



Kyranthia

LIVE ACTION ROLE PLAYING

BOOK OF CRAFTING

Welcome to the world of crafting, where imagination meets raw materials to create unique marvels. I'm excited to welcome readers to this crafting book, a celebration of the diverse and boundless crafting universe. From handcrafted wonders to symphonies of color, each page invites you to explore, create, and experience the extraordinary.

Crafting, for me, is a journey of self-expression and innovation. As we navigate these pages, we embark on a voyage that goes beyond the ordinary, discovering how crafting becomes a language of the heart and a celebration of individuality.

Whether you're a beginner seeking inspiration or an experienced artisan honing your skills, this book offers a treasure trove of insights, techniques, and anecdotes. It's a communal gathering of ideas, contributing to the vast mosaic of crafting possibilities.

Having witnessed the transformative power of crafting, I hope this book becomes a catalyst for your creative journeys, sparking ideas, igniting passions, and fostering a sense of kinship within the crafting community.

As you flip through the pages, may you be inspired to experiment, innovate, and let your imagination soar. Crafting is more than a hobby; it's an ever-evolving saga, and each creation is a chapter in the unfolding story of your crafting chronicles.

Cerydice
A Devotee of Crafting

Welcome to a world where imagination meets craftsmanship, and the echoes of creativity resonate through every province. In this Kyranthia crafting supplement, we invite you to unlock the secrets of the artisan's trade. Delve into the intricate arts of cooking, smithing, leather-working, enchanting, gardening, brewing, jewelry making, alchemy, and trap crafting, as we unveil a tapestry of possibilities for your journey.

Within these pages, you'll discover not just the techniques but the soul behind each craft, from the sizzle of a gourmet dish to the clang of a masterfully forged blade. Whether you're a seasoned creator or a fledgling artisan, our guide will be your compass through the realms of creativity. Each chapter is a portal to a new facet of crafting, where you'll learn to weave magic into your creations, cultivate the earth's bounty, and fashion tools of both utility and treachery.

So, sharpen your knives, stoke the fires of the forge, and let the pages of this crafting compendium be your map to a world where the only limit is your imagination. Your adventure begins now, as you step into the realm of crafting mastery.

1. **The Culinary Cauldron:** Dive into the art of cooking, where flavors become spells, and every dish tells a tale. From hearty stews to exotic pastries, master the culinary arts to fuel your adventures.
2. **Forging the Future:** Enter the realm of smithing, where raw metal transforms into extraordinary weapons and armor. Learn the techniques to craft blades that sing in battle and armor that withstands the fiercest foes.
3. **Leatherbound Legends:** Uncover the secrets of leatherworking, where hides become more than just protection. Fashion armor with finesse, crafting gear that not only shields but also embodies the spirit of the wild.
4. **Enchantment Enigma:** Delve into the mystical world of enchanting, where mundane objects transcend into magical trinkets. Unlock the ancient powers that infuse your creations with otherworldly powers.
5. **Gardens of Growth:** Cultivate your green thumb in the art of gardening. From grains and berries to magical fruits and vegetables, learn how to nurture nature's bounty and harness its power for your quests.
6. **Jewels of Creation:** Enter the glittering realm of jewelry making, where gems become tokens of power. Craft amulets, rings, and talismans that not only adorn but also to enchant.
7. **Alchemy Unleashed:** Mix potions and elixirs in the arcane laboratory of alchemy. Discover the ancient recipes that can heal wounds, enhance abilities, or unleash potent forces upon your adversaries.
8. **The Art of Brewing:** Everyone loves a good inebriate, but how about a great one? Master brewers can make a drink that gives you a little something extra. There are usually side effects though, so please drink responsibly.
9. **Preserve your Passion:** Food and drinks can spoil fast if not properly stored. Preserving can add a little (or a lot) to your shelf-life.
10. **Traps and Trepidation:** Master the craft of trap making, turning the environment into your ally. Learn to set cunning snares, create concealed pitfalls, and design ingenious devices to outwit your foes.

This guide showcases crafted goods that are currently recognized in the realm of Kyranthia, but new discoveries may emerge over time and could be incorporated later. Its purpose is to provide an overview of the existing items, while the specific recipes and formulas must be uncovered through in-game exploration.

Chapter 1: The Culinary Cauldron

Welcome, aspiring chefs, to the heart of creation – the sizzling realm of culinary magic. In this chapter, we embark on a flavorful journey where ingredients are not merely sustenance but the very essence of adventure. Here, the art of cooking transcends the mundane, transforming meals into potent spells and feasts into tales.

As you turn the pages, you'll discover the alchemical secrets hidden within every spice, the transformative power of a well-cooked dish, and the ability to fuel your quests with delectable enchantments. From the bustling kitchens of local taverns to the campfires of intrepid explorers, cooking takes center stage as a vital skill for any adventurer.

So, don your apron, sharpen your knives, and let the aroma of potential waft through the air. The Culinary Cauldron awaits your touch – where every recipe is a spell waiting to be cast, and every meal, a feast fit for heroes. Ready your palate for a journey that combines the practicality of sustenance with the artistry of the arcane. Adventure and flavor await as you step into the enchanting world of culinary craftsmanship.

There are three levels of cooking; apprentice, journeyman and master. When you purchase the cooking skill you start as an apprentice. Advancement is achieved IG and can happen many ways. As an apprentice you can only cook apprentice level dishes. You may collect or copy higher level recipes, but you must achieve the appropriate level to use them. Master recipes cannot be copied, you need the original to cook it.

