**Custom Crafting Recipe Sheet**

This template can be used when crafting custom items. If you are creating a magic weapon, shield, or suit of armor, you must provide the non-magical equivalent item or enough ingredients to create it as part of the crafting cost of the custom magic item’s creation. This does not take up additional Ingredient Slots.

**Creation Requirements:** Access to the Relevant Crafting Tools

**Labor Cost:** Determined by **Additional Magic Effect Costs** table below.

**Base Crafting Time:** Determined by **Additional Magic Effect Costs** table below.

**Additional Magic Effect Costs**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Apprentice** | **Journeyman** | **Expert** | **Master** | **Legend** |
| **Labor Cost (gp per Effect)** | 100 | 300 | 700 | 1,500 | 3,000 |
| **Base Crafting Time (hrs. per Effect)** | 50 | 75 | 100 | 125 | 150 |

**Magic Effects**

|  |  |
| --- | --- |
| **Effect Name** | **Recipe** |
|  |  |
|  |  |
|  |  |
|  |  |
|  |  |

**Ingredient Slots**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #1** | | **Item #2** | | **Item #3** | | **Item #4** | | **Item #5** | |
| Material: |  | Material: |  | Material: |  | Material: |  | Material: |  |
| Rarity: |  | Rarity: |  | Rarity: |  | Rarity: |  | Rarity: |  |
| Property: |  | Property: |  | Property: |  | Property: |  | Property: |  |

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #6** | | **Item #7** | | **Item #8** | | **Item #9** | | **Item #10** | |
| Material: |  | Material: |  | Material: |  | Material: |  | Material: |  |
| Rarity: |  | Rarity: |  | Rarity: |  | Rarity: |  | Rarity: |  |
| Property: |  | Property: |  | Property: |  | Property: |  | Property: |  |

**Upgrading Magic Items**

This template can be used when upgrading existing magic effects or adding new magic effects to magic items that can be produced through custom crafting. If you are adding a new magical effect to the item rather than upgrading an existing one, the number of available Ingredient Slots is reduced by the number of existing Magical Effects already on the item.

**Creation Requirements:** Access to the Relevant Crafting Tools

**Labor Cost:** Determined by **Additional Magic Effect Costs** table below

**Base Crafting Time:** Determined by **Additional Magic Effect Costs** table below

**Additional Magic Effect Costs**

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Apprentice** | **Journeyman** | **Expert** | **Master** | **Legend** |
| **Supply Cost (gp per Effect)** | 25 | 75 | 175 | 375 | 750 |
| **Labor Cost (gp per Effect)** | 100 | 300 | 700 | 1,500 | 3,000 |
| **Base Crafting Time (hrs. per Effect)** | 50 | 75 | 100 | 125 | 150 |

**Magic Effect Slots**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Magic Effect Upgrade** | **Effect Cost** | **Magic Property** | **Required Magic Ingredient Value (gp)** | **Required Metal Ingredient Value (gp)** |
|  |  |  | Total Cost/2: | Total Cost/2: |
|  |  |  | Total Cost/2: | Total Cost/2: |
|  |  |  | Total Cost/2: | Total Cost/2: |

**Ingredient Slots**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Item #1** | | **Item #2** | | **Item #3** | | **Item #4** | |
| Material |  | Material |  | Material |  | Material |  |
| Cost |  | Cost |  | Cost |  | Cost |  |
| Property |  | Property |  | Property |  | Property |  |

**Ingredient Costs Reference Table**

