

Cultures	Vanilla LT	Modded LT	Vanilla EQ	Modded EQ
<b>Assyrians</b>	+1 Land Movement Speed on Unit +5 Combat Strength bonus when Ransacking on Army	+1 Landspeed +5 CS Ransack -15% outpost create cost	+2 Influence +10 District Fortification +1 Combat Strength in combat for Units in or adjacent to the District	no change
<b>Babylonians</b>	+2 Science Science per researched technologies on C	2 Science pro Tech -10% prodkosten districts	+3 Science per adjacent Farmers Quarter On City or Outpost: +1 Food per Researchers +1 Science per Researchers +1 Researchers Slot	+3 Science, +10% Science per scientist +1 Food per Scientist, +1 ScienceSlot, +25% Science per Adjacent Mountain
<b>Egyptians (ancient)</b>	+1 Industry Industry on Tile producing Industry Industry Modify District Industry Industry cost by -10%	+35% Industry on districts	+1 Influence Influence +3 Industry Industry -10 Stability Stability +3 Industry Industry per adjacent Industry Makers Quarter +1 Workers Slot Workers Slot on City or Outpost	+3 Industry, +1 Culture, +1 IndustrySlots, +25% Industry Adjacent
<b>Harappans</b>	+1 Food Food on Tile producing Food Food +1 Food Food on River	+20% Food on River & Food Quarter	+3 Food Food -10 Stability Stability +2 Food Food per adjacent Food Farmers Quarter +1 Farmers Slot Farmers Slot on City or Outpost	+3 Food, +1 FoodSlots, +25% Food Adjacent
<b>Hittites</b>	+1 Strength Combat Strength	+1 CS, +5 Stab on Garrison	Automatically upgrades regular Outpost. Can be used as a Land Unit Spawn Point for neighbor Cities	+10 Fortification, +3 Food, +3 Industry
<b>Mycenaeans</b>	Modify Unit Industry Industry cost by -20% +25 Experience on creating Unit on City or Outpost	unchanged	+20 Fortification District Fortification +3 Industry Industry +15 Stability Stability +3 Strength Combat Strength in combat for Units in or adjacent to the District.	+20 Fortification, +15 Stability, +3 CS, +4 Industry,
<b>Nubians</b>	+5 Money Money on Luxury Resource deposit +5 Money Money on Strategic Resource deposit	+75% Money on Luxury + Strategic	+2 Industry Industry +2 Money Money +3 Money Money per adjacent Industry Makers Quarter +1 Traders Slot Traders Slot on City or Outpost -10 Stability Stability	+2 Money, +2 Industry, +1 MoneySlots, +75% Money on Adjacent Industry
<b>Olmecs</b>	+1 Influence Influence on Territory	+50% Influence per Pop	+1 Influence Influence +3 Food Food +1 Influence Influence per adjacent Food Farmers Quarter -10 Stability Stability +1 Farmers Slot Farmers Slot on City or Outpost	+2 Culture, +3 Food, +1 FoodSlots, +50% Culture per adjacent Food district
<b>Phoenicians</b>	+2 Money Money per Trader Traders on City or Outpost	+20% Money per trader	+2 Money Money per adjacent Coastal Water +2 Money Money per adjacent Lake +1 Traders Slot Traders Slot on City or Outpost -10 Stability Stability	+2 Money, +2 MoneySlots, +2 Money on CoastalWater, +1 Money on Lake
<b>Zhou</b>	+2 Stability Stability on District	+2 Stability per District, +10% Science+Money Worker Output if City Happy	+8 Stability Stability +1 Science Science +5 Science Science per adjacent Mountain +1 Researchers Slot Researchers Slot on City or Outpost	+1 Science, +1 Culture, +8 Stability, +1 ScienceSlots, +3% Science per scientist per Adjacent Mountain
<b>Achaemenid Persians</b>	+2 City Cap +10 Stability Stability on City or Outpost	+2 Citycap +10 Stability per city on each settlement	+1 Influence Influence +5 Money Money -10 Stability Stability +2 Influence Influence per adjacent District +1 Traders Slot Traders Slot on City or Outpost	+4 Money, +1 Culture, +2 MoneySlots, +2 Culture per adjacent Urban district
