

[4007] 60% Tum-Taleel
20% Wasseek-Haleel
10% Nibenese
5% Paatru
5% Sarpa

[4008] 90% Hist
10% Imperial Nine Divines

[4009] Base: 1.5

[4010] Base: 1.5

[4011] Base: 0.8

[4012] Base: 1

[4013] 70% Tum-Taleel
10% Wasseek-Haleel
10% Paatru
10% Sarpa

[4014] 100% Hist

[4015] Base: 1.5

[4016] Base: 1.5

[4017] Base: 0.8

[4018] Base: 1

[4019] 32% Sarpa
28% Tum-Taleel
25% Archein
8% Paatru
5% Wasseek-Haleel
2% Imperialized

[4020] 98% Hist
2% Imperial Nine Divines

[4021] Base: 1.5

[4022] Base: 1.5

[4023] Base: 0.8

[4024] Base: 1

[4025] 32% Sarpa
28% Tum-Taleel
25% Archein
8% Paatru
5% Wasseek-Haleel

2% Imperialized

[4026] 98% Hist
2% Imperial Nine Divines

[4027] Base: 1.5

[4028] Base: 1.5

[4029] Base: 0.8

[4030] Base: 1

[4031] 30% Tum-Taleel
25% Archein
20% Sarpa
10% Imperialized
10% Paatru
5% Wasseek-Haleel

[4032] 90% Hist
10% Imperial Nine Divines

[4033] Base: 1.5

[4034] Base: 1.5

[4035] Base: 0.8

[4036] Base: 1

[4037] 65% Tum-Taleel
15% Sarpa
15% Paatru
5% Wasseek-Haleel

[4038] 100% Hist

[4039] Base: 1.5

[4040] Base: 1.5

[4041] Base: 0.8

[4042] Base: 1

[4043] 24.4% Skaal
35% Imperialized
15% Old Nordic
5% Modern Dunmer
20.6% Resdaynian Nordic

[4044] 30.2% Imperial Nine Divines
2.75% Nordic Totems
10% Nordic Divines
61.15% Tribunal Temple

[4045] +5 Hospital
-6.1 Tribunal Religious School

[4046] Base: 1.6

[4047] Base: 1.2

[4048] Base: 0.8

[4049] Base: 1

[4050] 26.6% Skaal
35% Imperialized
15% Old Nordic
5% Modern Dunmer
18.4% Resdaynian Nordic

[4051] 29% Imperial Nine Divines
10% Nordic Divines
61% Tribunal Temple

[4052] Base: 1.6

[4053] Base: 1.2

[4054] Base: 0.8

[4055] Base: 1

[4056] 98% <placeholder>
2% Imperialized

[4057] 98% <placeholder>
2% Imperial Nine Divines

[4058] Base: 1.2

[4059] Base: 1.5

[4060] Base: 0.8

[4061] Base: 1.5

[4062] 98% <placeholder>
2% Imperialized

[4063] 98% <placeholder>
2% Imperial Nine Divines

[4064] Base: 1.2

[4065] Base: 1.5

[4066] Base: 0.8

[4067] Base: 1.5

[4068] 33% <placeholder>
67% Echmer

[4069] 33% <placeholder>
67% Echmer

[4070] Base: 1.2

[4071] Base: 1.5

[4072] Base: 0.8

[4073] Base: 1.5

[4074] 33% <placeholder>
67% Echmer

[4075] 33% <placeholder>
67% Echmer

[4076] Base: 1.2

[4077] Base: 1.5

[4078] Base: 0.8

[4079] Base: 1.5

[4080] 33% <placeholder>
67% Echmer

[4081] 33% <placeholder>
67% Echmer
extra 2% Imperialised

[4082] -20 Transition of power [ends 12/30] [finished]
+15 peacekeeping units

[4083] Base: 1.2

[4084] Base: 1.5

[4085] Base: 0.8

[4086] Base: 1.5

[4087] 33% <placeholder>
67% Echmer

[4088] 33% <placeholder>
67% Echmer
extra 2% Imperialised

[4089] -20 Transition of power [ends 12/30] [finished]
+15 peacekeeping units

[4090] Base: 1.2

[4091] Base: 1.5

[4092] Base: 0.8

[4093] Base: 1.5

[4094] 98% <placeholder>
2% Imperialized

[4095] 98% <placeholder>
2% Imperial Nine Divines

[4096] Base: 1.2

[4097] Base: 1.5

[4098] Base: 0.8

[4099] Base: 1.5

[4100] 98% <placeholder>
2% Imperialized

[4101] 98% <placeholder>
2% Imperial Nine Divines

[4102] Base: 1.2

[4103] Base: 1.5

[4104] Base: 0.8

[4105] Base: 1.5

[4106] 100% Maormer

[4107] 100% Orgnum

[4108] Base: 1.5
+1 Castle

[4109] Base: 1
+1 Castle

[4110] Base: 1
+1 Castle

[4111] Base: 1.5
+0.5 Castle

[4112] 100% Maormer

[4113] 100% Orgnum

[4114] Base: 1.5

[4115] Base: 1

[4116] Base: 1
[4117] Base: 1.5
[4118] 100% Maormer
[4119] 100% Orgnum
[4120] Base: 1.5
[4121] Base: 1
[4122] Base: 1
[4123] Base: 1.5
[4124] 100% Maormer
[4125] 100% Orgnum
[4126] Base: 1.5
[4127] Base: 1
[4128] Base: 1
[4129] Base: 1.5
[4130] 100% Maormer
[4131] 100% Orgnum
[4132] Base: 1.5
[4133] Base: 1
[4134] Base: 1
[4135] Base: 1.5
[4136] 100% Maormer
[4137] 100% Orgnum
[4138] Base: 1.5
[4139] Base: 1
[4140] Base: 1
[4141] Base: 1.5
[4142] 100% Maormer
[4143] 100% Orgnum
[4144] Base: 1.5

