City Improvements

Name	Category	Cost	Size	Economy	Stability	Loyalty	Prerequisites	Effects	Limitations
Shop	Commercial	6	1x1	+1	--	--	--	--	1 per House
Tradesman	Commercial	6	1x1	+1	--	--	--	--	1 per 2 Houses
Exotic Craftsman	Commercial	10	1x1	+1	--	+1	--	--	1 per Mansion
Inn	Commercial	10	1x1	+1	+1	--	Market in same district	Increase a Market's Economy bonus by 1	1 per Market
Piers	Commercial	12	1x1	+2	--	--	Adjacent to Water	--	
Market	Commercial	12	1x1	+2	--	--	--	--	1 per 3 Houses
Luxury Store	Commercial	21	1x1	+3	--	--	--	--	1 per Mansion
Guild Hall	Commercial	24	1x2	+2	--	--	Tradesman in same district	Halves cost of Pier, Stable, Tradesman in district	
Magic Shop	Commercial	32	1x1	+4	--	--	--	--	1 per Noble Villa
Waterfront	Commercial	90	2x2	+5	--	--	Adjacent to Water	Halves cost of Guild Hall, Market in district; Taxation Edict has double effect	1 per City
City Guard	Defense	6	1x1	--	+1	--	--	--	
Watchtower	Defense	8	1x1	--	+1	--	--	City Defense +2	1 per District
Barracks	Defense	12	1x1	--	+1	--	--	Allows Infantry Units, City Defense +2	1 per District
City Wall	Defense	12	--	--	--	--	--	City Defense +4	4 per City
Jail	Defense	14	1x1	--	+2	+1	--	--	
Garrison	Defense	28	1x2	--	+2	+2	--	Halves cost of City Wall, Granary, Jail	
Keep	Defense	30	1x1	--	+1	+1	--	City Defense +4	1 per District
Castle	Defense	54	2x2	+2	+4	+2	--	Halves costs of Keep, Noble Villa in district; Halves cost of Promotion Edict; City Defense +8	1 per City
Baker	Food	6	1x1	--	--	--	--	Reduces City Consumption by 1	2 per Farm
Tavern	Food	12	1x1	+1	-1	+2	--	--	
Butcher	Food	12	1x1	+1	--	--	--	Reduces City Consumption by 1	1 per Farm
Granary	Food	12	1x1	--	+1	+1	--	Can carry over 1 negative Consumption per turn	
Brewery	Food	4	1x1	--	--	+1	--	--	
Fletcher	Industrial	10	1x1	+1	--	--	--	Allows Archery Units	
Mill	Industrial	10	1x1	+1	--	--	--	Increase Buildings per Turn by 1	
Smith	Industrial	10	1x1	+1	--	--	--	Allows Heavy Armor Units	
Stable	Industrial	10	1x1	+1	--	--	--	Allows Horseback Units	
Tannery	Industrial	10	1x1	+1	--	--	--	Allows Light Armor Units	
Carpenter	Industrial	30	1x2	+2	--	--	Mill in same district	Reduces cost of all buildings by 1 in district	1 per District
Library	Knowledge	6	1x1	--	+1	--	--	--	
Caster Tower	Knowledge	30	1x1	+1	--	+1	Library in same district	Allows Magical Units	
Academy	Knowledge	52	1x2	+2	--	+2	Library in same district	Halves cost of Caster's Tower, Library, Magic Shop in district	
Graveyard	Morale	4	1x1	--	--	+1	--	--	
Town Commons	Morale	4	1x1	--	+1	--	--	--	
Monument	Morale	10	1x1	--	--	+2	--	--	
Shrine	Morale	10	1x1	--	+1	+1	--	--	
Park	Morale	16	1x2	--	--	+3	--	--	
Meeting Hall	Morale	22	1x2	+1	+2	+1	--	Halves cost of Town Commons in district	
Temple	Morale	32	1x2	--	+2	+2	--	Halves cost of Graveyard, Shrine, Monument in district	
Arena	Morale	40	2x2	+2	--	+4	Meeting Hall in same district	Halves cost of Garrison, Theater in district; Festival Edict has double effect/cost	1 per City
Theater	Morale	44	1x2	+2	--	+3	Meeting Hall in same district	Halves cost of Festival Edict	1 per City
Cathedral	Morale	58	2x2	+1	+4	+3	--	Halves cost of Temple, Academy in district; Promotion Edict has double effect/cost	1 per City
Tenement	Residential	1	1x1	--	-1	--	--	Counts as 1 House	
House	Residential	3	1x1	--	--	--	--	--	
Mansion	Residential	10	1x1	--	--	--	--	Counts as 2 Houses	
Noble Villa	Residential	24	1x2	--	--	--	--	Counts as 3 Houses, 2 Mansions	
Brothel	Underground	6	1x1	+1	-2	+1	Adjacent to 1 Tenement	--	
Gambling House	Underground	10	1x1	+2	-2	+2	Adjacent to 1 Tenement	--	
Black Market	Underground	24	1x1	+4	-3	+1	Adjacent to 2 Tenements	--	

Name	Effect	Plains	Forest	Hills	Mountains	Swamps
Farm	-2 to Consumption; -3 if adjacent to water	2	--	4	--	--
Mine	+1 to Economy; +2/+3/+4 if valuable metals	--	--	4	8	--
Camp	+1 to Economy; +2 if valuable resource	--	4	--	--	8
Fishery	-2 to Consumption, +1 to Economy; must be adjacent to water	4	--	--	--	--
Fort	+1 to Stability, half upkeep cost for nearby armies	12	12	12	12	12
Signal Tower	+1 to Stability	6	--	4	2	--