In the alchemical tapestry of culinary enchantment, there are a diverse array of magical herbs and ingredients that shall be your allies in crafting potent concoctions. Each herb, with its mystical properties, and each ingredient, some imbued with magical essence, combines to create a symphony of flavors that transcends the ordinary. Here, within the pages of our gastronomic grimoire, you'll find the key to unlocking the secrets of alchemical plants and enchanting ingredients:

Alchemical Plant Ingredients:

1. Buffalo Herb
2. Buku
3. Cockleburr
4. Crow Corn
5. Eyebright
6. Hagthorn
7. Kablin
8. Kelp
9. Linseed
10. Madherb
11. Muggons
12. Nidor
13. Sweet Elder
14. Sweet Weed
15. Teasel
16. Wild Succory
17. Wood Vine
18. Woodbine
19. Yarrow

Magical Ingredients:

1. Umple



2. Squich
3. Greepes
4. Budayda
5. Plim
6. Pipples
7. Meat
8. Fish
9. Cucumbers
10. Carrots
11. Tomatoes
12. Bell Peppers
13. Chili Peppers
14. Garlic
15. Pears
16. Chicken
17. Berries
18. Eggs
19. Milk
20. Pomegranate
21. Grain

As you embark on your culinary quest, let these magical ingredients and alchemical plants be your guide. Mix them with care, wield your kitchen tools with precision, and watch as your creations transcend the ordinary, bringing to life the magic that lies within each dish. May your cooking adventures be as enchanting as the ingredients you command!

Cooking Recipes, Apprentice

Squich Pie Filling

- Restores 10 points of mana

Umple Dumplings

- Heals 5 BP

Pickled Pipples

- Grants an Agony and a Burst of Strength
- Makes 4 servings

Spicy Hot Lamb Chops

- Grants a resist fire.
- Makes 3 servings

Cottage Pie

- Heals 5 BP and grants a parry

Breakfast Chicken

- Resist sleep for 30 minutes. Makes one serving

Ranger Stew

- Allows you to swing 2 damage for 5 minutes if in a forest. Makes one serving

Beastmaster's Treat

- If fed to an animal or monster that creature is charmed by the one feeding (Charm by Gesture).
Makes 3 servings

Minga Muffins

- Grants a burst of strength.
- Makes 6 servings

Spectral Sage Stew

- Allows the consumer to communicate with spirits for a short period.

Halfling's Honeyed Ham

- Heal 5 BP, remove disease or curse.
- Makes 3 servings

Jester's Jovial Jellies

- Induces uncontrollable laughter in those who consume it.
- Makes 3 servings.

Knight's Venison Stew

- Grants 3 uses of finesse.
- Makes 2 servings

Bard's Bountiful Biscuits

- Removes silence and heals 2 BP
- Makes 6 servings.

Pheasant Pie

- Heals 3BP and removes slow and maim
- Makes 2 servings

Dragonheart Dumplings

- Grants resist fear
- Makes 6 servings

Elven Einkorn Bread

- Grants resist knockdown
- Makes 4 servings

Cooking Recipes, Journeyman

Hearty Stew

- Heal 6 BP and gain resistance to ice/water damage for 1 hour.

Fireburst Kebabs

- Heal 4 BP and gain resistance to fire damage for 1 hour.



Mystic Stir-Fry

- Heal 4 BP and gain ethereal perception for 1 hour.

Umple Infusion

- Heal 8 BP and gain 10 Vitality BOOST until reset.

Candied Umple Slices

- Grants a burst of strength and a disarm
- Makes 4 servings

Mika's Smoked Fish

- Resist silence
- Makes 4 servings

Fire-Pickled Peppers

- Grants resistance to ice/water damage for 1 hour
- Makes 2 servings

Chill-Charms Chutney

- Grants a resistance to charm effects for 1 hour
- Makes 3 servings

Smoke-Kissed Jerky

- Grants resist poison
- Makes 4 servings

Ethereal Essence Pickles

- Grants Ethereal Perception for 1 hour
- Makes 4 servings

Ethereal Mushroom Stew

- Allows you to go into ethereal formidable
- Makes 2 servings

Crimson Clove Cordial

- Grants threshold of 10 for 10 minutes
- Makes 1 serving

Harmony Herb Haggis

- Restores 20 notes
- Makes 2 servings

Phantom Fig Flatbread

- You may go into spirit form for up to 10 minutes

Pachamama's Umple Crumble

- Effect: Heal 10, remove curse, weakness, maim, slow

Cooking Recipes, Master (requires original recipe, cannot be copied)

Dragon's Breath Chili

- Heal 10 BP and gain resistance to fire damage for 1 hour. May cause temporary dragon-like breath (5 damage by fire by packet).

Celestial Salad

- Heal 6 BP and gain a 5 spiritual mana
- Makes 8 servings

Enchanted Eclairs

- Heal 8 BP and gain temporary resistance to all magical effects for 5 minutes.
- Makes 2 servings

Dragon's Eye Soup

- Heal 10 BP and gain the ability to Detect Magic at will for the next hour.

Fey Fruit Salad

- Heal 6 BP and gain a resist magic
- Makes 3 servings

Sizzling Seafood Skewers

- Heal 8 BP and gain resistance to ice/water damage for 1 hour
- Makes 4 servings

Blazing Budayda Bites

- Heal 6 BP and gain resistance to fire damage for 30 minutes
- Makes 2 servings

Celestial Sorbet

- Heal 12 BP and gain temporary immunity to all magical effects for half hour.

Starlight Stew

- Heal 15 BP and gain use of light spell
- Makes 4 servings

Ambrosial Jam

- Grants 5 protection points (cannot stack)
- Makes 4 servings

Mystic Meats

- Grants 10 additional mana, cannot be restored
- Makes 6 servings

Void Vinegar Pickles

- Grants the ability to resist a single targeted magical effect.
- Makes 4 servings

Moonlit Marmalade

- grants one avoid

Soothsayer's Sage and Rosemary Roast

- Grants visions of the future for a brief period. You can come to monster camp and are given a hint of something that's going to happen that event

Huka-luka Pie

- Grants a dodge
- Makes 4 servings

Sorcerer's Saffron Stew

- Grants an additional 30 mana that can be restored (until next reset)

Mystic Mulberry Pottage

- Grants ethereal perception for 8 hours. 2 servings



Chapter 2: Forging The Future

Welcome, intrepid blacksmiths and metal maestros, to the fiery heart of craftsmanship – the forge of destiny. In this chapter, we delve into the ancient and revered art of smithing, where raw metal is sculpted into weapons that sing in battle and armor that stands as a bastion against the forces of darkness. Here, the clang of hammer on anvil resonates with the promise of forging the future.

