# Notes

The system goes through all the skills you picked at character creation and adds skills from this list if they match. It then removes any Craft or Mastercraft skills you have, leaving you with just the Fashion and Construct skills from this list. If you satisfy several conditions, you get the skills from every condition you satisfy; for example a tlaxti myrmidon would get skills from the non-cultural, the myrmidon, and the tlaxti lists, but not the colonist list. I think you get skills from the “Colonist” list iff you’re from a Known World culture, but checking that would require more digging.

Some skills let you make several items, but that’s a story for another time.

# Non-cultural mastercrafts

**Mastercraft Bow** grants *Fashion Recurve bow*

**Mastercraft Jewellery** grants *Fashion Amulet*, *Fashion Clock*, and *Fashion Mirror*

**Mastercraft Building** grants *Construct Gallery*

**Mastercraft Complex Items** grants *Fashion Hydraulic Device* and *Fashion Mechanical Device*

# Awakened mastercrafts

**Mastercraft Pistol** grants *Fashion Improved Flint Weapons*

**Mastercraft Ship** grants *Create Raft*

# Colonist mastercrafts

**Mastercraft Complex Items**grants *Fashion Pocket Watch*, *Fashion Sextant*, and *Fashion Reflecting Telescope*

**Mastercraft Great Weapon** grants *Fashion Heavy Mace*, *Fashion Spetum*, *Fashion Pole Axe*, *Fashion Lochaber Axe*, *Fashion Pole Hammer*, and *Fashion Great* Sword

**Mastercraft Mace** grants *Fashion Flanged Mace*

**Mastercraft Axe** grants *Fashion War Axe*

**Mastercraft Sword** grants *Fashion Spatha* and *Fashion Pergeas*

**Mastercraft Armour** grants *Fashion Banded Shield*, *Fashion Kite Shield*, *Fashion Field Plate*, and *Fashion Cuir Bouilli*

**Mastercraft Pistol** grants *Fashion Flintlock Pistol*

**Mastercraft Bow** grants *Fashion Reinforced Crossbow*

**Mastercraft Siege Weapon** grants *Fashion Boiling Oil Cauldron*, *Fashion Mantlet*, *Fashion Trebuchet*, *Fashion Arbalest*, and *Fashion Covered Ram*

**Mastercraft Building** grants *Construct Mine*, *Construct Carpenters [sic] Workshop*, *Construct Church*, *Construct Deep Water Port*, *Construct Goldsmiths [sic] Workshop*, *Construct Fortified Wall*, *Construct Shipyard*, and *Construct Smithy*

**Mastercraft Ship** grants *Create Caique*, *Create Dromond*, *Create Frigate*, *Create Brigantine*, and *Create Cog*

**Mastercraft Jewellery** grants *Fashion Known World Religious Icon*, *Fashion Bodkin*, *Fashion Goblet*, *Fashion Chain*, *Fashion Jewelled Ring*, and *Fashion Crown*

# Native mastercrafts

**Mastercraft Ship** grants *Create Raft*

**Mastercraft Jewellery** grants *Fashion Wampum*, *Fashion Ceremonial Mask*, *Fashion Sacrificial Axe*, and *Fashion New World Religious Icon*

**Mastercraft Siege Weapon** grants *Gather Stinger Snake* and *Rear Slaughter Birds*

# Dryad mastercrafts

**Mastercraft Building** grants *Awaken Forest’s Malice*, *Hallowed Grove*, and *Awaken Forest’s Fury*

# Myrmidon mastercrafts

**Mastercraft <weapon>** grants *Work Chist* and *Fashion Improved Chist Weapons*

**Mastercraft Armour** grants *Work Chist*, *Fashion Improved Chist Armour*, and *Fashion Chist Shield*

**Mastercraft Ship** and **Mastercraft Building** grant *Work Chist*

**Mastercraft Complex Items** grants *Fashion Myrmidon Surgeon’s Implements*

# Ophidian mastercrafts

**Mastercraft Complex Items** grants *Fashion Ophidian Surgeon’s Implements*

# Alkonian mastercrafts

**Mastercraft Complex Items** grants *Fashion Avian Surgeon’s Implements*

**Mastercraft Bow** grants *Fashion Steel Crossbow*

**Mastercraft Pistol** grants *Fashion Double-barrelled Pistol*

**Mastercraft Ship** grants *Create Alkonian Barter Ship*

# Amusar mastercrafts

**Mastercraft Mace** grants *Fashion Clavate*

**Mastercraft Great Weapon** grants *Fashion Great Clavate*

**Mastercraft Complex Items** grants *Fashion Wemic Surgeon’s Implements*

# Azarch mastercrafts

**Mastercraft Building** grants *Construct Gold Smelting Flue*, *Construct Improved Chist Defences*, *Construct Myrmidon Mine*, *Construct Sacrificial Temple*, and *Construct Trading Pit*

# Fidelian mastercrafts

**Mastercraft Axe** grants *Fashion Chivalric Axe*

**Mastercraft Armour** grants *Fashion Gothic Plate*

**Mastercraft Complex Items** grants *Fashion Human Surgeon’s Implements*

# Flembic mastercrafts

**Mastercraft Sword** grants *Fashion Rapier*

**Mastercraft Complex Items** grants *Fashion Human Surgeon’s Implements*

# Free Islands mastercrafts

These depend on your race.