<b>Aksumites</b>	+2 Money Money on Tile producing Money Money	+30% Money per District -15% Buyout cost for Units	+1 Money Money per Territories under the Religion's influence +3 Faith Faith +3 Money Money -10 Stability Stability +3 Money Money per adjacent Money Market Quarter +1 Traders Slot Traders Slot on City or Outpost	+3Faith, +3 Money, +1 MoneySlot, +40% Money on adjacent MoneyDistrict, +75% Money FOR Adjacent HolySite
<b>Carthaginians</b>	Modify all Constructibles Money Buyout cost by -25%	-15% Buyout Costs	+10 Fortification District Fortification -10 Stability Stability +3 Industry Industry per adjacent Coastal Water +2 Industry Industry per adjacent Lake +1 Workers Slot Workers Slot on City or Outpost	+10 Fortification, +1 money, +1 IndustrySlot, +1 Industry on CoastalWater, +1 Industry on Lake
<b>Celts</b>	+2 Food Food per Farmer Farmers on City or Outpost	+15% Food per farmer	+3 Food Food per number of attached Territories +3 Faith Faith -10 Stability Stability +3 Food Food per adjacent Food Farmers Quarter	+3 Faith, +4 Food, +25% Food on adjacent FoodDistrict. +15% Food on tiles in Territory
<b>Goths</b>	+10 Strength Combat Strength from ransacking on Unit +2 Influence Influence on Garrison	+10 CS Ransack, +2 Influence per District, -10% UnitProdCost	+3 Influence Influence +3 Faith Faith -10 Stability Stability +2 Faith Faith per adjacent District	+3 Culture, +3 Faith, 2 Faith per adjacent Urban district
<b>GreeksGreeks</b>	+2 Science Science per Researcher Researchers on C	+15% Science per Pop -15% coomon quarter costs	+1 Influence Influence per current Era +3 Science Science per current Era +2 Science Science per adjacent District -10 Stability Stability	+1 Culture per Eralevel, +2 Science per Eralevel, +25% Science per adjacent Urban district
<b>Huns</b>	+2 Strength Combat Strength on Cavalry Cavalry Uni	+2CS on Cavalry + Mounted		+5 Food
<b>Mauryans</b>	+1 Influence Influence on Emblematic District -10% on Attach Outpost cost	+2 Culture on EQ -10% on Gold buyouts districts + infrastructure	+1 Influence Influence +2 Faith Faith -10 Stability Stability +3 Science Science +2 Influence Influence per adjacent District +1 Researchers Slot Researchers Slot on City or Outpost	+2 Faith, +3 Science, +1 Culture, +1 ScienceSlots, +2 Culture per adjacent Urban district

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<b>Maya</b>	+2 Industry Industry per Worker Workers on City or	+20% Industry per worker	+3 Industry Industry per number of attached Territories +2 Faith Faith -10 Stability Stability +4 Industry Industry per adjacent Industry Makers Quarter +1 Workers Slot Workers Slot on City or Outpost	+2 Faith, +2 Industry, +2 Industry per Territory on city, +1 IndustrySlot, +25% Industry on adjacent Industry district
<b>Romans</b>	+1 Unit slot available for each Army -30% Army Upkeep on Army	+1 Armysize, -30% Unit Upkeep, -15% territory attach cost	+3 Influence Influence +3 Stability Stability On Victorious City: +5 Influence Influence +10 Stability Stability	+3 Culture, +3 Stability, +5 Culture on victoriousCity, +10 Stability, +6 Stability per adjacent UrbanDistrict
<b>Aztecs</b>	+2 Movement Land Movement Speed on Unit Modify Unit Industry Industry cost by -20%	+2 Landspeed -10% UnitProdCost -15% pop buyout	+5 Faith Faith +5 Stability Stability +2 Influence Influence from adjacent District	+5 Stability, +5 Faith, +2 Culture per adjacent UrbanDistrict
