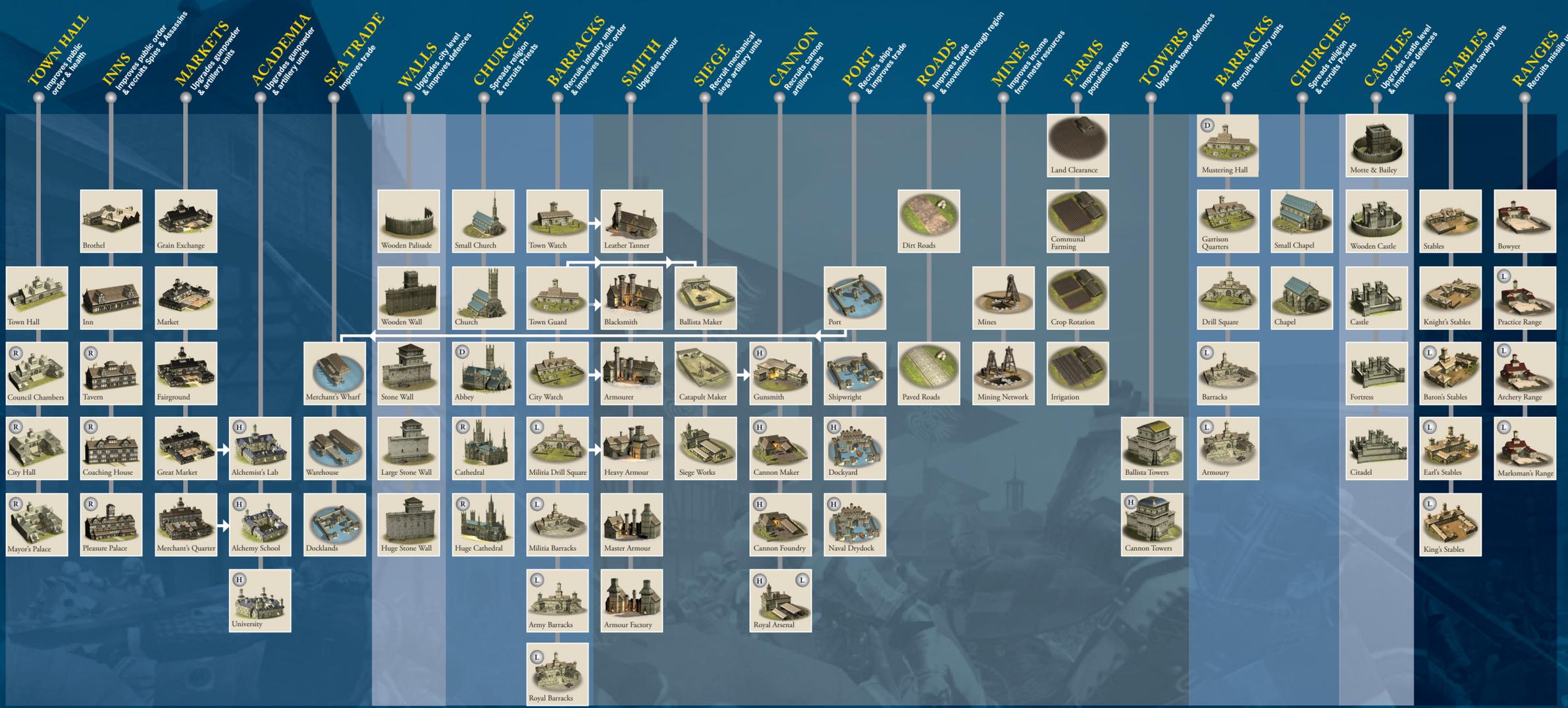


**LEVEL**

- 0**  
Village  
Motte & Bailey
- 1**  
Town  
Wooden Castle
- 2**  
Large Town  
Castle
- 3**  
City  
Fortress
- 4**  
Large City  
Citadel
- 5**  
Huge City  
N/A
- 6**  
Advanced  
N/A
- 7**  
Very Advanced  
N/A



**THE GUILDS**

ALCHEMISTS' GUILD	ASSASSIN'S GUILD	HASHASHIN'S GUILD	MASONS' GUILD	MERCHANTS' GUILD	THEOLOGIAN'S GUILD	THIEVES' GUILD	EXPLORERS' GUILD	SWORDSMITHS' GUILD	HORSE BREEDERS' GUILD	KNIGHTS TEMPLAR	HOSPITALIER KNIGHTS	TEUTONIC KNIGHTS	KNIGHTS OF SANTIAGO	WOODSMEN'S GUILD
Improves gunpowder unit recruitment	Improves Assassin recruitment & public order	Improves Assassin recruitment & public order	Reduces construction costs & improves public order	Improves Merchant recruitment & trade income	Improves Priest recruitment	Improves Spy recruitment	Improves trade & movement	Upgrades melee weapons	Improves cavalry unit recruitment	Recruits Templar Knight units	Recruits Hospitaller Knight units	Recruits Teutonic Knight units	Recruits Knights of Santiago units	Improves missile unit recruitment

**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
- Built in both identically
- Upgrade Building
- Built in castles only
- Arrows = Travel from the building required

**FACTION SPECIFIC**

ART	ADMIRALTY	BANKS	BULLRING	HORSE RACING	HOSPITALS	IKONIC ART	MILITARY ACADEMY	MUSIC	PRINTING	SANITATION	CARAVAN	CASTLE ACADEMIA	TOURNEY
Improves public order & public health	Improves naval recruitment & costs	Improves trade & increases Merchant limit	Improves public order	Recruits cavalry units & stages races	Improves public health & reduces retraining costs	Improves the effects of churches & public health	Recruit professional army units	Improves public order	Improves trade & public order	Improves public health & population growth	Improves trade	Recruits agents in castles	Improves cavalry unit recruitment

**BUILDING PLANNER**  
**MEDIEVAL II**  
**TOTAL WAR™**