As you turn the pages of this metallurgical manuscript, you'll uncover the secrets of manipulating molten metal, the precision required for shaping blades, and the artistry involved in crafting armor that echoes through the ages. Whether you're a novice seeking the basics or a seasoned smith on a quest for mastery, this chapter is your portal to the mesmerizing world where craftsmanship meets combat.

So, don your leather apron, grasp the hammer and tongs, and step into the blistering embrace of the forge. The anvil awaits your skillful touch – where every strike is a step toward honing your craft, and every creation is a testament to the blacksmith's art. Ready your mettle for a journey that melds the practicality of arms with the elegance of the anvil. Adventure and steel await as you enter the enthralling world of smithing mastery.

There are three levels of smithing; apprentice, journeyman and master. When you purchase the smithing skill you start as an apprentice. Advancement is achieved IG and can happen many ways. As an apprentice you can only work with apprentice level components.

Within the sacred halls of the forge, the journey of a blacksmith unfolds across these stages. Each tier reveals new alloys and secrets, offering the artisan the means to forge weapons and armor of increasing prowess.





1. Apprentice:

Iron – Basic As an Apprentice, the blacksmith begins their journey with the foundational metal, Iron. Though humble, Iron forms the bedrock of the craft, providing a sturdy canvas for the novice to hone their skills. Apprentices learn the art of shaping, tempering, and refining, laying the groundwork for the more intricate creations that lie ahead.

2. Journeyman:

- **Copper – Resist 1 Shatter, Swing 2 Damage X3** Journeyman blacksmiths graduate to the versatility of Copper, a metal that grants resilience against shattering blows and enhances the weapon's swinging capabilities.
- **Silver – Resist 1 Shatter, Swing Silver** Silver, with its mystical properties, becomes the alloy of choice for those seeking not only durability against shattering forces but also the added benefit of a silvered edge, potent against supernatural adversaries.

3. Master:

- **Mithril – Resist 3 Shatter, Swing Mithril** At the Master level, blacksmiths unlock the secrets of Mithril, a rare and coveted metal. Mithril grants superior resistance to shattering forces, creating weapons and armor of unparalleled durability on the battlefield.
- **Blackwood – Resist 5 Shatter, Swing Blackwood** The pinnacle of blacksmithing mastery, Blackwood emerges as the apex material. With resistance against even the most formidable shattering forces, Blackwood creations stand as a testament to the artisan's unparalleled skill and the mastery of the forge.

As the blacksmith ascends through these tiers, their creations evolve, each metal imbuing the weapon or armor with unique properties. From the basic strength of Iron to the mystical allure of Silver and the legendary resilience of Mithril and Blackwood, the forge becomes a crucible of possibilities. The blacksmith's journey unfolds, leaving an indelible mark on the annals of craftsmanship and the battlegrounds where their creations will be tested.

Chapter 3: Leatherbound Legends

Step into the realm of leatherworking, where the craft of shaping and refining leather transcends mere skill—it becomes an artistry that intertwines form, function, and strategic prowess. Within these pages, novices evolve into adept craftsmen, creating not just armor but embodying the spirit of the creatures whose hides they manipulate.

This chapter delves into the secrets of leatherworking, exploring the nuances of crafting protective gear that goes beyond conventional materials. From the supple touch of basic leather to the enchanted properties of hides imbued with magical essence, every creation tells a tale of resilience and adaptation.

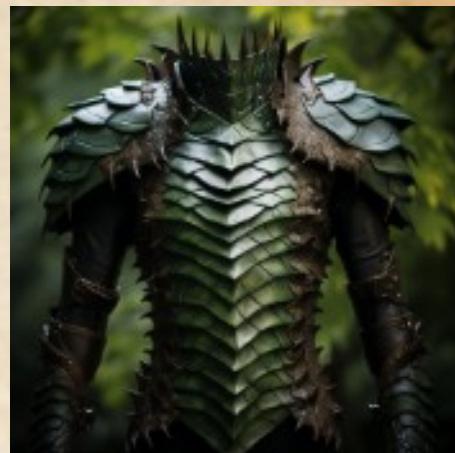
There are three levels of leatherworking; apprentice, journeyman and master. When you purchase the leatherworking skill you start as an apprentice. Advancement is achieved IG and can happen many ways. As an apprentice you can only work with leather.

So welcome to a world where leatherworking is not just a skill; it's a narrative woven into the fabric of survival. We invite you to embrace the craft, embody the spirit of mythical creatures, and emerge as a master artisan whose creations are both a shield and a story. The journey unfolds here, where leather transforms into art, and armor becomes a canvas for your imagination and skill.

To determine the amount of the specified hide needed for your creations simply take the number of regular leather required for the item, and cut it in half. For example, if a recipe calls for 8 regular leather, incorporating the specified hide would require an additional 4 of that hide. This harmonious blend ensures that the mythical properties enhance the armor without overwhelming its foundational structure.

Journeyman Hides:

1. **Lizardman Scale: Water Protection**
 - *Effect:* Grants water protection to the crafted armor.
2. **Gnoll Fur: Reduce First Maim to 1 Damage**
 - *Effect:* Reduces the damage from the first maim to 1.
3. **Kobold Hide: Resist 1st Fire Attack**
 - *Effect:* Provides resistance against the first fire attack.



Master Hides:

1. **Beastman Fur: Threshold of 25 (Once)**
 - *Effect:* Grants a threshold of 25
2. **Troll Hide: Resetting Armor Time is Cut in Half**
 - *Effect:* Reduces the time for armor to reset by half.
3. **Hill Giant Hide: Threshold of 5 (Permanent Until Armor Destroyed)**
 - *Effect:* Grants a permanent threshold of 5 until the armor is destroyed.