<b>Byzantines</b>	+5% Money Money per Alliance on all Cities	+15% Money per Allianz on City	+5 Money Money per Horse (including those bought from others) +3 Money Money +25 Money Money per adjacent Horse Horse deposit -10 Stability Stability +1 Traders Slot Traders Slot on City or Outpost	+3 Money, +5% Money per Ressource 01, +1 MoneySlot, +200% Money per adjacent extracotor 01
<b>English</b>	+7 Food Food per number of attached Territories on	+20% on food Exploitation +10% industry per Worker	+5 Stability Stability +20 Fortification District Fortification +3 Strength Combat Strength in combat for Units in or adjacent to the District. Increase the range by 2 for Ranged Units standing on it	+3 Food, +5 Stability, +20 Fortification, +3 CS on Distrct
<b>Franks</b>	+10% Influence Influence	+15% Influence Empire	+3 Faith Faith -10 Stability Stability +5 Science Science +2 Influence Influence per adjacent District +1 Researchers Slot Researchers Slot on City or Outpost	+4 Science, +3 Faith, +1 ScienceSlots, +2 Culture per adjacent ScienceDistrict
<b>Ghanaians</b>	+5 Money Money per Number of accesses to Luxury Resources. +5 Money Money per Number of accesses to Strategic Resources	+2 Gold per Luxury + Strategic on Empire	+1 Money Money per Number of Trade Routes +5 Money Money -10 Stability Stability +3 Money Money per adjacent Money Market Quarter +1 Traders Slot Traders Slot on City or Outpost	+4 Money, +15% Money on Traderoutes, +1 MoneySlot, +25% Money on adjacent MoneyDistrict
<b>Khmer</b>	+3 Industry Industry on Industry Makers Quarter	+35% Industry on District	+5 Food Food -10 Stability Stability +4 Industry Industry per adjacent River +1 Workers Slot Workers Slot on City or Outpost	+4 Food, +2 industry, +1 IndustrySlot, +35% Industry on River
<b>Mongols</b>	100% ransack gains on Army	+100% Ransack Gold +1 CS on land units +5% growth		
<b>Norsemen</b>	+3 Movement Naval Movement Speed on Naval Units +2 Strength Combat Strength on Naval Units	+3 NavalSpeed, +2CS NavalUnits, -15% naval unit costs	-10 Stability Stability +5 Food Food per adjacent Coastal Water +5 Food Food per adjacent Lake +50 Money Money from ransack on Empire +1 Farmers Slot Farmers Slot on City or Outpost	+50 Money per Ransack, +1 FoodSlot, +40% Food on Coastal, +40% Food on Lake
<b>Teutons</b>	+1 Money Money per State Religion Followers Follower +1 Science Science per State Religion Followers Follower	+1 Gold und Research on Empire per Religion Follower	+1 Faith Faith per District +3 Faith Faith per adjacent District +3 Influence Influence -10 Stability Stability	+3 Culture, +4 Faith, +30% Faith per adjacent District, +2 industry
<b>Umayyads</b>	+5% Science Science per Alliance on all Cities	+10% Science per Alliance	+3 Science Science per Number of attached Territories +5 Faith Faith -10 Stability Stability +1 Researchers Slot Researchers Slot on City or Outpost	+2 Science, +2 Culture, +1 ScienceSlot, +8% Science per Pop, +35% Science on adjacent ScienceDistrict
<b>Dutch</b>	+1 Money Money per Population Population on all C	+60% Money on Traderoute,	+1 Money Money +20 Money Money per adjacent Harbor -10 Stability Stability +2 Money Money per Trader Traders on City or Outpost +1 Traders Slot Traders Slot on City or Outpost	+3 Money, +2 MoneySlots, +75% Money on Harbor in Territory, +25% Money on adjacent MoneyDistrict
<b>Edo Japanese</b>	+1 Influence Influence per Population Population on	+30% Influence per Pop	+3 Faith Faith -10 Stability Stability +2 Influence Influence +5 Influence Influence per adjacent Mountain	+3 faith, +2 culture, +5 culture per adjacent mountain
<b>Haudenosaunee</b>	+1 Food Food on Exploitation	+20% Food per Pop	+5 Food Food per number of attached Territories -10 Stability Stability +3 Food Food per adjacent Food Farmers Quarter +1 Farmers Slot Farmers Slot on City or Outpost	+5 Food, +1 FoodSlot, 25% Food on adjacent FoodDistrict,
