

Agriculture

Building	Tech	Effect
Peasant farms	Common land enclosures	Enable advanced farms. +0.2% Pop growth, reduce chance of food shortage
	Improved Animal Husbandry	+5% wealth generated by farm; reduce chance of food shortage. Can research Selective breeding
Tenanted farms	Four field crop rotation	Enable advanced farms. +0.3% Pop growth, reduce chance of food shortage
Clearances	Seed planting drill	-15% farm building or plantation construction costs + prestige
	Advanced irrigation	+10 wealth generated by farms + prestige; +0.4% Pop growth, reduce chance of food shortage
	Steam pump land drainage	+0.5% Pop growth, reduce chance of food shortage + prestige (Need also Basic steam pump)
	Selective breeding	15% wealth generated by farms. Can build Great Estates
Great Estates	Threshing Machine	+25% wealth generated by farms + prestige. Reduce change of food shortage

Metal Industry

Building	Tech	Effect
Craft Workshop		
Iron Workshop	Basic steam pump	-10% construction cost of metal work building and mines of all type
	Coke Blast Furnace	+10% wealth generated by metalwork buildings + prestige. Can build Ironmaster's work
	Measuring tools	+5% town wealth all buildings; +5% wealth industrial buildings; Research Machine tool + build metal road
Ironmaster's work	Machine Tools	-15% rec costs all land units; +5% town wealth all buildings; advanced factories; reseach steam engine
	Puddling furnace	-15% rec costs all artillery; +20% wealth by metalwork buildings + prestige
	Steam Engine	+15% wealth by industrials buildings + prestige, Can build steamed industrial and agricultural buildings
Steam engine factory	Interchangeable parts	-5% unkeep all army units; -10% upkeep all naval units; +5% town wealth all buildings+ prestige

Textile Industry

Building	Tech	Effect
Craft workshop		
Weaver's cottage	Spinning Jenny	+10% town wealth from textile buildings + perstige. Can research Spinning Mule
	Spinning Mule	+5% wealth from textile buildings + perstige. (Need Division of Labor from Philosophy tree)
	Flying Shuttle	+15% town wealth from textile buildings + perstige. Can research Punch-Card Loom
Water-powered Cloth mill	Punch-card Loom	+15% town wealth from textile buildings + perstige. Can research Power Loom
	Power Loom	+5% wealth from textile buildings; +20% town wealth from textile buildings + perstige.
Steam-Power Cloth mill	Mass production	-10% rec costs all land and naval units; +10% wealth ALL buildings + prestige