[4145] Base: 1
[4146] Base: 1
[4147] Base: 1.5
[4148] 100% Maormer
[4149] 100% Orgnum
[4150] Base: 1.5
[4151] Base: 1
[4152] Base: 1
[4153] Base: 1.5
[4154] 100% Maormer
[4155] 100% Orgnum
[4156] Base: 1.5
[4157] Base: 1
[4158] Base: 1
[4159] Base: 1.5
[4160] 100% Maormer
[4161] 100% Orgnum
[4162] Base: 1.5
[4163] Base: 1
[4164] Base: 1
[4165] Base: 1.5
[4166] 95% Native Yokudan
5% Crown
[4167] 100% Yokudan
[4168] Base: 2
[4169] Base: 1
[4170] Base: 1.2
[4171] Base: 0.8
[4172] 95% Native Yokudan
5% Crown

[4173] 100% Yokudan

[4174] Base: 2
+0.5 Fortress

[4175] Base: 1
+1 Fortress

[4176] Base: 1.2
+1 Fortress

[4177] Base: 0.8

[4178] 95% Native Yokudan
5% Crown

[4179] 100% Yokudan

[4180] Base: 2

[4181] Base: 1

[4182] Base: 1.2

[4183] Base: 0.8

[4184] 95% Native Yokudan
5% Crown

[4185] 100% Yokudan

[4186] Base: 2

[4187] Base: 1

[4188] Base: 1.2

[4189] Base: 0.8

[4190] 95% Native Yokudan
5% Crown

[4191] 100% Yokudan

[4192] Base: 2

[4193] Base: 1
+0.5 Tower

[4194] Base: 1.2

[4195] Base: 0.8

[4196] 95% Native Yokudan
5% Crown

[4197] 100% Yokudan

[4198] Base: 2
[4199] Base: 1
[4200] Base: 1.2
[4201] Base: 0.8
[4202] 95% Native Yokudan
5% Crown
[4203] 100% Yokudan
[4204] Base: 2
[4205] Base: 1
[4206] Base: 1.2
[4207] Base: 0.8
[4208] 95% Native Yokudan
5% Crown
[4209] 100% Yokudan
[4210] Base: 2
[4211] Base: 1
[4212] Base: 1.2
[4213] Base: 0.8
[4214] 95% Native Yokudan
5% Crown
[4215] 100% Yokudan
[4216] Base: 2
[4217] Base: 1
[4218] Base: 1.2
[4219] Base: 0.8
[4220] 95% Native Yokudan
5% Crown
[4221] 100% Yokudan
[4222] Base: 2
[4223] Base: 1
[4224] Base: 1.2

[4225] Base: 0.8

[4226] 95% Native Yokudan
5% Crown

[4227] 100% Yokudan

[4228] Base: 2

[4229] Base: 1

[4230] Base: 1.2

[4231] Base: 0.8

[4232] 95% Native Yokudan
5% Crown

[4233] 100% Yokudan

[4234] Base: 2

[4235] Base: 1

[4236] Base: 1.2

[4237] Base: 0.8

[4238] 95% Native Yokudan
5% Crown

[4239] 100% Yokudan

[4240] Base: 2

[4241] Base: 1

[4242] Base: 1.2

[4243] Base: 0.8

[4244] 95% Native Yokudan
5% Crown

[4245] 100% Yokudan

[4246] Base: 2

[4247] Base: 1

[4248] Base: 1.2

[4249] Base: 0.8

[4250] 95% Native Yokudan
5% Crown

[4251] 100% Yokudan

[4252] 95% Native Yokudan
5% Crown

[4253] 100% Yokudan

[4254] Base: 2

[4255] Base: 1

[4256] Base: 1.2

[4257] Base: 0.8

[4258] 95% Native Yokudan
5% Crown

[4259] 100% Yokudan

[4260] Base: 2

[4261] Base: 1

[4262] Base: 1.2

[4263] Base: 0.8

[4264] 95% Native Yokudan
5% Crown

[4265] 100% Yokudan

[4266] Base: 2
+1 Soldier Training Facility

[4267] Base: 1
+1 Soldier Training Facility

[4268] Base: 1.2

[4269] Base: 0.8

[4270] 95% Native Yokudan
5% Crown

[4271] 100% Yokudan

[4272] Base: 2

[4273] Base: 1

[4274] Base: 1.2

[4275] Base: 0.8

[4276] 95% Native Yokudan

5% Crown

[4277] 100% Yokudan

[4278] Base: 2

[4279] Base: 1

[4280] Base: 1.2

[4281] Base: 0.8

[4282] 48% Imperialized

13% Nibenese

12% Colovian

3% Bretic Coastal

1% Bretic Highlander

3% Modern Nordic

1% Old Nordic

2% Forebear

1% Crown

3% Altmer

1% Common Bosmer

1% Graht-Oak Clans

1% Anequinian

1% Pelletinian

1% Rimmenese

1% Wasseek-Haleel

1% Archein

3% Modern Dunmer

1% Devout Dunmer

2% Orsinium

[4283] 50% Imperial Nine Divines

20% Azura

15% Arcturian Heresy

15% Other (countless small cults)