Leather Armor:

1. **Helmet:**
 - *Resources to Create:* 4 leather, 4 minutes
 - *Resources to Repair:* 1 leather, 1 minute
2. **Studded Helmet:**
 - *Resources to Create:* 4 leather, 1 metal, 4 minutes
 - *Resources to Repair:* 1 leather, 1 metal, 1 minute
3. **Cuirass:**
 - *Resources to Create:* 8 leather, 10 minutes
 - *Resources to Repair:* 2 leather, 4 minutes

4. Studded Cuirass:

- *Resources to Create:* 8 leather, 2 metal, 10 minutes
- *Resources to Repair:* 2 leather, 1 metal, 4 minutes

5. Upper Arm:

- *Resources to Create:* 4 leather, 6 minutes
- *Resources to Repair:* 1 leather, 2 minutes

6. Studded Upper Arm:

- *Resources to Create:* 4 leather, 1 metal, 6 minutes
- *Resources to Repair:* 1 leather, 1 metal, 2 minutes

7. Bracer:

- *Resources to Create:* 4 leather, 4 minutes
- *Resources to Repair:* 1 leather, 1 minute

8. Studded Bracer:

- *Resources to Create:* 4 leather, 1 metal, 4 minutes
- *Resources to Repair:* 1 leather, 1 metal, 1 minute

9. Upper Leg:

- *Resources to Create:* 4 leather, 6 minutes
- *Resources to Repair:* 1 leather, 2 minutes

10. Studded Upper Leg:

- *Resources to Create:* 4 leather, 1 metal, 6 minutes
- *Resources to Repair:* 1 leather, 1 metal, 2 minutes

11. Greaves:

- *Resources to Create:* 4 leather, 6 minutes
- *Resources to Repair:* 1 leather, 2 minutes

12. Studded Greaves:

- *Resources to Create:* 4 leather, 1 metal, 4 minutes
- *Resources to Repair:* 1 leather, 1 metal, 2 minutes



Chapter 4: Enchanting Enigma

Step into the ethereal realm of arcane craftsmanship, where the ordinary becomes extraordinary, and the mundane transforms into the mystical. In this chapter, we unveil the captivating art of enchanting—a tapestry of magic woven into the very fabric of items, rendering them imbued with extraordinary powers.

There are three levels of enchanting; apprentice, journeyman and master. When you purchase the enchanting skill you start as an apprentice. Advancement is achieved IG and can happen many ways. As an apprentice you can imbue apprentice level enchantments. You may collect or copy higher level enchantments, but you must achieve the appropriate level to use them. Master enchantments cannot be copied, you need the original to imbue it.

Whether you're a novice seeking the first incantations or a seasoned enchanter yearning for mastery, this chapter beckons you into the mystic atelier. Learn to decipher runes, harness leyline energies, and channel your arcane prowess into objects that transcend the mundane.

So, grasp your wand, unfurl the ancient scrolls, and step iup to the enchanting table. The arcane forge awaits your touch—where every charm woven is a step toward unlocking the boundless magic that lies within. Ready your spirit for a journey that melds the mystical with the mundane, as you delve into the captivating world of enchanting mastery.

Apprentice Enchantments

Flameforged Blade

- Imbue Fire, Pierce Damage

Warding Amulet

- Resist Magic, Reflect

Crystal Aegis

- Protection, Absorb Magic

Wyrmguard Armor

- Fire Resistance

Thunderstrike Hammer

- Imbue Lightning, Crushing

Shadowcloak

- Hide in Shadows

Whisperwind Bow

Effects: Imbue Air, Piercing Damage

Frostbite Gauntlets

- Imbue Ice, resist disarm



Journeyman enchantments

Moonshadow Cloak

- Hide in Shadows, Detect Hidden

Serpent's Embrace

- Grants Poison, Repel

Celestial Harmony Charm

- Remove Curse, Protection

Bloodmoon Blade

- Imbue Berserk

Phoenix Wings

- Feather Fall spell (avoid pit fall), Fire Resistance

Astral Projection Ring

- Ethereal perception, speak with spirits

Starforged Shield

- Reflect chaos, Protection

Feyfire Lantern

- Resist dispel light

Master enchantments

Searing Crown

- Flame protection

Guardian Golem Charm

- Threshold, slow

Lifestealer Dagger

- For 5 minutes every time you successfully hit an opponent with this dagger you heal 1 BP

Crystal Clear Lens

- Detect Magic, Scholar's eye, Ethereal perception

Solarflare Staff

- Imbue Light, By my voice 2 damage to undead

Verdant Grasp Gloves

- Imbue Earth, Resist pin, bind, confine, web

Chapter 5: Gardens of Growth

Enter the verdant sanctuaries of cultivation and communion with nature—the enchanted domain of gardening. In this chapter, we embark on a journey through the Gardens of Growth, where seeds sprout into tales, and the earth itself becomes a canvas for crafting life's bounty. Welcome to a realm where the hands of the cultivator are wielders of both sustenance and magic.

As the gates to the Gardens of Growth swing open, this chapter reveals the alchemical secrets of nurturing mystical herbs, magical blossoms, and potent plants. From the humble homestead garden to the sprawling landscapes of fantastical realms, gardening is a testament to the symbiotic dance between the green thumb and the mystical forces that shape the natural world.

Whether you're a novice planter or a seasoned horticulturist, the Gardens of Growth offer a haven for those seeking to understand the synergy between soil, sun, and magic. Learn the art of cultivating plants with mystical properties, tend to enchanted blooms, and weave the very essence of nature into your gardening tapestry.

So, don your gardening gloves, grasp the pruners, and step into the embrace of the fertile earth. The Gardens of Growth await your nurturing touch—where every planted seed is a promise, and every bloom is a testament to the harmony between nature and magic. Ready your spirit for a journey that melds the practical with the mystical, as you explore the captivating world of gardening mastery.

