Medieval Millennium Wonders

I. Overview

Medieval Millennium contains 28 wonders of the world, each of which can only be constructed once by any nation during the game. All wonders from the base game are therefore included, but all of them have been renamed or reassigned to the medieval era. In some cases the benefit a wonder provides will be easily recognized, but in other cases a wonder confers benefits which are slightly altered or even radically different from the behavior of the base game.

II. Wonders Table

Wonders are listed below in the order that they become available within a typical game. This order is approximate, since the exact order in which the prerequisite advances will be researched will vary from game to game. For an alphabetical reference, please consult the Civilopedia.

NOTE: Although the name of each wonder as it exists in the original base game is provided for reference, do not assume that the benefits are identical! Please review the "Benefit(s)" and "Special Notes" columns for the actual behavior of the wonder within Medieval Millennium.

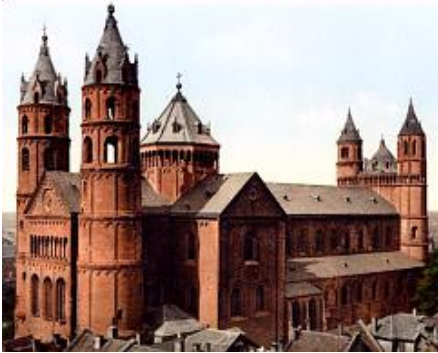|	Wonder	Cost	Prerequisite Tech	Obsolete Tech	Benefit(s)	Special Notes
	Decorated Octagonal Basilica (historical: Basilica of San Vitale, Ravenna, Italy) (original: Shakespeare's Theatre)	200	*SPECIAL*	Gothic Architecture	All unhappy citizens in this city are content.	Prerequisites: All of the following three advances must be discovered or acquired: Byzantine Influence, Catholic Christianity, and Wood/Stone Craftsmanship.
	Ornate Gospel Book (historical: Lindisfarne Gospels, Northumberland, England) (original: Darwin's Voyage)	240	Illuminated Manuscripts	Movable Type Printing Press	Immediately grants two free civilization advances.	Additional prerequisite: City has a Monastery improvement.
	Offa's Dyke (historical: in Mercia, England) (original: Great Wall)	440	Cantles / Stirrups	Bombards	Provides the benefit of a City Walls in every city. Combat strength is doubled against all barbarians, regardless of the battle location. Enemy civilizations must offer cease-fire/peace in negotiations.	NOTE: City Walls may still be built in your cities when you own this wonder, thereby allowing you to prepare for its eventual expiration.

	Wonder	Cost	Prerequisite Tech	Obsolete Tech	Benefit(s)	Special Notes
	Holy Roman Emperor (historical: Charlemagne of the Franks) (original: Eiffel Tower)	320	Trivium / Quadrivium	Primitive Cannons	When you first obtain control of this wonder, every nation's attitude toward you is immediately improved by 25%. Attitudes continue to improve gradually over time. Other nations also forget your past transgressions more quickly.	
	Palatine Chapel (historical: in Aachen, Germany) (original: Oracle)	200	Gregorian Chant	Stained Glass	Doubles the effect of each Basilica.	Additional prerequisite: City is your capital city — that is, it has a Royal Palace improvement.
	Pilgrimage Route (historical: route to Santiago de Compostela, Galicia, Spain) (original: Great Library)	320	Orbis Terrarum Maps	Scientific Method	The nation possessing this wonder automatically receives any advance known by at least two other nations.	
	School of Medicine (historical: Schola Medica Salernitana, Salerno, Italy) (original: Copernicus' Observatory)	360	Medicine	(none)	Increases research output of the city by an additional 100% (total of 2x), applied after all other applicable increases (Monastery, Cathedral School, and University).	Additional prerequisite: City has a Monastery improvement.
	Iconic Romanesque Cathedral (historical: multiple, e.g. Speyer Cathedral, Speyer, Germany; Durham Cathedral, Durham, England) (original: Michelangelo's Chapel)	840	Romanesque Architecture	Renaissance Art	Provides the benefit of a Romanesque Cathedral in every city.	Additional prerequisites: City does not have a Romanesque Cathedral improvement; City does not have a Gothic Cathedral improvement; City does not already have one of the four wonders listed below. You may not build the Opulent Romanesque Cathedral wonder, the Glorious Gothic Cathedral wonder, the Majestic Gothic Cathedral wonder, or the Brunelleschi's Dome wonder in the city which has the Iconic Romanesque Cathedral. NOTE: Romanesque Cathedral improvements may still be built in your cities when you own this wonder, thereby allowing you to prepare for its eventual expiration.

