



THE GUILDS

ALCHEMISTS' GUILD Improves gunpowder unit recruitment	ASSASSINS' GUILD Improves Assassin recruitment & public order	HASHASHIN'S GUILD Improves Assassin recruitment & public order	MASONS' GUILD Reduces construction costs & improves public order	MERCHANTS' GUILD Improves Merchant recruitment & trade income	THEOLOGIAN'S GUILD Improves Priest recruitment	THIEVES' GUILD Improves Spy recruitment	EXPLORERS' GUILD Improves trade & movement	SWORDSMITHS' GUILD Upgrades melee weapons	HORSE BREEDERS' GUILD Improves cavalry unit recruitment	KNIGHTS TEMPLAR Recruits Templar Knight units	HOSPITALIER KNIGHTS Recruits Hospitaller Knight units	TEUTONIC KNIGHTS Recruits Teutonic Knight units	KNIGHTS OF SANTIAGO Recruits Knights of Santiago units	WOODSMEN'S GUILD Improves missile unit recruitment
Alchemists' Guild	Assassins' Guild	Hashashin's Guild	Masons' Guild	Merchants' Guild	Theologians' Guild	Thieves' Guild	Explorers' Guild	Swordsmiths' Guild	Horse Breeders' Guild	Templars' Minor Chapter House	St John's Minor Chapter House	Teutonic Knights' Minor Chh House	Knights of Santiago Minor Chh House	Woodsmen's Guild
Master Alchemists' Guild	Master Assassins' Guild	Master Hashashin's Guild	Master Masons' Guild	Master Merchants' Guild	Master Theologians' Guild	Master Thieves' Guild	Master Explorers' Guild	Master Swordsmiths' Guild	Master Horse Breeders' Guild	Templars' Major Chapter House	St John's Major Chapter House	Teutonic Knights' Major Chh House	Knights of Santiago Major Chh House	Master Woodsmen's Guild
Alchemists' Guild Headquarters	Assassins' Guild Headquarters	Hashashin's Guild Headquarters	Masons' Guild Headquarters	Merchants' Guild Headquarters	Theologians' Guild Headquarters	Thieves' Guild Headquarters	Explorers' Guild Headquarters	Swordsmiths' Guild Headquarters	Horse Breeders' Guild Headquarters	Templars' Headquarters	St John's Headquarters	Teutonic Knights' Headquarters	Knights of Santiago Headquarters	Woodsmen's Guild Headquarters

FACTION SPECIFIC

ART Improves public order & public health	ADMIRALTY Improves naval recruitment & costs	BANKS Improves trade & increases Merchant limit	BULLRING Improves public order	HORSE RACING Recruits cavalry units & stages races	HOSPITALS Improves public health & reduces retraining costs	IKONIC ART Improves the effects of churches & public health	MILITARY ACADEMY Recruit professional army units	MUSIC Improves public order	PRINTING Improves trade & public order	SANITATION Improves public health & population growth	CARAVAN Improves trade	CASTLE ACADEMIA Recruits agents in castles	TOURNEY Improves cavalry unit recruitment
Artist's Studio	Naval Academy	Merchant Bank	Plaza del Toro	Racing Track	Bimaristan	Ikoner's Studio	Military Academy	Theatre	Printing Press	Public Baths	Caravan Stop	Castle Library	Jousting Lists
Art Gallery	Admiralty	Merchant Vaults		Sultan's Racing Track	Great Bimaristan	Master Ikoner's Studio	Royal Officer's Academy	Conservatorium	Printing House	Aqueduct	Caravanasary	Academy	Tourney Field

KEY

- L Only available to limited factions
- R Offers recruitment for a limited number of factions
- H Can only be built after a special historical event
- D Destroyed when converted
- Built in cities only
- Upgrade Building
- Built in both, but not identically
- Built in both identically
- Built in castles only
- Arrows = Travel from the building required

BUILDING PLANNER

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