[4284] +2 Cathedral

+7 Hospital

[4285] Base: 1.4

[4286] Base: 1

[4287] Base: 1.5

[4288] Base: 1.2

+0.5 Cathedral

+1 Magic school in University

[4289] 75% Nibenese

5% Imperialized

15% Modern Dunmer

5% Colovian

[4290] 85% Imperial Nine Divines
15% Tribunal Temple

[4291] Base: 1.2

[4292] Base: 1

[4293] Base: 1.5

[4294] Base: 1.5

[4295] 75% Nibenese
5% Imperialized
15% Modern Dunmer
5% Colovian

[4296] 85% Imperial Nine Divines
15% Tribunal Temple

[4297] Base: 1.2

[4298] Base: 1

[4299] Base: 1.5

[4300] Base: 1.5

[4301] 90% Nibenese
5% Imperialized
5% Colovian

[4302] 100% Imperial Nine Divines

[4303] Base: 1.2

[4304] Base: 1

[4305] Base: 1.5

[4306] Base: 1.5

[4307] 90% Nibenese
5% Imperialized
5% Colovian

[4308] 100% Imperial Nine Divines

[4309] Base: 1.2

[4310] Base: 1

[4311] Base: 1.5

[4312] Base: 1.5

[4313] 90% Nibenese
5% Imperialized

5% Colovian

[4314] 100% Imperial Nine Divines

[4315] Base: 1.2

[4316] Base: 1

[4317] Base: 1.5

[4318] Base: 1.5

[4319] 85% Nibenese
5% Imperialized
10% Colovian

[4320] 100% Imperial Nine Divines

[4321] Base: 1.2

[4322] Base: 1
+0.5 Tower

[4323] Base: 1.5

[4324] Base: 1.5

[4325] 85% Nibenese
5% Imperialized
10% Colovian

[4326] 100% Imperial Nine Divines

[4327] Base: 1.2
+1 Castle

[4328] Base: 1
+1 Castle

[4329] Base: 1.5
+1 Castle

[4330] Base: 1.5
+0.5 Castle

[4331] 85% Nibenese
5% Imperialized
10% Colovian

[4332] 100% Imperial Nine Divines

[4333] Base: 1.2

[4334] Base: 1

[4335] Base: 1.5

[4336] Base: 1.5

[4337] 48% Imperialized

13% Nibenese
12% Colovian
3% Bretic Coastal
1% Bretic Highlander
3% Modern Nordic
1% Old Nordic
2% Forebear
1% Crown
3% Altmer
1% Common Bosmer
1% Graht-Oak Clans
1% Anequinian
1% Pelletinian
1% Rimmenese
1% Wasseek-Haleel
1% Archein
3% Modern Dunmer
1% Devout Dunmer
2% Orsinium

[4338] 50% Imperial Nine Divines

20% Azura
15% Arcturian Heresy
15% Other (countless small cults)

[4339] Base: 1.4

+0.5 Fortress

[4340] Base: 1

+0.5 Fortress

[4341] Base: 1.5

+0.5 Fortress

[4342] Base: 1.2

[4343] 48% Imperialized

10% Colovian
15% Nibenese
5% Bretic Coastal
1% Bretic Highlander
2% Modern Nordic
2% Forebear
5% Altmer
1% Graht-Oak Clans
1% Anequinian
1% Pelletinian
1% Rimmenese
1% Wasseek-Haleel
1% Archein
4% Modern Dunmer
1% Devout Dunmer
1% Orsinium

[4344] 50% Imperial Nine Divines
20% Azura
15% Arcturian Heresy
15% Other (countless small cults)

[4345] Base: 1.4

[4346] Base: 1

[4347] Base: 1.5

[4348] Base: 1.2
+2 Magic School

[4349] 60% Colovian
20% Imperialized
5% Nibenese
5% Anequinian
5% Common Bosmer
5% Forebear

[4350] 87% Imperial Nine Divines
5% Green Pact
5% Clan Mothers
3% Forebear Divines

[4351] +5 Hospital

[4352] Base: 1.7

[4353] Base: 1

[4354] Base: 1.5

[4355] Base: 1

[4356] 60% Colovian
5% Imperialized
10% Common Bosmer
5% Nibenese
5% Graht-Oak Clans
15% Anequinian

[4357] 70% Imperial Nine Divines
15% Green Pact
15% Clan Mothers

[4358] Base: 1.7
+1 Castle

[4359] Base: 1
+1 Fortress

[4360] Base: 1.5
+1 Castle

[4361] Base: 1

[4362] 85% Colovian
5% Imperialized
5% Nibenese
2% Anequinian
2% Common Bosmer
1% Forebear

[4363] 96% Imperial Nine Divines
2% Green Pact
2% Clan Mothers

[4364] Base: 1.7

[4365] Base: 1

[4366] Base: 1.5

[4367] Base: 1

[4368] 70% Colovian
5% Imperialized
15% Anequinian
5% Nibenese
5% Common Bosmer

[4369] 80% Imperial Nine Divines
15% Clan Mothers
5% Green Pact

[4370] Base: 1.7

[4371] Base: 1

[4372] Base: 1.5

[4373] Base: 1

[4374] 85% Colovian
5% Imperialized
5% Nibenese
2% Anequinian
2% Common Bosmer
1% Forebear

[4375] 86% Imperial Nine Divines
10% Meridia
2% Green Pact
2% Clan Mothers

[4376] Base: 1.7

[4377] Base: 1

[4378] Base: 1.5

[4379] Base: 1

[4380] 55% Colovian
5% Imperialized
15% Common Bosmer
5% Nibenese
5% Graht-Oak Clans
5% Anequinian
5% Forebear
5% Crown

[4381] 70% Imperial Nine Divines
20% Green Pact
5% Yokudan
5% Clan Mothers

[4382] Base: 1.7

[4383] Base: 1

[4384] Base: 1.5

[4385] Base: 1

[4386] 85% Colovian
5% Imperialized
5% Nibenese
2% Anequinian
2% Common Bosmer
1% Forebear