There are three levels of gardening; apprentice, journeyman and master. When you purchase the gardening skill you start as an apprentice. Advancement is achieved IG and can happen many ways. As an apprentice you can only grow apprentice level seeds. You may collect higher level seeds, but you must achieve the appropriate level to use them.

In the Gardens of Growth, the aspiring cultivator wields an array of tools, each crafted for a specific purpose and attuned to the level of mastery one seeks. As you embark on your journey into the verdant realms, ensure you are equipped with the tools that match your gardening expertise.

1. Apprentice:

- **Trowel (Small Shovel):** The humble trowel becomes the companion of the Apprentice, a versatile tool for digging small holes, planting seeds, and cultivating the soil. It is the first step in the hands of those learning to coax life from the earth.

2. Journeyman:

- **Garden Fork:** As the gardener advances to the Journeyman level, the garden fork becomes a vital implement. This sturdy tool excels at turning soil, aerating, and gently loosening roots. It is the mark of those ready to sculpt the earth with precision.

3. Master:

- **Hand Sickle or Scythe:** The Master of the Gardens wields the hand sickle or scythe—a tool of finesse and power. Perfect for harvesting, cutting, and shaping the landscape, it symbolizes the mastery of a gardener who understands the delicate balance between growth and harvest.

Seed Mastery:

- Seeds, each encapsulated in a packet, hold the potential for vibrant life. These packets bear labels indicating the level of gardening expertise required to nurture the plants within. Apprentice, Journeyman, and Master labels guide the cultivator, signifying the depth of knowledge and skill needed to bring forth the full potential of the seeds.
- **Instructions Within:** Delve into the secrets contained within the seed packets, where instructions unveil the mysteries of nurturing each plant. From soil preferences to watering

schedules, these instructions serve as a guide, ensuring that the magic within each seed blossoms under your care.

Equip yourself with the right tools, and let the seeds of knowledge sprout into thriving gardens. The journey of a gardener is not only about nurturing plants but also about understanding the symbiotic dance between tools, seeds, and the magic of the earth. May your gardening endeavors bloom with vitality and enchantment.

Apprentice Gardening

- Cucumbers
- Carrots
- Tomatoes
- Bell Peppers
- Chili Peppers
- Garlic
- Pears
- Berries
- Pomegranate
- Grain



Instructions:

1. **Container:** Use small pots for planting.
2. **Watering:** Water the plants moderately. For optimal growth, water every 6-8 hours.
3. **Special Water:** No special water is required.
4. **Compost/Fertilizer/Plant Food:** Use fish-based fertilizer. Apply once a day.
5. **Tending Time:** Role-play tending to the plants for at least 1 minute.
6. **Harvesting Window:** Harvest when the fruits or vegetables are fully developed.

Journeyman Gardening

- Cucumbers
- Carrots
- Tomatoes
- Bell Peppers
- Chili Peppers
- Garlic
- Pears
- Berries
- Pomegranate
- Grain

Instructions:

1. **Container:** Use bigger immobile pots or garden beds for planting.
2. **Watering:** Water the plants regularly. For optimal growth, water every 2-3 hours.
3. **Special Water:** No special water is required.
4. **Compost/Fertilizer/Plant Food:** Use bog beast muck fertilizer. Apply twice a day.
5. **Tending Time:** Role-play tending to the plants for at least 5 minutes.
6. **Harvesting Window:** Harvest when the fruits or vegetables are fully developed.

Master Gardening

- Umple – Magical Apple
- Squich – Magical Squash
- Greepes – Magical Grapes
- Budayda – Magical Potatoes
- Plim – Magical Plum
- Pipples – Magical Peppers

Instructions:

1. **Container:** These magical plants can only be grown in special gardens.
2. **Watering:** Water frequently, once an hour.
3. **Special Water:** Enchanted water is required for optimal growth.
4. **Compost/Fertilizer/Plant Food:** Use troll dung fertilizer. Apply monthly.
5. **Tending Time:** Role-play tending to the plants for at least 10 minutes.
6. **Harvesting Window:** Harvest during a specific magical alignment, determined by in-game events or time.



Chapter 6: Jewels of Creation

Step into the radiant ateliers of artistry, where metals and gemstones converge to craft treasures beyond measure. In this chapter, we explore the enchanting world of jewelry making—an alchemical dance that transforms raw materials into adornments that speak of elegance, symbolism, and magical resonance. Welcome to "Jewels of Creation," where the mundane is transformed into the extraordinary.

As the jeweler's journey unfolds, this chapter unveils the secrets of shaping metals and setting gemstones to create pieces that transcend the merely ornamental. From the delicate sparkle of intricate necklaces to the weighty elegance of rings, jewelry making is an exploration of craftsmanship and the interplay between the tangible and the intangible.

Whether you're a novice in search of the basics or a seasoned artisan seeking mastery, "Jewels of Creation" invites you into a realm where creativity knows no bounds. Learn the art of crafting pieces that not only adorn but also tell tales—of love, power, and the magic inherent in every precious stone.

So, don your jeweler's apron, grasp the tools of the trade, and step into the glistening realm of creation. "Jewels of Creation" awaits your skillful touch—where every piece is a canvas, and every gem is a vessel for the magic that lies within. Ready your spirit for a journey that melds the craftsmanship of metals with the enchantment of gemstones, as you explore the captivating world of jewelry making mastery.

There are three levels of jewelry making; apprentice, journeyman and master. When you purchase the jeweler skill you start as an apprentice. Advancement is achieved IG and can happen many ways. As an apprentice you can only create apprentice level formulas. You may collect or copy higher level formulas, but you must achieve the appropriate level to use them. Master formulas cannot be copied, you need the original to craft it.

In the glittering tapestry of jewelry making, the path unfolds through three stages of mastery: Apprentice, Journeyman, and Master. Each tier offers a glimpse into the alchemical symphony of metals and gemstones, where the apprentice's first sparks transform into the master's dazzling creations.

