

I'm not a bot



مجموع الحريل واليهوينايتي

Clan: Mori (Playable) Port: Harbour Fertility: Fertile Speciality/Resource: Hallowed Ground Initially provides +1 xp to monk units, bow warrior monks and naginata monks. Can either be developed into Fortified Monastery, which provides greater +xp to bow and naginata monks, or can be developed into Great Shrine which provides comparatively less xp to monk units but a whopping +5 morale to all units. Clan: Miyoshi Port: No Fertility: Average Speciality/Resource: Horse (warhorses) Initially provides +100 to wealth and +6 stables of superior warhorses for trade; enables the recruitment of cavalry. Subsequent investments in the building chain increase the wealth bonus, number of tradable resource and provide a +charge bonus. Clan: Miyoshi Port: Coastal Village Fertility: Barren Speciality/Resource: None Clan: Matsuda Port: Coastal Village Fertility: Meager Speciality/Resource: None Clan: Urakami Port: No Fertility: Average Speciality/Resource: Smithing Initially gives +1 melee attack and +1 armour to samurai recruited in this province. Can be developed into Master Armorer, which provides a +3 armour bonus to samurai, ashigaru, monks, ninjas as well as siege weapons. Can also be developed into a Master Weaponsmith, which provides the same unit types with a +4 bonus to melee attack. Clan: Otomo Port: Coastal Village Fertility: Average Speciality/Resource: Craftwork (crafts) Initially provides a +100 bonus to wealth, +5 to accuracy to units recruited in this province and +5 chests of luxury goods (crafts) for trade. Can be developed into a Master Bowmaker, which provides a +300 bonus to wealth, +20 to accuracy, but doesn't increase the amount of tradable goods. Can also be developed into Laquerware Workshops, which doesn't increase the accuracy bonus, but provides +500 to wealth and +20 crafts. Clan: Ikko Ikki Port: Coastal Village Fertility: Fertile Speciality/Resource: Craftwork (crafts) Initially provides a +100 bonus to wealth, +5 to accuracy to units recruited in this province and +5 chests of luxury goods (crafts) for trade. Can be developed into a Master Bowmaker, which provides a +300 bonus to wealth, +20 to accuracy, but doesn't increase the amount of tradable goods. Can also be developed into Laquerware Workshops, which doesn't increase the accuracy bonus, but provides +500 to wealth and +20 crafts. Clan: Jinbo Port: Coastal Village Fertility: Meager Speciality/Resource: None Clan: Ashina Port: Coastal Village Fertility: Fertile Speciality/Resource: Prime Forest (wood) Initially provides +150 to wealth, +6 tonnes of timber and -10% to cost of ships. Can be upgrade twice, each upgrade increasing the bonuses, with the last upgrage providing +350 to wealth, +25 tonnes of timber and -30% to cost of ships. Clan: Bessho Port: No Fertility: Average Speciality/Resource: None Clan: Anegakoji Port: No Fertility: Barren Speciality/Resource: Prime Forest (wood) Initially provides +150 to wealth, +6 tonnes of timber and -10% to cost of ships. Can be upgrade twice, each upgrade increasing the bonuses, with the last upgrage providing +350 to wealth, +25 tonnes of timber and -30% to cost of ships. Clan: Sagara Port: No Fertility: Very Fertile Speciality/Resource: Horse (warhorses) Initially provides +100 to wealth and +6 stables of superior warhorses for trade; enables the recruitment of cavalry. Subsequent investments in the building chain increase the wealth bonus, number of tradable resource and provide a +charge bonus. Clan: Satake Port: Coastal Village Fertility: Fertile Speciality/Resource: Craftwork (crafts) Initially provides a +100 bonus to wealth, +5 to accuracy to units recruited in this province and +5 chests of luxury goods (crafts) for trade. Can be developed into a Master Weaponsmith, which provides the same unit types with a +4 bonus to melee attack. Clan: Kone Port: Coastal Village Fertility: Average Speciality/Resource: None Clan: Hojo (Playable) Port: No Fertility: Barren Speciality/Resource: Gold Initially increases wealth in the province by +1000. The first upgrade increases this bonus to +1800, the next and last to +2500. The perfect place for a Market chain and a high-level Metsuke. Clan: Amako Port: Coastal Village Fertility: Meager Speciality/Resource: Gold Initially increases wealth in the province by +1000. The first upgrade increases this bonus to +1800, the next and last to +2500. The perfect place for a Market chain and a high-level Metsuke. Clan: Date (Playable) Port: Coastal Village Fertility: Fertile Speciality/Resource: Smithing Initially