<b>Joseon</b>	+3 Science Science on Tile producing Science Science	+30% Science on District, -15% Infrastructure costs	+2 Influence Influence -10 Stability Stability +2 Science Science +3 Science Science per adjacent Science Research Quarter +1 Science Science per Researcher Researchers on City or Outpost +1 Researchers Slot Researchers Slot on City or Outpost	+2 Science, +2 Culture, +1 ScienceSlot, +8% Science per Pop, +35% Science on adjacent ScienceDistrict
<b>Ming</b>	-25% cost of enacting Civic -25% cost of revoking Civic +1 Influence Influence on Territory	+30% Influence per Pop	+1 Influence Influence per District +10 Stability Stability +2 Influence Influence per adjacent District	+1 Culture per District in Territory in Settlement, +10 Stability, +2 Culture per adjacent UrbanDistrct

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<b>Mughals</b>	+2% Industry Industry per number of Territories in v	+4% Industry per CultureControlled Territory on capital	+3 Industry Industry per Worker Workers +2 Influence Influence +3 Industry Industry -10 Stability Stability +3 Industry Industry per adjacent Industry Makers Quarter	+3 Culture, +3 Industry, +35% Industry on district in territory
<b>Ottomans</b>	-50% on Heavy Weapon Heavy Weapon Industry cost +3 Strength Combat Strength on Heavy Weapon Heavy Weapon	+3 CS for FieldArtillery, -10% Attach Kosten und City Absorbkosten	+1 Faith Faith per District +3 Influence Influence -10 Stability Stability +3 Influence Influence per adjacent District	+1 Faith per District in city, +3 Culture, +3 culture per adjacent UrbanDistrict,
<b>Poles</b>	+10 Fortification District Fortification on District +2 Stability Stability on District	+10 Fortification, +2 Stability per Distrct -10% Unit upkeep	+2 Influence Influence +20 Fortification District Fortification +8 Stability Stability +3 Strength Combat Strength in combat for Units in or adjacent to the District	+8 Stability, +3 CS on distrct, +2 culture, +20 Fortification
<b>Spanish</b>	+3 Strength Combat Strength on Units starting their	+3 CS for Units in Ally Territory	+1 Faith Faith per Population Population +3 Faith Faith per adjacent District -10 Stability Stability	+1 Faith per population in settlement, +3 faith per adjacent UrbanDistrict
<b>Venetians</b>	+1 Money Money per number of Trade Routes on City or Outpost +2 Money Money per number of Naval Trade Routes on City or Outpost	-15% Buyout Costs	+4 Influence Influence +1 Money Money +1 Influence Influence per adjacent Money Market Quarter +1 Money Money on Tile producing Money Money -10 Stability Stability	+25% Money on districts in territory, +4 culture, +2 money, +1 culture per adjacent moneyDistrict
<b>Austro-Hungarians</b>	+1 Influence Influence on District +1 Influence Influence on Emblematic District	+1 Influence Influence on District +1 Influence Influence on Emblematic District	+5 Influence Influence +2 Stability Stability per adjacent District +1 Stability Stability per District	+4 culture, +1 stability per district In territory, +25 % culture per adjacent urbanDistrict
<b>British</b>	+10 Money Money per number of attached Territories on Capital +10 Science Science per number of attached Territories on Capital	+15 Money & Science in Capital per Territory	+10 Money Money +10 Money Money for Liege Per adjacent District: +2 Money Money +2 Money Money for Liege	+10 Money for Liege, +10 Money, +40% Money per adjacent UrbanDistrict, +35% Money for Liege per adjacent MoneyDistrict.
