

Not necessarily a comprehensive list T 6 and 7 will have more stuff eventually and there will be a final t8.

Tier 1

- Buildings
 - City
 - Farm
 - Ancient Fortification
 - Walls
 - Militia Barracks
 - Tavern
- Units
 - Footman
 - Crossbowman
 - Bomb diffuser
 - Bomb planter (T1)
 - Ballista
- Upgrades
 - Improved organization

Tier 2 (Improved organization)

- Buildings
 - Iron Mine
 - Town Barracks
- Units
 - Novice demon slayer
 - Elite Crossbow man
 - Elite Militia
 - Advanced Ballista
- Upgrades
 - Stabilize Government

Tier 3 (Stabilize Government)

- Buildings
 - Iron Foundry
 - City Barracks
- Units
 - Goblin Bomb Team
 - Demon Slayer Recruit
 - Mortar Team
 - Rifleman
 - Soldier
 - Suicide Squad

- Upgrades
 - Establish Power

Tier 4 (Establish Power)

- Buildings
 - Swordsmith
 - Imperial Palace
 - Imperial barracks
- Units
 - Imperial Demon Slayer
 - Grand Cannon
 - Imperial Sharpshooter
 - Imperial Guard
 - Combat Engineer
- Upgrades
 - Invent Magic
- Hero's
 - Holy Crusader

Tier 5 (Invent Magic)

- Buildings
 - Arcane University
 - Arcane Barracks
- Units
 - Mage Knight
 - Arcane Bomb System
 - Demon Slayer
 - Battle mage
- Upgrades
 - Wild magic OR Artificial Magic
- Hero's
 - Archmage

Tier 6 (Artificial magic T1) [Artificial]

- Buildings
 - Lightning conduit
 - Factory
- Units
 - Clockwork legionnaire
 - Clockwork golem
 - Iron Golem
 - Synthmage

- Upgrades
 - Artificial Magic T2

Tier (Artificial magic T2) [Artificial]

- Units
 - Steel Golem

Upgrades

- Etherium Weapons

Tier 6 (Wild magic T1) [Wild]

- Buildings
 - Tree of Life
- Units
 - Force Of Nature
 - Red Dragon
 - Druid
 - Druid Knight
- Upgrades
 - Wild Magic T2

Tier (Wild magic T2) [Artificial]

- Units
 - Sand worm