	Wonder	Cost	Prerequisite Tech	Obsolete Tech	Benefit(s)	Special Notes
	Opulent Romanesque Cathedral (historical: St. Mark's Basilica, Venice, Italy) (original: J. S. Bach's Cathedral)	640	Romanesque Architecture	(none)	Turns 2 unhappy citizens into content citizens in every city. The city which constructs this wonder immediately receives a free Romanesque Cathedral improvement if one is not already present.	Additional prerequisites: City does not have a Romanesque Cathedral improvement; City does not have a Gothic Cathedral improvement; City does not already have one of the four wonders listed below. You may not build the Iconic Romanesque Cathedral wonder, the Glorious Gothic Cathedral wonder, the Majestic Gothic Cathedral wonder, or the Brunelleschi's Dome wonder in the city which has the Opulent Romanesque Cathedral.
	Mount of St Michael (historical: Mont-Saint-Michel, Normandy, France) (original: Magellan's Expedition)	560	Holy Land Crusades	(none)	Increases the movement rate of all ships by 2 tiles.	Additional prerequisite: City is adjacent to a Sea consisting of at least 21 tiles.
	Commemorative Tapestry (historical: Bayeux Tapestry, Normandy, France) (original: Lighthouse)	320	Horizontal Looms	(none)	"Coastal" ships can end their turn away from land without sinking; all other ships have their movement rate increased by 1. Every naval unit produced in any city has an additional 50% chance of being a veteran unit. This is cumulative with the similar benefit provided by a Shipyard, for a total of 100%.	
	White Tower Fortress (historical: White Tower / Tower of London, London, England) (original: Sun Tzu's War Academy)	680	Stone Castles	(none)	Doubles the chance that a unit surviving a battle will gain veteran status; see "Special Notes" for details. Every human military land unit produced in any city has an additional 50% chance of being a veteran unit. This is cumulative with the similar benefit provided by a Barracks, for a total of 100%.	For standard ground and naval units that win a battle, either attacking or defending, the base chance of 50% is increased to a 100% chance that the unit will become a veteran. Ranged units that are defending have this same likelihood of achieving veteran status. For ranged units that attack with a fired projectile and defeat an enemy unit, the base chance of 16% is increased to 33%.

	Wonder	Cost	Prerequisite Tech	Obsolete Tech	Benefit(s)	Special Notes
	Domesday Book (historical: written in Norman England) (original: Pyramids)	400	Motte and Bailey Castles	*SPECIAL*	This wonder has three special benefits related to the Grist Mill improvement and its associated specialists. Please see "Special Notes" for details.	Benefits: 1. The city which constructs this wonder immediately receives a free Miller, Bakery, and large Grist Mill improvement, if any of these are not already present. 2. Going forward, any city that already has a Miller specialist and obtains mill power also receives a Bakery specialist for free. Similarly, any city that already has mill power and constructs a Miller specialist also receives a Bakery specialist for free. (In other words, the benefit is equal regardless of the order in which the Miller and mill power are added to a city.) However, this benefit is not applied retroactively to cities that currently have a Miller and mill power (but not a Bakery) at the time this wonder is built. 3. By default, the large Grist Mill improvement can only be built in your capital and in cities of size 10 or greater. (This is reduced to size 8 or greater after your nation acquires the Enclosure advance.) This wonder allows the construction of the large Grist Mill improvement in any city, regardless of its size.
	Magnificent Cluniac Abbey (historical: Cluny III / Cluny Abbey, Cluny, France) (original: Isaac Newton's College)	360	Paper	(none)	Doubles the effectiveness of a Monastery §, Cathedral School, and University in this city. Each will then add 100% of base, not 50% of base, for cumulative gains of 100% / 200% / 300% instead of 50% / 100% / 150% (total of 2x / 3x / 4x instead of 1.5x / 2x / 2.5x).	Additional prerequisites: City has a Monastery improvement; City does not have a Gothic Cathedral improvement; City does not have the Cistercian Order wonder. Increases the cost of the Monastery improvement by 20 Materials.
	Iconic University (historical: University of Oxford, Oxford, England) (original: SETI Program)	920	Universities	(none)	Provides the benefits of a University in every city.	Additional prerequisites: City size is at least 8; City has a Cathedral School; City does not have a University. NOTE: University improvements can not be built in any of your cities as long as this wonder is under your control.
	Cistercian Order (historical: founded at Citeaux Abbey, near Dijon, France) (original: Hoover Dam)	360	Feudalism	(none)	Provides the benefits of a Water Mill in every city.	Additional prerequisites: City has a Monastery improvement; City does not have the Magnificent Cluniac Abbey wonder; City is adjacent to a river tile or to a Sea consisting of at least 21 tiles. Increases the cost of the Monastery improvement by 20 Materials. NOTE: Neither Water Mills nor Wind Mills can be built in any of your cities as long as this wonder is under your control.