gives +1 melee attack and +1 armour to samurai recruited in this province. Can be developed into Master Armorer, which provides a +3 armour bonus to samurai, ashigaru, monks, ninjas as well as siege weapons. Can also be developed into a Master Weaponsmith, which provides the same unit types with a +4 bonus to melee attack. Clan: Takeda (Playable) Port: No Fertility: Average Speciality/Resource: Horse (warhorses) Initially provides +100 to wealth and +6 stables of superior warhorses for trade; enables the recruitment of cavalry. Subsequent investments in the building chain increase the wealth bonus, number of tradable resource and provide a +charge bonus. Clan: Hatakeyama Port: No Fertility: Very Fertile Speciality/Resource: Ninja Initially gives +1 xp levels to ninja and +1 xp for all kisho ninja recruits. Can either be developed into Smuggling Network, which gives greater +wealth and +2 xp level to ninjas, or into Ninja Clan Fortress, which gives no wealth bonus, but +5 xp to kisho ninja units. Clan: Kitabatake Port: Coastal Village Fertility: Fertile Speciality/Resource: Hallowed Ground Initially provides +1 xp to monk units, bow warrior monks and naginata monks. Can either be developed into Fortified Monastery, which provides greater +xp to bow and naginata monks, or can be developed into Great Shrine which provides comparatively less xp to monk units but a whopping +5 morale to all units. Clan: Amako Port: Coastal Village Fertility: Meager Speciality/Resource: Ninja Initially gives +1 xp levels to ninja and +1 xp for all kisho ninja recruits. Can either be developed into Smuggling Network, which gives greater +wealth and +2 xp level to ninjas, or into Ninja Clan Fortress, which gives no wealth bonus, but +5 xp to kisho ninja units. Clan: Ito Port: Coastal Village Fertility: Average Speciality/Resource: None Clan: Satomi Port: No Fertility: Average Speciality/Resource: None Note: According to the encyclopedia, this province is supposed to have iron, but it doesn't. Clan: Hatakeyama Port: No Fertility: Very Fertile Speciality/Resource: Ninja Initially gives +1 xp levels to ninja and +1 xp for all kisho ninja recruits. Can either be developed into Smuggling Network, which gives greater +wealth and +2 xp level to ninjas, or into Ninja Clan Fortress, which gives no wealth bonus, but +5 xp to kisho ninja units. Clan: Ito Port: Coastal Village Fertility: Average Speciality/Resource: None Clan: Oda (Playable) Port: Coastal Village Fertility: Very Fertile Speciality/Resource: None Clan: Honma Port: Trading Port Fertility: Barren Speciality/Resource: Gold Initially increases wealth in the province by +1000. The first upgrade increases this bonus to +1800, the next and last to +2500. The perfect place for a Market chain and a high-level Metsuke. Clan: Hojo (Playable) Port: Coastal Village Fertility: Barren Speciality/Resource: Smithing Initially gives +1 melee attack and +1 armour to samurai recruited in this province. Can be developed into Master Armorer, which provides a +3 armour bonus to samurai, ashigaru, monks, ninjas as well as siege weapons. Can also be developed into a Master Weaponsmith, which provides the same unit types with a +4 bonus to melee attack. Clan: Sogo Port: No Fertility: Meager Speciality/Resource: Stone Initially provides +100 to wealth, +6 tonnes of stone and -10% to cost of building construction in the province. Can be upgrade twice, each upgrade increasing the bonuses, with the last upgrage providing +200 to wealth, +25 tonnes of stone and -30% to cost of buildings. Clan: Shimazu (Playable) Port: Coastal Village Fertility: Average Speciality/Resource: Smithing Initially gives +1 melee attack and +1 armour to samurai recruited in this province. Can be developed into Master Armorer, which provides a +3 armour bonus to samurai, ashigaru, monks, ninjas as well as siege weapons. Can also be developed into a Master Weaponsmith, which provides the same unit types with a +4 bonus to melee attack. Clan: Miyoshi Port: Trading Port Fertility: Average Speciality/Resource: Philosophical Tradition Initially gives +1 xp levels for metsuke and improves rate at which all arts are mastered by 10%. Can be developed into Confician Academy which gives a huge 33% bonus to the rate and +1 xp levels for metsuke, or into Law Court, which keeps the arts research bonus to 10%, but provides +2 happiness and +2 xp levels for metsuke recruited in the province. Clan: Mogami Port: Coastal Village Fertility: Fertile Speciality/Resource: Stone Initially provides +100 to wealth, +6 tonnes of stone and -10% to