[4387] 86% Imperial Nine Divines
10% Sanguine
2% Green Pact
2% Clan Mothers

[4388] Base: 1.7

[4389] Base: 1

[4390] Base: 1.5

[4391] Base: 1

[4392] 85% Colovian
5% Imperialized
5% Forebear
5% Nibenese

[4393] 97% Imperial Nine Divines
3% Forebear Divines

[4394] Base: 1.7

[4395] Base: 1

[4396] Base: 1.5

[4397] Base: 1

[4398] 75% Colovian
5% Imperialized
15% Forebear
5% Nibenese

[4399] 90% Imperial Nine Divines
10% Forebear Divines

[4400] Base: 1.7
+1 Castle

[4401] Base: 1
+1 Castle

[4402] Base: 1.5
+1 Castle

[4403] Base: 1
+0.5 Castle

[4404] 75% Colovian
5% Imperialized
15% Forebear
5% Nibenese

[4405] 90% Imperial Nine Divines
10% Forebear Divines

[4406] Base: 1.7

[4407] Base: 1

[4408] Base: 1.5

[4409] Base: 1

[4410] 75% Colovian
5% Imperialized
15% Forebear
5% Nibenese

[4411] 90% Imperial Nine Divines
10% Forebear Divines

[4412] Base: 1.7

[4413] Base: 1

[4414] Base: 1.5

[4415] Base: 1

[4416] 85% Colovian

5% Imperialized
5% Forebear
5% Nibenese

[4417] 97% Imperial Nine Divines
3% Forebear Divines

[4418] Base: 1.7

[4419] Base: 1

[4420] Base: 1.5

[4421] Base: 1

[4422] 65% Colovian
20% Imperialized
5% Nibenese
5% Forebear
5% Anequinian

[4423] 93% Imperial Nine Divines
5% Clan Mothers
2% Forebear Divines

[4424] Base: 1.7

[4425] Base: 1

[4426] Base: 1.5

[4427] Base: 1

[4428] 90% Colovian
5% Imperialized
5% Nibenese

[4429] 100% Imperial Nine Divines

[4430] Base: 1.7

[4431] Base: 1

[4432] Base: 1.5

[4433] Base: 1

[4434] 90% Colovian
5% Imperialized
5% Nibenese

[4435] 100% Imperial Nine Divines

[4436] Base: 1.7

[4437] Base: 1

[4438] Base: 1.5
+1 Cavalry Training Facility

[4439] Base: 1

[4440] 75% Colovian
5% Imperialized
15% Anequinian
5% Nibenese

[4441] 85% Imperial Nine Divines
15% Clan Mothers

[4442] Base: 1.7

[4443] Base: 1

[4444] Base: 1.5

[4445] Base: 1

[4446] 75% Colovian
5% Imperialized
15% Anequinian
5% Nibenese

[4447] 85% Imperial Nine Divines
15% Clan Mothers

[4448] Base: 1.7
+1 Training Facility

[4449] Base: 1
+1 Training Facility

[4450] Base: 1.5
+1 Training Facility

[4451] Base: 1

[4452] 85% Colovian
5% Imperialized
5% Nibenese
5% Anequinian

[4453] 95% Imperial Nine Divines
5% Clan Mothers

[4454] Base: 1.7

[4455] Base: 1

[4456] Base: 1.5

[4457] Base: 1

[4458] 65% Colovian

5% Imperialized
15% Anequinian
15% Nibenese

[4459] 85% Imperial Nine Divines
15% Clan Mothers

[4460] Base: 1.7

[4461] Base: 1

[4462] Base: 1.5

[4463] Base: 1

[4464] 75% Colovian
5% Imperialized
15% Nibenese
5% Anequinian

[4465] 95% Imperial Nine Divines
5% Clan Mothers

[4466] Base: 1.7

[4467] Base: 1

[4468] Base: 1.5

[4469] Base: 1

[4470] 85% Colovian
5% Imperialized
5% Nibenese
5% Anequinian

[4471] 95% Imperial Nine Divines
5% Clan Mothers

[4472] Base: 1.7

[4473] Base: 1
+0.5 Tower

[4474] Base: 1.5

[4475] Base: 1

[4476] 75% Colovian
5% Imperialized
15% Nibenese
5% Anequinian

[4477] 95% Imperial Nine Divines
5% Clan Mothers

[4478] Base: 1.7

[4479] Base: 1

[4480] Base: 1.5

[4481] Base: 1

[4482] 85% Colovian
5% Imperialized
10% Nibenese

[4483] 90% Imperial Nine Divines
10% Hircine

[4484] Base: 1.7

[4485] Base: 1

[4486] Base: 1.5

[4487] Base: 1

[4488] 60% Colovian
20% Imperialized
10% Nibenese
5% Forebear
5% Modern Nordic

[4489] 94% Imperial Nine Divines
3% Forebear Divines
3% Nordic Divines

[4490] Base: 1.7

[4491] Base: 1

[4492] Base: 1.5

[4493] Base: 1

[4494] 65% Colovian
5% Imperialized
15% Modern Nordic
10% Forebear
5% Nibenese

[4495] 75% Imperial Nine Divines
10% Nordic Divines
10% Hermaeus Mora
5% Forebear Divines

[4496] Base: 1.7

[4497] Base: 1

[4498] Base: 1.5

[4499] Base: 1

[4500] 70% Colovian
5% Imperialized
10% Forebear
5% Crown
5% Nibenese
5% Modern Nordic

[4501] 88% Imperial Nine Divines
5% Forebear Divines
5% Yokudan
2% Nordic Divines