<b>French</b>	+10% Science Science on all Cities	+20% Science on City	+1 Science Science per Population Population -10 Stability Stability +1 Influence Influence per adjacent District +3 Influence Influence on Territory	+10% Culture per Pop, , +3 Culture, +4 Science, +30% Science on adjacent ScienceDistrict
<b>Germans</b>	+3 Strength Combat Strength on Naval Unit +3 Strength Combat Strength on Air Unit -20% on Unit Industry Industry cost	+3CS on NavalUnits, +3CS on AirUnits	+1 Industry Industry per Population Population +3 Industry Industry per adjacent Industry Makers Quarter +10 Pollution Pollution +1 Workers Slot Workers Slot on City or Outpost -10 Stability Stability	+25% Industry on District in Territory, +1 IndustrySlot, +10 Pollution, +25% Industry on adjacent IndustryDistrict
<b>Italians</b>	+10 Stability Stability on Stability Commons Quarter +1 Influence Influence on Stability Commons Quarter Modify Stability Commons Quarter Industry Industry cost by -50%	+10 Stability on PublicOrder Districts, +35% Culture on PublicOrder Districts	+1 Influence Influence per Trader Traders +1 Influence Influence per Researcher Researchers +1 Influence Influence +2 Influence Influence per adjacent Stability Commons Quarter +5 Stability Stability	+1 Culture, +1 Culture per MoneyWorker, +1 Culture per ScienceWorker, +5 Stability, 2 Culture per adjacent PublicOrderDistrict
<b>Mexicans</b>	+10% Food Food on all Cities	+15% Food on City	+1 Food Food +3 Food Food per adjacent Food Farmers Quarter +1 Food Food on Tile producing Food Food -10 Stability Stability +1 Farmers Slot Farmers Slot on City or Outpost	+2 Food, +8% Food per Pop, +1 FoodSlot, +35% Food on adjacent FoodDistrict.
<b>Persians</b>	Reduces Shared Project Industry Industry cost by -25% Reduces all Constructibles Industry Industry cost by -25%	-20% ProdCost SharedPropercts	+1 Money Money per number of Trade Routes +5 Money Money +5 Industry Industry -10 Stability Stability +3 Money Money per adjacent Money Market Quarter +1 Traders Slot Traders Slot on City or Outpost	+5 Money, +5 Industry, +8% Money per TradeRoute, +1 MoneySlot
<b>Russians</b>	+10 experience on creating Unit per number of attached Territories on all Cities +10 War Support War Support increased when capturing a City on Relations	+10 UnitEXP per Territory in City, +10 WarScore per Occupied City	+3 Influence Influence +5 Faith Faith per adjacent District +10 Health regeneration on Unit +5 Stability Stability	+10 HealthRegen on Units, +3 Culture, +5 Stability, +5 Faith per adjacent UrbanDistrict
<b>Siamese</b>	+3 Industry Industry per District on all Cities +1 Money Money generated from on-going Trade on all Cities	+15% Industry per Pop, +40% Money on Traderoutes	+1 Money Money per Population Population +5 Industry Industry +3 Money Money per adjacent Money Market Quarter -10 Stability Stability	+0,5 Money per Pop in City, +5 Money, +5 Industry, +25% Money on adjacent MoneyDistrict
<b>Zulu</b>	+50% Health regeneration on Unit +2 Strength Combat Strength on Units starting their Turn turn in an allied Territory	+50% Healthregen, +2CS on Unit in Ally Territory	+4 Strength Combat Strength in combat for Units in or adjacent to the District. +5 Stability Stability	+8 Stability, +4 CD on District, +10 UnitEXP
<b>Americans</b>	+10 Influence Influence on Resources being sold +1 Money Money generated from on-going Trade on City or Outpost	+10 Culture per Ressource Traded, +75% Money on Traderoute, +1CS on Naval Units	-10 Stability Stability +2 Strength Combat Strength in combat for Units adjacent to the District +2 Influence Influence per adjacent Garrison	+2 CS on District, +2 Culture per adjacent MilitaryDistrict,