Apprentice Jeweler

Available Ore Types:

- Iron
- Copper

1. *Simple Iron Ring*

- Components: Iron
- Crafting Time: 2 minutes

2. *Copper Pendant*

- Components: Copper
- Crafting Time: 3 minutes

3. *Plain Earrings*

- Components: Iron
- Crafting Time: 3 minutes

As an Apprentice, the jeweler learns to coax beauty from basic metals, crafting simple yet elegant pieces that lay the foundation for their artistic journey.

Journeyman Jeweler

Available Ore Types:

- Silver
- Gold

1. *Silver Bracelet*
2. *Gold Tiara*
3. *Charm (Gold Amulet)*

In the Journeyman stage, the jeweler embraces more precious metals, creating intricate pieces that reflect a deeper understanding of the craft.

Master Jeweler

Available Ore Type:

- Mithril

1. *Mithril Crown*
2. *Amber Medallion*
3. *Grandmaster Ring*

As a Master Jeweler, the artisan reaches the pinnacle, working with the rare Mithril to create regal crowns, exquisite medallions, and grandmaster rings adorned with precious gems.

Whether you're just beginning your journey or standing at the threshold of mastery, the crafting table awaits your skillful touch. Unleash the magic within metals and gemstones, and let your creations sparkle with the essence of craftsmanship and enchantment. May your jewelry creations become timeless treasures in the tales of those who wear them.



Chapter 7: Alchemy Unleashed

Enter the mystical laboratory where elixirs dance in glass vials, and potions simmer in cauldrons, for in this chapter, we delve into the captivating world of alchemy. "Alchemy Unleashed" is a journey into the arcane science of transformation, where base substances evolve into potions of healing, strength, and the very essence of magic.

As the alchemist's journey begins, this chapter unveils the secrets of the brewer's art, where herbs and essences are alchemically combined to unlock potent properties. From the bubbling concoctions of healing balms to the fumes of transformative elixirs, alchemy is the art of turning the ordinary into the extraordinary.

Whether you're an aspiring potion-brewer or a seasoned alchemical maestro, "Alchemy Unleashed" invites you into a realm where the ethereal meets the tangible. Unlock the secrets of the alchemical ingredients, decipher the ancient recipes, and let your laboratory become a sanctum where the elixirs of lore come to life.

So, don your alchemist's robe, grasp the vials and alembics, and step into the alchemical sanctum. "Alchemy Unleashed" awaits your deft touch—where every potion is a symphony of mystical ingredients, and every elixir is a conduit to the extraordinary. Ready your spirit for a journey that melds the science of substances with the alchemy of magic, as you explore the captivating world of alchemy mastery.

There are three levels of alchemy; apprentice, journeyman and master. When you purchase the alchemy skill you start as an apprentice. Advancement is achieved IG and can happen many ways. As an apprentice you can only create apprentice level potions (level 1 and 2). Journeyman can create level 3 and 4 potions, and Master can create level 5 potions. You may collect or copy higher level formulas, but you must achieve the appropriate level to use them. Master recipes cannot be copied, you need the original to craft it.

In the sanctum of alchemical mastery, where fumes dance and concoctions simmer, the alchemist unveils the potent artistry of Gas Globes and potions. "Alchemy Unleashed" is not merely a chapter; it is a codex of elixirs and remedies that resonate with the essence of the arcane.

Gas Globes (Alchemy Packets):

Level 1:

- Acid 1
- Agony
- Burst of Strength
- Trance
- Remove Paralyze
- Remove Silence
- Remove Slow
- Remove Trance

Level 2:

- Acid 5
- Acid 5
- Damage 5
- Damage 10
- Silence

Level 3:

- Acid 10
- Acid 10
- Damage 25

- Disease
- Sleep
- Weakness

Level 4:

- Acid 25
- Acid 25
- Destroy
- Ingested Potions and Poisons
- Disease
- Paralysis
- Shatter

Level 5:

- Acid 50
- Acid 50
- Death
- Ingested Potions and Poisons

Potions

Level 1:

- Agony
- Awaken
- Burst of Strength
- Charm
- Cure Disease
- Cure Light Wounds
- Damage 1
- Forget
- Healing Arts
- Mana Potion (Air, Earth, Fire, Nature, Spiritual, Water, Mystic, Chaos) 10
- Note Potion 10
- Remove Paralyze
- Remove Silence
- Remove Slow
- Remove Trance
- Remove Weakness
- Trance

Level 2:

- Bind
- Damage 5
- Damage 10
- Fear
- Note Potion 25
- Silence

Level 3:

- Charm
- Damage 25
- Dominate
- Escape Bonds Oil
- Mana Potion (Air, Earth, Fire, Nature, Spiritual, Water, Mystic, Chaos) 25



- Remove Weakness
- Sleep
- Trance

Level 4:

- Cure Mortal Wounds
- Damage 50
- Disease
- Mana Potion (Air, Earth, Fire, Nature, Spiritual, Water, Mystic, Chaos) 50
- Note Potion 100
- Paralysis
- Silence

Level 5:

- Cure Mortal Wounds
- Damage 50
- Death
- Mana Potion (Air, Earth, Fire, Nature, Spiritual, Water, Mystic, Chaos) 100
- Note Potion 200
- Remove Silence
- Trance
-

Others:

Level 1:

- Light
- Glue
- Silver Oil
- Note Potion 10
- Remove Paralyze
- Remove Silence
- Remove Slow
- Remove Trance
- Remove Weakness

Level 2:

- Air Oil
- Earth Oil
- Fire Oil
- Water Oil
- Mystic Oil
- Spiritual Oil
- Escape Bonds Oil
- Lock Melt

In the alchemist's hands, these potions and salves are a canvas of possibilities, awaiting the skilled touch that turns base ingredients into elixirs of power and salves of healing. May your alchemical endeavors be guided by wisdom and mastery as you unlock the secrets within each vial.