[4502] Base: 1.7

[4503] Base: 1

[4504] Base: 1.5

[4505] Base: 1

[4506] 75% Colovian
5% Imperialized
10% Forebear
5% Crown
5% Nibenese

[4507] 90% Imperial Nine Divines
5% Forebear Divines
5% Yokudan

[4508] Base: 1.7

[4509] Base: 1

[4510] Base: 1.5

[4511] Base: 1

[4512] 75% Colovian
5% Imperialized
10% Forebear
5% Crown
5% Nibenese

[4513] 90% Imperial Nine Divines
5% Forebear Divines
5% Yokudan

[4514] Base: 1.7

[4515] Base: 1

[4516] Base: 1.5

[4517] Base: 1

[4518] 65% Colovian

5% Imperialized
15% Modern Nordic
10% Nibenese
5% Forebear

[4519] 88% Imperial Nine Divines
10% Nordic Divines
2% Forebear Divines

[4520] +1 Monastery

[4521] Base: 1.7

[4522] Base: 1

[4523] Base: 1.5

[4524] Base: 1
+0.5 Monastery

[4525] 75% Colovian
5% Imperialized
5% Modern Nordic
10% Nibenese
5% Forebear

[4526] 96% Imperial Nine Divines
2% Nordic Divines
2% Forebear Divines

[4527] Base: 1.7

[4528] Base: 1

[4529] Base: 1.5

[4530] Base: 1

[4531] 90% Colovian
5% Imperialized
5% Nibenese

[4532] 100% Imperial Nine Divines

[4533] Base: 1.7

[4534] Base: 1

[4535] Base: 1.5

[4536] Base: 1

[4537] 80% Colovian
5% Imperialized
15% Nibenese

[4538] 100% Imperial Nine Divines

[4539] Base: 1.7

[4540] Base: 1

[4541] Base: 1.5

[4542] Base: 1

[4543] 80% Colovian
5% Imperialized
15% Nibenese

[4544] 100% Imperial Nine Divines

[4545] Base: 1.7

[4546] Base: 1

[4547] Base: 1.5

[4548] Base: 1

[4549] 85% Colovian
5% Imperialized
10% Nibenese

[4550] 100% Imperial Nine Divines

[4551] Base: 1.7

[4552] Base: 1

[4553] Base: 1.5

[4554] Base: 1

[4555] 90% Colovian
5% Imperialized
5% Nibenese

[4556] 100% Imperial Nine Divines

[4557] Base: 1.7
+0.5 Fortress

[4558] Base: 1
+1 Fortress

[4559] Base: 1.5
+0.5 Fortress

[4560] Base: 1

[4561] 90% Colovian
5% Imperialized
5% Nibenese

[4562] 90% Imperial Nine Divines
10% Clavicus Vile

[4563] Base: 1.7

[4564] Base: 1

[4565] Base: 1.5

[4566] Base: 1

[4567] 90% Colovian
5% Imperialized
5% Nibenese

[4568] 100% Imperial Nine Divines

[4569] Base: 1.7

[4570] Base: 1

[4571] Base: 1.5

[4572] Base: 1

[4573] 90% Colovian
5% Imperialized
5% Nibenese

[4574] 90% Imperial Nine Divines
10% Molag Bal

[4575] Base: 1.7

[4576] Base: 1

[4577] Base: 1.5

[4578] Base: 1

[4579] 90% Colovian
5% Imperialized
5% Nibenese

[4580] 95% Imperial Nine Divines
5% Deep Ones

[4581] Base: 1.7

[4582] Base: 1

[4583] Base: 1.5

[4584] Base: 1

[4585] 35% Nibenese
20% Imperialized

20% Modern Nordic
15% Old Nordic
10% Colovian

[4586] 70% Imperial Nine Divines
30% Nordic Divines

[4587] Base: 1.5

[4588] Base: 1

[4589] Base: 1.4

[4590] Base: 1.2

[4591] 55% Nibenese
5% Imperialized
20% Colovian
15% Modern Nordic
5% Old Nordic

[4592] 85% Imperial Nine Divines
15% Nordic Divines

[4593] Base: 1.4

[4594] Base: 1

[4595] Base: 1.5

[4596] Base: 1.3

[4597] 50% Nibenese
5% Imperialized
20% Colovian
20% Modern Nordic
5% Old Nordic

[4598] 75% Imperial Nine Divines
25% Nordic Divines

[4599] Base: 1.4

[4600] Base: 1

[4601] Base: 1.5

[4602] Base: 1.3

[4603] 45% Nibenese
5% Imperialized
25% Modern Nordic
20% Colovian
5% Old Nordic

[4604] 75% Imperial Nine Divines
25% Nordic Divines

[4605] Base: 1.5
+0.5 Fortress

[4606] Base: 1
+1 Fortress

[4607] Base: 1.4
+0.5 Fortress

[4608] Base: 1.2

[4609] 45% Nibenese
5% Imperialized
25% Old Nordic
15% Modern Nordic
10% Colovian

[4610] 65% Imperial Nine Divines
35% Nordic Divines

[4611] Base: 1.5

[4612] Base: 1

[4613] Base: 1.4

[4614] Base: 1.2

[4615] 55% Nibenese
5% Imperialized
25% Old Nordic
10% Modern Nordic
5% Colovian

[4616] 70% Imperial Nine Divines
30% Nordic Divines

[4617] Base: 1.5
+0.5 Fortress

[4618] Base: 1
+1 Fortress

[4619] Base: 1.4
+0.5 Fortress

[4620] Base: 1.2
+0.5 Monastery

[4621] 55% Nibenese
5% Imperialized
25% Old Nordic
5% Modern Nordic
5% Colovian
5% Modern Dunmer

[4622] 55% Imperial Nine Divines
30% Nordic Divines
10% Azura
5% Tribunal Temple

[4623] Base: 1.5

[4624] Base: 1

[4625] Base: 1.4

[4626] Base: 1.2

[4627] 70% Nibenese
5% Imperialized
15% Modern Dunmer
5% Modern Nordic
5% Colovian

[4628] 83% Imperial Nine Divines
15% Tribunal Temple
2% Nordic Divines

[4629] Base: 1.2

[4630] Base: 1

[4631] Base: 1.5

[4632] Base: 1.5

[4633] 80% Nibenese
5% Imperialized
5% Modern Nordic
5% Modern Dunmer
5% Colovian