cost of building construction in the province. Can be upgrade twice, each upgrade increasing the bonuses, with the last upgrage providing +200 to wealth, +25 tonnes of stone and -30% to cost of buildings. Clan: Ouchi Port: Coastal Village Fertility: Barren Speciality/Resource: Horse (warhorses) Initially provides +100 to wealth and +6 stables of superior warhorses for trade; enables the recruitment of cavalry. Subsequent investments in the building chain increase the wealth bonus, number of tradable resource and provide a +charge bonus. Clan: Imagawa Port: Coastal Village Fertility: Meager Speciality/Resource: Philosophical Tradition Initially gives +1 xp levels for metsuke and improves rate at which all arts are mastered by 10%. Can be developed into Confician Academy which gives a huge 33% bonus to the rate and +1 xp levels for metsuke, or into Law Court, which keeps the arts research bonus to 10%, but provides +2 happiness and +2 xp levels for metsuke recruited in the province. Clan: Yamana Port: Trading Port Fertility: Barren Speciality/Resource: None Clan: Hatano Port: No Fertility: Average Speciality/Resource: None Clan: Takaoka Port: Coastal Village Fertility: Meager Speciality/Resource: None Clan: Chosokabe (Playable) Port: Coastal Village Fertility: Average Speciality/Resource: Prime Forest (wood) Initially provides +150 to wealth, +6 tonnes of timber and -10% to cost of ships. Can be upgrade twice, each upgrade increasing the bonuses, with the last upgrage providing +350 to wealth, +25 tonnes of timber and -30% to cost of ships. Clan: Imagawa Port: Coastal Village Fertility: Meager Speciality/Resource: None Clan: Shoni Port: No Fertility: Very Fertile Speciality/Resource: Philosophical Tradition Initially gives +1 xp levels for metsuke and improves rate at which all arts are mastered by 10%. Can be developed into Confician Academy which gives a huge 33% bonus to the rate and +1 xp levels for metsuke, or into Law Court, which keeps the arts research bonus to 10%, but provides +2 happiness and +2 xp levels for metsuke recruited in the province. Clan: Mogami Port: Coastal Village Fertility: Fertile Speciality/Resource: Stone Initially provides +100 to wealth, +6 tonnes of stone and -10% to cost of building construction in the province. Can be upgrade twice, each upgrade increasing the bonuses, with the last upgrage providing +200 to wealth, +25 tonnes of stone and -30% to cost of buildings. Clan: Ouchi Port: Coastal Village Fertility: Barren Speciality/Resource: Horse (warhorses) Initially provides +100 to wealth and +6 stables of superior warhorses for trade; enables the recruitment of cavalry. Subsequent investments in the building chain increase the wealth bonus, number of tradable resource and provide a +charge bonus. Clan: Imagawa Port: Coastal Village Fertility: Meager Speciality/Resource: Philosophical Tradition Initially gives +1 xp levels for metsuke and improves rate at which all arts are mastered by 10%. Can be developed into Confician Academy which gives a huge 33% bonus to the rate and +1 xp levels for metsuke, or into Law Court, which keeps the arts research bonus to 10%, but provides +2 happiness and +2 xp levels for metsuke recruited in the province. Clan: Tsutsui Port: No Fertility: Fertile Speciality/Resource: Hallowed Ground Initially provides +1 xp to monk units, bow warrior monks and naginata monks. Can either be developed into Fortified Monastery, which provides greater +xp to bow and naginata monks, or can be developed into Great Shrine which provides comparatively less xp to monk units but a whopping +5 morale to all units. Building Chain(s): Artisans->Paper Mills->Laquerware Workshops Artisans->Fletchers->Master Bowmaker Trade Good: Crafts Initially provides a +100 to wealth, +5 to accuracy and +5 trade goods (crafts). Can be developed into a Master Bowmaker, which provides a +300 to wealth, +20 to accuracy, but doesn't increase the amount of trade goods. Can also be developed into Laquerware Workshops, which doesn't increase the accuracy bonus, but provides +500 to wealth and +20 crafts. Crafts are required for the last Market chain upgrade. Building Chain(s): Surface Gold Mine->Open Pit Gold Mine->Gold Mining Complex Trade Good: Gold Initially increases wealth in the province by +1000. The first upgrade increases this bonus to +1800, the next and last to +2500. The perfect place for a Market chain and a high-level Metsuke. Building Chain(s): Hole Site->Mountain Hermitage->Fortified Monastery Hole Site->Pilgrim Hostel->Great Shrine Trade Good: N/A Initially provides +1 