	Wonder	Cost	Prerequisite Tech	Obsolete Tech	Benefit(s)	Special Notes
	Naval Industrial Arsenal (historical: Venetian Arsenal, Venice, Italy) (original: King Richard's Crusade)	640	Wolf Furnace	(none)	Every tile within the city's radius produces an additional unit of Materials.	Additional prerequisite: City is adjacent to a Sea consisting of at least 21 tiles.
	King's Holy Land Crusade (historical: Third Crusade, England - France - Germany) (original: Women's Suffrage)	680	Holy Land Crusades	(none)	Under a Constitutional Monarchy government, provides the benefits of a Chivalric Tournament in every city. Does not provide any benefit under other governments. Please see "Special Notes" for details.	Additional prerequisite: Current form of government is not Merchant Republic. Under Constitutional Monarchy, each campaigning military unit causes 1 citizen to become unhappy, and this wonder therefore eliminates this source of unhappiness in all cities. Other monarchy governments (Tribal, Primitive, Feudal, or Englightened) do not experience this type of unhappiness, so this wonder provides no benefit under those governments. Under Merchant Republic, this wonder ceases to function; a nation that has abandoned monarchy in favor of a republic cannot obtain a benefit from the crusade of a former king. With this form of government, each campaigning military unit causes 2 citizens to become unhappy, and this can only be reduced (from 2 to 1) by building Chivalric Tournament improvements in individual cities. NOTE: Chivalric Tournament improvements may still be built in your cities when you own this wonder, thereby allowing you to prepare for potentially adopting a Merchant Republic government.
	Hanseatic League Capital (historical: in Lübeck, Germany) (original: Colossus)	600	Harbor Crane	(none)	City produces 1 additional unit of Trade in each tile that already produces at least 1 unit of Trade.	Additional prerequisite: City has a Harbor Crane improvement.
	Leaning Tower (historical: in Pisa, Italy) (original: United Nations)	n/a	*SPECIAL*	(none)	Pays the maintenance cost of a Romanesque Cathedral (2 gold per turn), a Gothic Cathedral (3 gold per turn), and a Cathedral School (3 gold per turn) in the city that builds this wonder. Increased international travel gives all nations the ability to send emissaries to each other at any time.	NOTE: This wonder cannot be built intentionally, but there is a 5% chance that a city which completes a Romanesque Cathedral will receive it for free.