[4634] 93% Imperial Nine Divines
5% Tribunal Temple
2% Nordic Divines

[4635] Base: 1.2

[4636] Base: 1

[4637] Base: 1.5

[4638] Base: 1.5

[4639] 65% Nibenese
5% Imperialized
20% Old Nordic
5% Modern Nordic
5% Colovian

[4640] 75% Imperial Nine Divines
25% Nordic Divines

[4641] Base: 1.4

[4642] Base: 1

[4643] Base: 1.5

[4644] Base: 1.3
+0.5 Magic School

[4645] 70% Nibenese
5% Imperialized
15% Old Nordic
5% Modern Nordic
5% Colovian

[4646] 80% Imperial Nine Divines
20% Nordic Divines

[4647] Base: 1.2

[4648] Base: 1

[4649] Base: 1.5

[4650] Base: 1.5

[4651] 65% Nibenese
5% Imperialized
15% Modern Nordic
10% Old Nordic
5% Colovian

[4652] 70% Imperial Nine Divines
20% Nordic Divines
10% Namira

[4653] Base: 1.4

[4654] Base: 1

[4655] Base: 1.5

[4656] Base: 1.3

[4657] 65% Nibenese
5% Imperialized
15% Modern Nordic
10% Colovian
5% Old Nordic

[4658] 85% Imperial Nine Divines
15% Nordic Divines

[4659] Base: 1.4

[4660] Base: 1

[4661] Base: 1.5

[4662] Base: 1.3

[4663] 70% Nibenese
5% Imperialized
10% Modern Nordic
10% Colovian
5% Old Nordic

[4664] 80% Imperial Nine Divines
10% Nordic Divines
10% Mephala

[4665] Base: 1.2

[4666] Base: 1

[4667] Base: 1.5

[4668] Base: 1.5

[4669] 55% Nibenese
5% Imperialized
20% Colovian
15% Modern Nordic
5% Old Nordic

[4670] 85% Imperial Nine Divines
15% Nordic Divines

[4671] Base: 1.4

[4672] Base: 1

[4673] Base: 1.5

[4674] Base: 1.3

[4675] 70% Nibenese
5% Imperialized
20% Colovian
5% Modern Nordic

[4676] 97% Imperial Nine Divines
3% Nordic Divines

[4677] Base: 1.2

[4678] Base: 1

[4679] Base: 1.5

[4680] Base: 1.5

[4681] 45% Nibenese
20% Imperialized

30% Modern Dunmer
5% Colovian

[4682] 65% Imperial Nine Divines
35% Tribunal Temple

[4683] +5

[4684] Base: 1.2

[4685] Base: 1.1

[4686] Base: 1.4

[4687] Base: 1.6

[4688] 60% Nibenese
5% Imperialized
15% Modern Dunmer
10% Old Nordic
5% Modern Nordic
5% Colovian

[4689] 75% Imperial Nine Divines
15% Tribunal Temple
10% Nordic Divines

[4690] Base: 1.2

[4691] Base: 1

[4692] Base: 1.5

[4693] Base: 1.5

[4694] 65% Nibenese
5% Imperialized
15% Modern Dunmer
5% Old Nordic
5% Modern Nordic
5% Colovian

[4695] 80% Imperial Nine Divines
15% Tribunal Temple
5% Nordic Divines

[4696] Base: 1.2

[4697] Base: 1

[4698] Base: 1.5

[4699] Base: 1.5

[4700] 68% Nibenese
5% Imperialized
17% Modern Dunmer

5% Modern Nordic
5% Colovian

[4701] 80% Imperial Nine Divines
14.5% Tribunal Temple
3% Nordic Divines
2.5% Boethiah

[4702] Base: 1.2

[4703] Base: 1

[4704] Base: 1.5

[4705] Base: 1.5

[4706] 70% Nibenese
5% Imperialized
20% Modern Dunmer
5% Colovian

[4707] 80% Imperial Nine Divines
20% Tribunal Temple

[4708] Base: 1.2

[4709] Base: 1

[4710] Base: 1.5

[4711] Base: 1.5

[4712] 70% Nibenese
5% Imperialized
20% Modern Dunmer
5% Colovian

[4713] 64.75% Imperial Nine Divines
25.25% Tribunal Temple
10% Boethiah

[4714] +1 Monastery

[4715] Base: 1.2

[4716] Base: 1

[4717] Base: 1.5

[4718] Base: 1.5
+0.5 Monastery

[4719] 75% Nibenese
5% Imperialized
15% Modern Dunmer
5% Colovian

[4720] 68.35% Imperial Nine Divines
21.75% Tribunal Temple
10% Vaermina

[4721] Base: 1.2

[4722] Base: 1

[4723] Base: 1.5

[4724] Base: 1.5

[4725] 70% Nibenese
5% Imperialized
20% Modern Dunmer
5% Colovian

[4726] 74.75% Imperial Nine Divines
25.25% Tribunal Temple

[4727] Base: 1.2

[4728] Base: 1

[4729] Base: 1.5

[4730] Base: 1.5

[4731] 55% Nibenese
5% Imperialized
15% Old Nordic
15% Modern Dunmer
5% Modern Nordic
5% Colovian