<b>Australians</b>	+20% Industry Industry on all Cities	+20% Industry in City	+10 Industry Industry +15 Pollution Pollution -10 Stability Stability +50 Industry Industry per adjacent Strategic Resource deposit +1 Workers Slot Workers Slot on City or Outpost	+5 Industry, +15 Pollution, +2 IndustrySlots, +8% Industry per Pop, +50% Industry per adjacent StraegicRessource on districts in territory
<b>Brazilians</b>	+3 Food Food on Tile producing Food Food	-10% FoodConsumption on all Cities	+1 Food Food per Population Population -10 Stability Stability +3 Food Food per adjacent Food Farmers Quarter +1 Farmers Slot Farmers Slot on City or Outpost	+5 Food, +1 FoodSlot, +35% Food on adjacent FoodDistrict

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<b>Chinese</b>	+10% Money Money on all Cities	+20% Money in City	+7 Money Money per number of attached Territories -10 Stability Stability +3 Influence Influence per adjacent Money Market Quarter On City or Outpost: +1 Farmers Slot Farmers Slot +1 Workers Slot Workers Slot +1 Traders Slot Traders Slot +1 Researchers Slot Researchers Slot	+3 Money, +6% Money per trader +1 Slot per, +3 Culture per adjacent MoneyDistrict
<b>Egyptians (contempor)</b>	+4 Influence Influence on Emblematic District	+4 Culture on EQ	-10 Stability Stability +3 Influence Influence per adjacent District +3 Influence Influence on Emblematic District	+3 Culture, +3 Culture per adjacent UrbanDistrict
<b>Indians</b>	+3 Influence Influence on Territory +10 Money Money per Number of Territories in your sphere of influence	+3 Culture on Territory, +10 Money per Culture controlled Territory	+2 Faith Faith per Population Population +5 Influence Influence +3 Faith Faith per adjacent District	+2 Faith per Pop, +5 Culture, +3 Faith per adjacent UrbanDistrict
<b>Japanese</b>	-20% on all Technology cost when researching	+10% Science per scientist	+5 Industry Industry +5 Pollution Pollution -10 Stability Stability +5 Science Science +2 Industry Industry on Industry Makers Quarter +2 Science Science on Science Research Quarter Per adjacent District: +3 Industry Industry +3 Science Science On City or Outpost: +1 Workers Slot Workers Slot +1 Researchers Slot Researchers Slot	+2 Industry, +4 Science, +5 Pollution, +10% Industry on districts in territory, +20% Science on districts in territory, +2 industry & Science Slots, +15% Industry per adjacent UrbanDistrict, +25% Science per adjacent UrbanDistrict
<b>Soviets</b>	-20% on Unit Industry Industry cost +3 Strength Combat Strength on Unit	+3CS on Units	+5 Industry Industry +5 Money Money +10 Pollution Pollution -10 Stability Stability Creates a new Deposit of Weapon Weapons which is automatically exploited. -10 Stability Stability per Weapon Weapon on all Cities +1 Strength Combat Strength per Weapon Weapon on Unit	+5 Industry, +5 Money, +10 Pollution, +40% Industry a per adjacent MilitaryDistrict
<b>Swedes</b>	+1 Science Science per District on all Cities +3 Science Science on Science Research Quarter	+1 Science per District in City, +25% Science on District, - 15% District production cost	+3 Science Science per District -10 Stability Stability +3 Science Science per adjacent Science Research Quarter	+5 Science, +35% Science on District in Territory, +30% science per adjacent scienceDistrict
<b>Turks</b>	+1 Food Food per Population Population on all Cities	+25% Food on Exploitations	+1 Science Science per Food Farmers Quarter +5% Science Science per adjacent Science Research Quarter -10 Stability Stability +1 Researchers Slot Researchers Slot on City or Outpost	+2 science per FoodWorker, +1 ScienceSlot, +4% Science per adjacent ScienceDistrict,