	Wonder	Cost	Prerequisite Tech	Obsolete Tech	Benefit(s)	Special Notes
	Majestic Gothic Cathedral (historical: multiple, e.g., Notre-Dame de Paris, Paris, France) (original: Cure for Cancer)	640	Gothic Architecture	(none)	Turns 1 content citizen into a happy citizen in every city. The city which constructs this wonder immediately receives a free Gothic Cathedral improvement.	Additional prerequisite: City does not already have a Gothic Cathedral improvement; City does not already have one of the four wonders listed below. You may not build the Iconic Romanesque Cathedral wonder, the Opulent Romanesque Cathedral wonder, the Glorious Gothic Cathedral wonder, or the Brunelleschi's Dome wonder in the city which has the Majestic Gothic Cathedral.
	Great Charter (historical: Magna Carta, near Windsor, England) (original: Statue of Liberty)	520	Enlightened Monarchy	(none)	Unlocks the Constitutional Monarchy advance and government type within the game, and immediately grants this advance to the nation that completes this wonder. The city that completes this wonder also receives 3 free Yeoman units, which will not require support. Please see "Special Notes" for further details.	The nation that completes this wonder immediately receives the Constitutional Monarchy advance for free, without researching it. At the same time, all other nations in the game receive the ability to research this advance once they have acquired its two prerequisite advances. (They also receive permission to acquire this advance by trade or theft.) In addition to Constitutional Monarchy, this wonder immediately grants the following three advances, each of which enables the corresponding government type, if the nation that completes this wonder does not already have them: Feudalism, Merchant Republic, and Enlightened Monarchy. Finally, this wonder enables you to instantly adopt a new form of government, without Interregnum, using a special menu option available by pressing the [Tab] key.
	Glorious Gothic Cathedral (historical: multiple, e.g., Sainte-Chappelle, Paris, France) (original: Hanging Gardens)	640	Stained Glass	(none)	Turns 1 content citizen into a happy citizen in every city. In the city which constructs this wonder, 2 additional content citizens are turned into happy citizens, and the city immediately receives a free Gothic Cathedral improvement.	Additional prerequisite: City does not already have a Gothic Cathedral improvement; City does not already have one of the four wonders listed below. You may not build the Iconic Romanesque Cathedral wonder, the Opulent Romanesque Cathedral wonder, the Majestic Gothic Cathedral wonder, or the Brunelleschi's Dome wonder in the city which has the Glorious Gothic Cathedral.
	Palace of the Popes (historical: Palais des Papes, Avignon, France) (original: Manhattan Project)	520	Inquisition	(none)	Immediately provides 4 free Swiss Pikeman units, which will not require support, in the city where this wonder is constructed. Enables the construction of Swiss Pikeman units in all cities, once the Advanced Polearms advance is acquired.	NOTE: Only the nation that controls this wonder is ever able to build Swiss Pikeman units.

	Wonder	Cost	Prerequisite Tech	Obsolete Tech	Benefit(s)	Special Notes
	Travels of Marco Polo (historical: written in Genoa, Italy) (original: Marco Polo's Embassy)	280	Mongol Invasion	(none)	Provides a free embassy with every nation, so your intelligence report will always be complete and you will receive updates when other nations acquire new knowledge.	Additional prerequisite: Government is not Tribal Monarchy.
	Medici Bank (historical: in Florence, Italy) (original: Adam Smith's Trading Co.)	600	Double-entry Bookkeeping	(none)	Pays the maintenance (upkeep) for all city improvements and city specialists which ordinarily cost 1 gold per turn. (City improvements and specialists requiring more than 1 gold per turn maintenance are not affected.)	The list of qualifying city improvements is: Marketplace, City Walls, Market Town Charter, and Fishing Fleet. (Barracks costs 1 gold per turn initially, but this increases before Medici Bank can be built.) The list of qualifying city specialists is: Bakery, Sawmill, Mason, and Smith.
	Brunelleschi's Dome (historical: Florence Cathedral, Florence, Italy) (original: Leonardo's Workshop)	480	Humanism	(none)	Automatically upgrades existing units belonging to your nation, whenever you acquire new knowledge that makes one unit type obsolete and simultaneously makes another unit type available.	Additional prerequisites: City does not already have one of the four wonders listed below. You may not build the Iconic Romanesque Cathedral wonder, the Opulent Romanesque Cathedral wonder, the Glorious Gothic Cathedral wonder, or the Majestic Gothic Cathedral wonder in the city which has Brunelleschi's Dome.
	Sea Route to India (historical: multiple, e.g. voyages of Bartolomeu Dias and Vasco de Gama, both of Portugal) (original: Apollo Program)	960	Age of Discovery	(none)	Reveals the entire map. Unlocks the ability of each nation to construct a Transatlantic Fleet, once that nation acquires the Age of Discovery advance.	Additional prerequisites: City is adjacent to a Sea consisting of at least 21 tiles; year is at least A.D. 1415.