[4732] 65% Imperial Nine Divines
20% Nordic Divines
15% Tribunal Temple

[4733] Base: 1.4

[4734] Base: 1

[4735] Base: 1.5

[4736] Base: 1.3

[4737] 55% Nibenese
20% Imperialized
15% Colovian
15% Anequinian
5% Rimmenese

[4738] 80% Imperial Nine Divines
20% Clan Mothers

[4739] +5 Hospital

[4740] Base: 1.2

[4741] Base: 1

[4742] Base: 1.5

[4743] Base: 1.5

[4744] 45% Colovian
5% Imperialized
40% Nibenese
10% Anequinian

[4745] 90% Imperial Nine Divines
10% Clan Mothers

[4746] Base: 1.5

[4747] Base: 1

[4748] Base: 1.5

[4749] Base: 1.2

[4750] 45% Colovian
5% Imperialized
35% Nibenese
15% Anequinian

[4751] 85% Imperial Nine Divines
15% Clan Mothers

[4752] Base: 1.5

[4753] Base: 1

[4754] Base: 1.5

[4755] Base: 1.2

[4756] 40% Nibenese
5% Imperialized
30% Anequinian
20% Rimmenese
5% Colovian

[4757] 50% Imperial Nine Divines
48% Clan Mothers
2% Clavicus Vile

[4758] Base: 1.3

[4759] Base: 1.1

[4760] Base: 1.5

[4761] Base: 1.3

[4762] 40% Nibenese
5% Imperialized
30% Anequinian
20% Rimmense
5% Colovian

[4763] 50% Imperial Nine Divines
48% Clan Mothers
2% Clavicus Vile

[4764] Base: 1.3

[4765] Base: 1.1
+0.5 Tower

[4766] Base: 1.5

[4767] Base: 1.3

[4768] 50% Nibenese
5% Imperialized
25% Anequinian
15% Rimmense
5% Colovian

[4769] 60% Imperial Nine Divines
40% Clan Mothers

[4770] Base: 1.3

[4771] Base: 1.1

[4772] Base: 1.5

[4773] Base: 1.3

[4774] 50% Nibenese
5% Imperialized
25% Anequinian
15% Rimmense
5% Colovian

[4775] 60% Imperial Nine Divines
40% Clan Mothers

[4776] Base: 1.3

[4777] Base: 1.1

[4778] Base: 1.5

[4779] Base: 1.3

[4780] 75% Nibenese
5% Imperialized
15% Wasseek-Haleel
5% Colovian

[4781] 85% Imperial Nine Divines
15% Hist

[4782] Base: 1.2

[4783] Base: 1

[4784] Base: 1.5

[4785] Base: 1.5

[4786] 70% Nibenese
5% Imperialized
15% Wasseek-Haleel
5% Naga
5% Colovian

[4787] 80% Imperial Nine Divines
20% Hist

[4788] Base: 1.2

[4789] Base: 1

[4790] Base: 1.5

[4791] Base: 1.5

[4792] 90% Nibenese
5% Imperialized
5% Colovian

[4793] 100% Imperial Nine Divines

[4794] Base: 1.2

[4795] Base: 1

[4796] Base: 1.5

[4797] Base: 1.5

[4798] 90% Nibenese
5% Imperialized
5% Colovian

[4799] 100% Imperial Nine Divines

[4800] Base: 1.2
+1 Castle

[4801] Base: 1
+1 Castle

[4802] Base: 1.5
+1 Castle

[4803] Base: 1.5
+0.5 Castle

[4804] 90% Nibenese
5% Imperialized
5% Colovian

[4805] 100% Imperial Nine Divines

[4806] Base: 1.2

[4807] Base: 1

[4808] Base: 1.5

[4809] Base: 1.5

[4810] 90% Nibenese
5% Imperialized
5% Colovian

[4811] 100% Imperial Nine Divines

[4812] Base: 1.2

[4813] Base: 1

[4814] Base: 1.5

[4815] Base: 1.5

[4816] 90% Nibenese
5% Imperialized
5% Colovian

[4817] 100% Imperial Nine Divines

[4818] Base: 1.2

[4819] Base: 1

[4820] Base: 1.5

[4821] Base: 1.5

[4822] 90% Nibenese
5% Imperialized
5% Colovian

[4823] 100% Imperial Nine Divines

[4824] Base: 1.2

[4825] Base: 1

[4826] Base: 1.5

[4827] Base: 1.5

[4828] 70% Nibenese
5% Imperialized
10% Naga
10% Wasseek-Haleel
5% Colovian

[4829] 80% Imperial Nine Divines
20% Hist

[4830] Base: 1.2

[4831] Base: 1

[4832] Base: 1.5

[4833] Base: 1.5

[4834] 60% Nibenese
5% Imperialized
15% Naga
10% Modern Dunmer
5% Archein
5% Colovian

[4835] 70% Imperial Nine Divines
20% Hist
10% Tribunal Temple

[4836] Base: 1.2

[4837] Base: 1

[4838] Base: 1.5

[4839] Base: 1.5

[4840] 80% Nibenese
5% Imperialized
10% Modern Dunmer
5% Colovian

[4841] 80% Imperial Nine Divines
10% Tribunal Temple
10% Peryite

[4842] Base: 1.2

[4843] Base: 1

[4844] Base: 1.5

[4845] Base: 1.5

[4846] 70% Nibenese
5% Imperialized

20% Modern Dunmer
5% Colovian

[4847] 80% Imperial Nine Divines
20% Tribunal Temple

[4848] Base: 1.2

[4849] Base: 1

[4850] Base: 1.5

[4851] Base: 1.5

[4852] 70% Nibenese
5% Imperialized
20% Modern Dunmer
5% Colovian

[4853] 80% Imperial Nine Divines
20% Tribunal Temple

[4854] Base: 1.2

[4855] Base: 1

[4856] Base: 1.5

[4857] Base: 1.5

[4858] 75% Nibenese
5% Imperialized
15% Modern Dunmer
5% Colovian

[4859] 85% Imperial Nine Divines
15% Tribunal Temple

[4860] Base: 1.2

[4861] Base: 1

[4862] Base: 1.5

[4863] Base: 1.5

[4864] 75% Nibenese
5% Imperialized
15% Modern Dunmer
5% Colovian

[4865] 85% Imperial Nine Divines
15% Tribunal Temple

[4866] Base: 1.2

[4867] Base: 1

[4868] Base: 1.5

[4869] Base: 1.5

[4870] 90% Nibenese
5% Imperialized
5% Colovian

[4871] 100% Imperial Nine Divines

[4872] Base: 1.2

[4873] Base: 1

[4874] Base: 1.5

[4875] Base: 1.5

[4876] 90% Nibenese
5% Imperialized
5% Colovian

[4877] 100% Imperial Nine Divines

[4878] Base: 1.2

[4879] Base: 1

[4880] Base: 1.5

[4881] Base: 1.5

[4882] 80% Nibenese
5% Imperialized
10% Modern Dunmer
5% Colovian

[4883] 90% Imperial Nine Divines
10% Tribunal Temple

[4884] Base: 1.2

[4885] Base: 1

[4886] Base: 1.5

[4887] Base: 1.5

[4888] 75% Nibenese
5% Imperialized
15% Modern Dunmer
5% Colovian

[4889] 85% Imperial Nine Divines
15% Tribunal Temple

[4890] Base: 1.2

[4891] Base: 1

[4892] Base: 1.5

[4893] Base: 1.5

[4894] 70% Nibenese
5% Imperialized
10% Modern Dunmer
5% Archein
5% Naga
5% Colovian

[4895] 80% Imperial Nine Divines
10% Hist
10% Tribunal Temple

[4896] Base: 1.2

[4897] Base: 1

[4898] Base: 1.5

[4899] Base: 1.5

[4900] 70% Nibenese
5% Imperialized
10% Modern Dunmer
10% Archein
5% Colovian

[4901] 80% Imperial Nine Divines
10% Hist
10% Tribunal Temple

[4902] Base: 1.2

[4903] Base: 1

[4904] Base: 1.5

[4905] Base: 1.5

[4906] 30% Nibenese
10% Imperialized
25% Pelletinian
15% Wasseek-Haleel
5% Tum-Taleel
5% Rimmenese
5% Anequinian
5% Colovian