For avians, humans, mokosh and wemics, **Mastercraft Complex Items** grants *Fashion <your race> Surgeon’s Implements*

For Dracoscions and either kind of dragon, **Mastercraft Complex Items** grants *Fashion Draconic Surgeon’s Implements*

# Freiboden/Mill-enese mastercrafts

**Mastercraft Complex Items** grants *Fashion Human Surgeon’s Implements*

**Mastercraft Armour** grants *Fashion Millenese Plate*

If your allegiance is Freiboden, **Mastercraft Pistol** grants *Fashion Musket*

# Gerosan mastercrafts

**Mastercraft Sword** grants *Fashion Fighting Knife*

If your allegiance is Gerosos, **Mastercraft Complex Items** grants *Assemble Portable Dragon Cannon*

# Gnollish mastercrafts

**Mastercraft Ship** grants *Create Gnoll Clan Transporter*

**Mastercraft Pistol** grants *Fashion Blunderbus*

**Mastercraft Great Weapon** grants *Fashion Disembowler [sic]*

**Mastercraft Complex Items** grants *Fashion Mokosh Surgeon’s Implements*

# Hunahpa mastercrafts

**Mastercraft Building** grants *Construct Terrace Farm*, *Construct Slaughter Field*, *Construct Rubble Barricade*, *Construct Golden Spear Lodge*, *Construct Polished Bowl Lodge*, *Construct House of Mists*, *Construct House of Fronds*, *Construct House of Red Leaves*, *Construct Spire of Dreams*, *Construct House of Fists*, *Construct Grand Temple*, and *Construct Bowl of Sanguine Harvests*

**Mastercraft Armour** grants *Fashion Bronze Armour* and *Fashion Chosen One’s Shield*

**Mastercraft <weapon>** grants *Fashion Bronze Weapons* and *Fashion Improved Obsidian Weapons*

# Kamakuran mastercrafts

**Mastercraft Armour** grants *Fashion Lamellar Armour*

**Mastercraft Complex Items** grants *Fashion Mokosh Surgeon’s Implements* and *Fashion Human Surgeon’s Implements*

**Mastercraft Sword** grants *Fashion Tachi*

# Lyzar mastercrafts

**Mastercraft Building** grants *Construct Villa*

# Malathian mastercrafts

**Mastercraft Ship** grants *Create Malathian Corsair* and *Create Malathian Man-o’-war*

**Mastercraft Great Weapon** grants *Fashion Claymore*

**Mastercraft Complex Items** grants *Fashion Human Surgeon’s Implements*

# Mayan mastercrafts

**Mastercraft Complex Items** grants *Fashion Draconic Surgeon’s Implements*

**Mastercraft Great Weapon** grants *Fashion Pike*

For dragons and dracoscions, **Mastercraft Armour** grants *Fashion Lamellar Armour*

# Merisusi mastercrafts

**Mastercraft Complex Items** grants *Fashion Avian Surgeon’s Implements* and *Fashion Mokosh Surgeon’s Implements*

**Mastercraft Great Weapon** grants *Fashion Baresark Axe*

**Mastercraft Axe** grants *Fashion Long Axe*

**Mastercraft Armour** grants *Fashion Double Mail*

**Mastercraft Ship** grants *Create Merisusi Proa* and *Create Merisusi Raptor*

For Avians, **Mastercraft Bow** grants *Fashion Deck Bow*

# Onontakhan mastercrafts

**Mastercraft <weapon>** grants *Fashion Improved Flint Weapons*

**Mastercraft Armour** grants *Fashion Cuir Bouilli*, *Fashion Light Armour*, and *Fashion Wooden Shield*

# Rukhi mastercrafts

**Mastercraft Complex Items** grants *Fashion Avian Surgeon’s Implements*

**Mastercraft Ship** grants *Create Rukhi Galleon*

# Schaffhausen mastercrafts

**Mastercraft Building** grants *Construct Spyhouse* and *Construct Blockhouse*

**Mastercraft Siege Weapon** grants *Fashion Boiling Lead Cauldron*

# Tenizidi mastercrafts

**Mastercraft Building** grants *Construct Spider Hatchery*, *Construct Toadstool Cavern*, *Construct Chamber of Souls*, *Construct Lava Forge*, *Construct Subterranean Storage Chamber*, *Construct Capture Pit* and *Construct Trading Post*

**Mastercraft Jewellery** grants *Fashion K’tikka*

# Tlaxti mastercrafts

**Mastercraft Building** grants *Construct Trading Pit*, *Construct Sacrificial Temple*, *Construct Myrmidon Mine*, *Construct Improved Chist Defences*, and *Construct Gold Smelting Flue*

# Tritoni mastercrafts

**Mastercraft Complex Items** grants *Fashion Wemic Surgeon’s Implements*

**Mastercraft Bow** grants *Fashion War Bow*