xp to monk units, bow warrior monks and naginata monks. Can either be developed into Fortified Monastery, which provides greater +xp to bow and naginata monks, or can be developed into Great Shrine which provides comparatively less xp to monk units but a whopping +5 morale to all units. Building Chain(s): Pastures->Horse Breeders->Warhorse Studs Trade Good: Warhorses Initially provides +100 to wealth and +6 stables of superior warhorses for trade; enables the recruitment of cavalry. Subsequent investments in the building chain increase the wealth bonus, number of tradable resource and provide a +charge bonus. Warhorses are required for upgrades to the Cavalry building chain. Warhorses are a trade good. Send trade ships to a trade post to get your hands on this trade good (or trade for it via diplomacy). Warhorses are required to upgrade the Cavalry building chain, specifically to build Warhorse Stables, Bajutsu Master Dojo and the Legendary Bajutsu School. Building Chain(s): Iron Mine->Deep Iron Mine->Iron Mining Complex Trade Good: Iron Initially increases wealth by +250 and provides +5 tonnes of iron and -10% to the cost of unit recruitment. Upgrades increase all three bonuses, with the last upgrage providing +750 to wealth, +25 tonnes of iron and -30% to cost of unit recruitment in the province.Iron is required for upgrades to the Sword building chain. Iron is a trade good. Send trade ships to a trade post to get your hands on this trade good (or trade for it via diplomacy). Iron is required to upgrade the Sword building chain, specifically to build the Sword Master School and the Legendary Kenjutsu School. Building Chain(s): Mountain Hideout->Burakumin Village->Smuggling Network Mountain Hideout->Ninjutsu School->Ninja Clan Fortress Trade Good: N/A Initially gives +1 xp levels to ninja and +1 xp for all kisho ninja recruits. Can either be developed into Smuggling Network, which gives greater +wealth and +2 xp level to ninjas, or into Ninja Clan Fortress, which gives no wealth bonus, but +5 xp to kisho ninja units. Building Chain(s): Blacksmith->Armourer->Master Armourer Blacksmith->Weaponsmith->Master Weaponsmith Trade Good: N/A Initially gives +1 melee attack and +1 armour to samurai recruited in this province. Can be developed into Master Armorer, which provides a +3 armour bonus to samurai, ashigaru, monks, ninjas as well as siege weapons. Can also be developed into a Master Weaponsmith, which provides the same unit types with a +4 bonus to melee attack. Building Chain(s): School->Library->Confucian Academy School->Magistrate->Law Court Trade Good: N/A Initially gives +1 xp levels for metsuke and improves rate at which all arts are mastered by 10%. Can be developed into Confician Academy which gives a huge 33% bonus to the rate and +1 xp levels for metsuke, or into Law Court, which keeps the arts research bonus to 10%, but provides +2 happiness and +2 xp levels for metsuke recruited in the province. Building Chain(s): Lumber Camp->Lumberyards->Sawmills Trade Good: Wood Initially provides +150 to wealth, +6 tonnes of timber and -10% to cost of ships. Can be upgrade twice, each upgrade increasing the bonuses, with the last upgrage providing +350 to wealth, +25 tonnes of timber and -30% to cost of ships. Wood is required for the construction of the the Drydock. Building Chain(s): Quarry->Stonemason->Stoneworks Trade Good: Stone Initially provides +100 to wealth, +6 tonnes of stone and -10% to cost of building construction in the province. Can be upgrade twice, each upgrade increasing the bonuses, with the last upgrage providing +200 to wealth, +25 tonnes of stone and -30% to cost of buildings. Stone is required for the construction of the the Castle, Citadel and Imperial Roads and Towers. Cotton is a trade good. Send trade ships to a trade post to get your hands on this trade good (or trade for it via diplomacy). Cotton is required for the later stages of the Yari building chain, specifically Yari Master Dojo and Legendary Sojutsu School. Incense is a is a trade good. Send trade ships to a trade post to get your hands on this trade good (or trade for it via diplomacy). Incense is required for the later stages of the Temple building chain, specifically Temple Complex and Famous Temple. Silk is a is a trade good. Send trade ships to a trade post to get your hands on this trade good (or trade for it via diplomacy). Silk is required for the last stage of the Archery and Stealth building chains, specifically Legendary Kyudo School (bow hero building) and Infamous Mizu Shobai District (geisha building).