[4907] 45% Imperial Nine Divines
35% Clan Mothers
20% Hist

[4908] +5 Hospital
-5.5 Public Schools (Religious)

[4909] Base: 1.2

[4910] Base: 1.2

[4911] Base: 1.5

[4912] Base: 1.5

[4913] 30% Nibenese
5% Imperialized
25% Pelletinian
25% Anequinian
15% Rimmenese

[4914] 55% Imperial Nine Divines
30% Clan Mothers
15% Hist

[4915] Base: 1.2

[4916] Base: 1.3

[4917] Base: 1.5

[4918] Base: 1.5

[4919] 30% Nibenese
5% Imperialized
25% Anequinian
20% Rimmenese
20% Pelletinian

[4920] 65% Clan Mothers
35% Imperial Nine Divines

[4921] Base: 1.2

[4922] Base: 1.3

[4923] Base: 1.5

[4924] Base: 1.5

[4925] 40% Nibenese
5% Imperialized
30% Rimmenese
10% Anequinian
10% Pelletinian
5% Colovian

[4926] 47% Imperial Nine Divines
43% Clan Mothers
10% Sheogorath

[4927] Base: 1.4

[4928] Base: 1.1

[4929] Base: 1.4

[4930] Base: 1.4

[4931] 70% Nibenese
5% Imperialized
15% Wasseek-Haleel
5% Tum-Taleel
5% Colovian

[4932] 80% Imperial Nine Divines
20% Hist

[4933] Base: 1.2

[4934] Base: 1

[4935] Base: 1.5

[4936] Base: 1.5

[4937] 50% Nibenese
5% Imperialized
30% Wasseek-Haleel
10% Tum-Taleel
5% Colovian

[4938] 60% Imperial Nine Divines
40% Hist

[4939] Base: 1.2

[4940] Base: 1

[4941] Base: 1.5

[4942] Base: 1.5

[4943] 70% Nibenese
5% Imperialized
10% Wasseek-Haleel
10% Tum-Taleel
5% Colovian

[4944] 70% Imperial Nine Divines
20% Hist
10% Nocturnal

[4945] Base: 1.2

[4946] Base: 1

[4947] Base: 1.5

[4948] Base: 1.5

[4949] 50% Nibenese
5% Imperialized
20% Wasseek-Haleel
20% Tum-Taleel
5% Colovian

[4950] 60% Imperial Nine Divines
40% Hist

[4951] Base: 1.2

[4952] Base: 1

[4953] Base: 1.5

[4954] Base: 1.5

[4955] 30% Tum-Taleel
25% Nibenese
20% Pelletinian
10% Wasseek-Haleel
10% Sarpa
5% Imperialized

[4956] 50% Hist
30% Imperial Nine Divines
20% Clan Mothers

[4957] Base: 1.5

[4958] Base: 1.5

[4959] Base: 0.8

[4960] Base: 1

[4961] 30% Tum-Taleel
25% Nibenese
20% Pelletinian
10% Wasseek-Haleel
10% Sarpa
5% Imperialized

[4962] 50% Hist
30% Imperial Nine Divines
20% Clan Mothers

[4963] Base: 1.5

[4964] Base: 1.5

[4965] Base: 0.8

[4966] Base: 1

[4967] 45% Nibenese
5% Imperialized
30% Tum-Taleel
10% Wasseek-Haleel
5% Colovian
5% Pelletinian

[4968] 55% Imperial Nine Divines
40% Hist
5% Clan Mothers

[4969] Base: 1.2

[4970] Base: 1

[4971] Base: 1.5

[4972] Base: 1.5

[4973] 40% Nibenese
5% Imperialized
35% Tum-Taleel
10% Pelletinian
5% Wasseek-Haleel
5% Colovian

[4974] 50% Imperial Nine Divines
40% Hist
10% Clan Mothers

[4975] Base: 1.2

[4976] Base: 1

[4977] Base: 1.5

[4978] Base: 1.5

[4979] +5 same house

[4980] Excess Tithe formula added

[4981] Excess Tithe formula added

[4982] Troupe, 2 Festivals and Research Institute

[4983] Evermore's custom colonial cost

[4984] 73,750 - Business income

[4985] 150,000 - Mistral payments

[4986] 150,000 - Mistral payments

[4987] Orgnum's coffer

[4988] Formula is here

[4989] it's so big because it doesn't pay for itself

[4990] it's so big because it doesn't pay for itself

[4991] 500,000 to rebuild Basic into Basic+Cultural

[4992] it's so big because it doesn't pay for itself

[4993] 500,000 to rebuild Basic+Religious into Basic+Religious+Cultural

[4994] it's so big because it doesn't pay for itself

[4995] it's so big because it doesn't pay for itself

[4996] it's so big because it doesn't pay for itself

[4997] Built twice as fast as a normal structure

[4998] 30% discount if you have Horses as a resource

[4999] needs research

[5000] needs research

[5001] not including prizes for the winners

[5002] 5% City Port
2% 1 Light Ship
3% Port

[5003] 5% City Port

[5004] 5% City Port
5% Regulating trade
6% 2 Galleys

[5005] 5% City Port
2% 1 Light Ship

[5006] 4% 1 Heavy Ship

[5007] 5% City Port
3% Port
2% 1 Light Ship
12% 3 Heavy Ships

[5008] 3% Port

[5009] 3% Port

[5010] 3% Port
3% Port

[5011] 10% 5 Light Ships

[5012] 10% 5 Light Ships
-4% Pirate Target

[5013] 10% City
23% 200 Infantry, 100 Cavalry
7% Land control

[5014] 10% City
24% 230 Infantry, 70 Cavalry
15% Protecting route
-7% Instability

[5015] 10% City
14% 200 Infantry, 60 Cavalry