Chapter 8: The Art of Brewing

In the mystical realms where the arcane and the natural intertwine, the art of brewing stands as a venerable craft, practiced by alchemists, herbalists, and those who seek to unlock the hidden potential within the ingredients bestowed upon them. From the humble Tea that grants immunity to enchantments to the potent Astral Ale that unveils the ethereal tapestry, brewing holds the key to elixirs that can shape destinies.

There are three levels of brewing; apprentice, journeyman and master. When you purchase the brewing skill you start as an apprentice. Advancement is achieved IG and can happen many ways. As an apprentice you can only brew apprentice level elixirs. You may collect or copy higher level recipes, but you must achieve the appropriate level to use them. Master recipes cannot be copied, you need the original to brew it.

In this chapter, we unravel the recipes that traverse the spectrum of expertise. From the novice's Tea that wards off nightmares to the masterful Phoenix Philter that defies mortality, each elixir carries its own tale, a story woven into the very fabric of existence. Journey with us through the pages of this tome as we explore the enchanting world of brewing, where every sip may lead to unforeseen consequences or unlock the gates to uncharted realms.

Prepare to be immersed in the aromatic symphony of herbs and essences, as we embark on a journey into the heart of alchemical mastery. The cauldron awaits, and the elixirs beckon—welcome to the enchanting realm of brewing.

Apprentice Level:

Tea

- Ingredients:
 - 1 Tea
 - 1 Sweet Weed
- Effects:
 - Lasts one hour.
 - Immunity to sleep, charm, dominate, trance, berserk, and fear.
 - After the tea wears off, the drinker is inflicted with greater subdue.

Coffee

- Ingredients:
 - 1 Coffee Bean
 - 1 Buku
- Effects:
 - Lasts one hour.
 - Immunity to sleep and slow.
 - Jittery effect: Cannot reset armor, dexterity armor, or heal via praying in the temple for 30 minutes.

Mead

- Ingredients:
 - 1 Honey
 - 1 Elhorn
- Effects:
 - Lasts one hour.

- Beckon by gesture X1
- After the mead wears off, the drinker forgets the last hour.

Journeyman Level:

Thunderous Tonic

- Deals double damage with the next attack.
- Slowed for 5 minutes.

Dreamer's Draught

- Enters a dream state for 1 hour, gaining insights into a problem or receiving visions.

Zephyr Zest Elixir

- Gains the ability to hide in shadows for 1 hour.

Mindsharp Mead

- Resists any mind effects for 5 minutes.

Nobleman's Nectar Nog

- Grants resist poison.
- Makes 3 servings.

Warden's Wildberry Wassail

- Grants 3 uses of Parry
- Resists 1 waylay.
- Makes two servings.

Master Level:

Astral Ale

- Gains the ability to see the future.

Phoenix Philter

- Resurrects upon death but loses all memories of the last 24 hours.

Elixir of Ethereal Sight

- Gains ethereal perception for 8 hours.

Cacophony Cordial

- Grants *Fear by voice* x1

Serenade Spirit Tonic

- Allows you to enter Spirit Form for 30 minutes

Eternal Ember Elixir

- Gains temporary resistance to all elemental damage for 1 hour.



Chapter 9: Preserve Your Passion

In the ever-changing tapestry of existence, there lies an ancient and revered craft — the art of preservation. From the bountiful harvests of the earth to the mystical flora that graces hidden groves, preservation is the silent guardian of nature's gifts.

There are three levels of preserving; apprentice, journeyman and master. When you purchase the preserving skill you start as an apprentice. Advancement is achieved IG and can happen many ways. As an apprentice you can use apprentice level preservation methods. You may collect preserving components, but you must achieve the appropriate level to use them.

Within this chapter, we delve into the secrets of the preservation arts — a realm where the delicate balance between time and taste is delicately upheld. Apprentice, Journeyman, and Master preservers unlock the potential within fruits, herbs, and other mystical ingredients to create concoctions that defy the ravages of time.

The act of preserving goes beyond mere sustenance; it is an endeavor to encapsulate the very spirit of each ingredient, allowing it to endure and impart its magic to those who partake. Join us on a journey through the academical processes that transform the ordinary into the extraordinary, as we explore the world of preservation. Prepare to embark on a journey where the whispers of seasons past linger in every preserved morsel. The chapter of Preservation awaits, inviting you to savor the timeless allure of nature's bounty.

Apprentice – Salting

Lasts for 1 month

Journeyman – Smoking

Lasts for 8 months.

Master – Canning

Lasts for 18 months.

Explore these levels of preserving mastery, from the simplicity of salting to the intricate art of canning. May your culinary creations stand the test of time.



Chapter 10: Traps and Trepidation

Embark on a journey into the shadowed realm of cunning ingenuity and strategic deception—welcome to the chapter of "Traps and Trepidation." In this domain, the craft of trap making transcends mere devices; it becomes an art form, a symphony of mechanisms designed to confound, entangle, and ensnare those who tread unwarily. Enter this chapter, where the very ground beneath your feet may harbor the key to victory or the sting of defeat.

As the gates open to the labyrinth of traps, this chapter unveils the secrets of ingenious devices, cunningly crafted to outwit adversaries and turn the environment itself into an ally. From concealed pitfalls to intricate snares and devious mechanisms, the world of trap crafting is a dance with danger and a strategic game of cat and mouse.

Whether you're a novice seeking the fundamentals or a seasoned trap master yearning for new tricks, "Traps and Trepidation" invites you into a realm where every step must be taken with caution. Learn the art of concealment, the precision of triggering mechanisms, and the psychology of trapping the unsuspecting.

So, don the cloak of the trap master, grasp the tools of subterfuge, and step into the labyrinthine world of "Traps and Trepidation." The chapter awaits your subtle touch—where every trap is a riddle, and every mechanism is a dance with danger. Ready your spirit for a journey that melds the craftiness of the trap with the thrill of strategy, as you explore the captivating world of trap crafting mastery.

There are three levels of trap crafting; apprentice, journeyman and master. When you purchase the trap crafting skill you start as an apprentice. Advancement is achieved IG and can happen many ways. As an apprentice you can only set popper traps. You may collect or copy higher level schematics, but you must achieve the appropriate level to use them. Master schematics cannot be copied, you need the original to cook it.

Traps are specialized devices designed to trigger an effect when activated or approached. A cacophony of noise, a burst of light, or other noticeable effects accompany their activation. The skill of trapcraft is crucial for anyone wishing to manipulate or disarm these devious devices. While anyone can attempt to avoid a trap, mastery of the trapcraft skill is required for interacting with traps.

Apprentice Trapcraft

Snappers

- Small novelty firework traps like throw snaps or champagne poppers.
- Inflict 1 point of damage per pop to the target.
- Formula makes 10 throw snaps or 1 champagne popper.

Journeyman Trapcraft

Weapon Traps

- Boffer traps like falling ceilings, pendulums, or trigger-released weapons.
- Inflict 25 points of crushing damage, requiring out-of-game construction.

Master Trapcraft

Alarm Trap

- Produces a buzzing or beeping sound when triggered.
- Requires an out-of-game constructed trap for a trap card.
- Players must provide their own buzzers.

Master Trapcraft: Formulas for Traps

Acid 10

- Releases a burst of corrosive acid, dealing damage and temporarily weakening the

targets in the room.

Paralytic Pulse

- Emits a paralyzing pulse, temporarily immobilizing anyone in the room.

Silent Slumber

- Induces a magical sleep, rendering affected targets unconscious.

Sonic Silence

- Creates a powerful cloud that silences targets.

Temporal Trance

- Casts a mesmerizing spell, putting targets in a temporary trance-like state.

Agonizing Aura

- Radiates an aura of intense pain, causing continuous agony to those nearby.

Disease Dispersion

- Spreads a contagious disease, weakening and afflicting those in its radius.

Cataclysmic Shatter

- Triggers a violent explosion, causing physical and structural damage. 5 piercing damage and destroy all items.

Weakening Gas

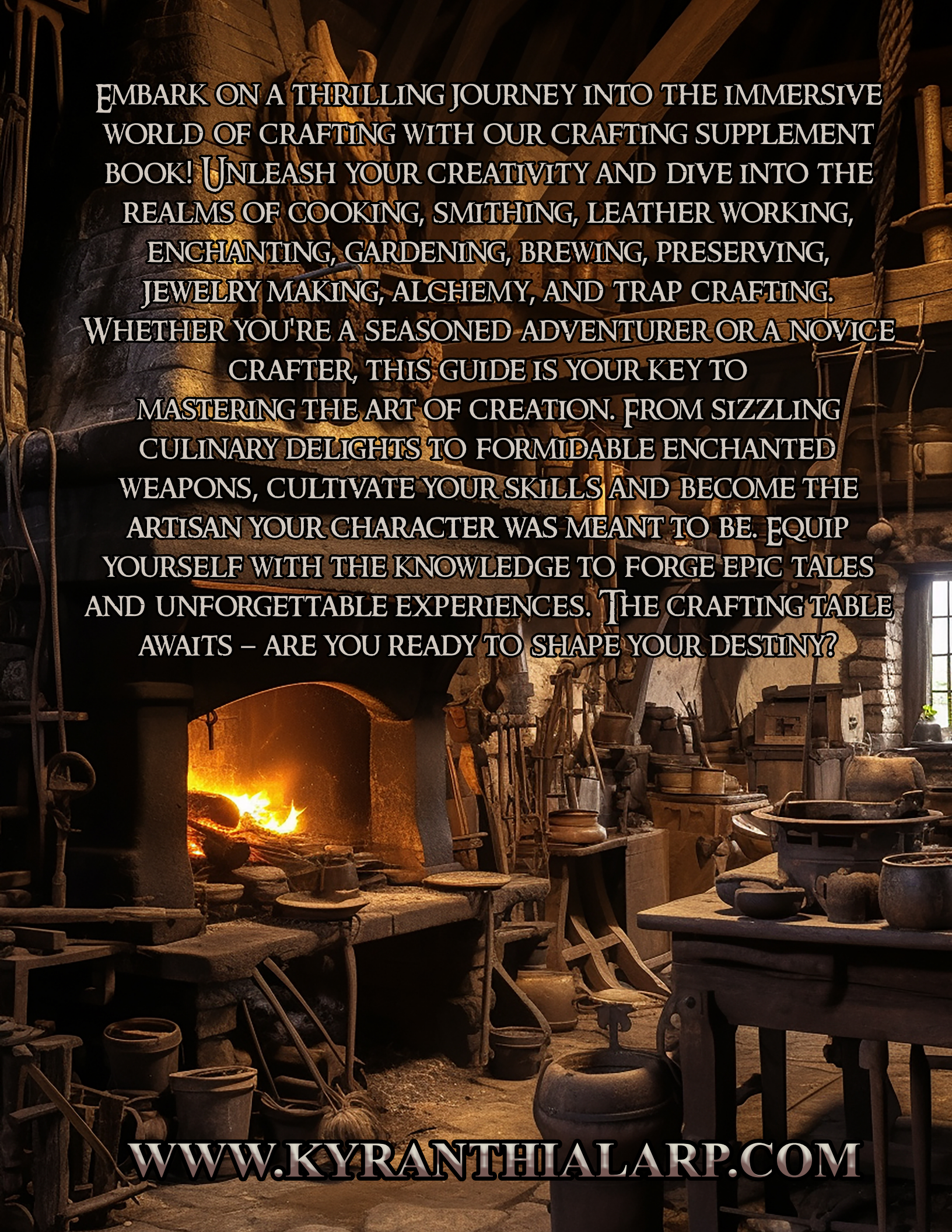
- Releases a gas that causes weakness on those exposed.

Deadly Deathtrap

- Unleashes a deadly force that causes instant death to the unfortunate victims.

Mastering the art of trapcraft requires not just skill but a keen understanding of formulas, traps, and the psychology of those who would face your creations. May your traps confound and your stratagems prevail as you become the maestro of "Traps and Trepidation."





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