**Blacksmith: Custom Crafting Template**

This template can be used when crafting custom metal weapons, medium and heavy armor, shields, or other equipment. This can include helmets, gauntlets and bracers. If you are creating a magic weapon, shield, or suit of armor, you must provide the mundane equivalent item or enough ingredients to create it as part of the crafting cost of the custom magic item’s creation.

**Creation Requirements:** Blacksmithing Tools, Access to a Blacksmithing Workshop

**Supply Cost:** Total Determined by **Additional Magic Effect Costs** Table

**Labor Cost:** Determined by **Additional Magic Effect Costs** Table

**Crafting Time:** (Total Determined by **Additional Magic Effect Costs** Table) / (Prof. Modifier)

**Invalid Ingredients:** Flesh, Plant

**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**

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

**Ingredient Slots**

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

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

**Upgrading Magic Items**

This template can be used when adding or upgrading existing magical effects on weapons, armor, or pieces of metal equipment. 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:** Blacksmithing Tools, Access to a Blacksmithing Workshop

**Supply Cost:** Determined by **Additional Magic Effect Costs** Table

**Labor Cost:** Determined by **Additional Magic Effect Costs** Table

**Crafting Time:** (Total Determined by **Additional Magic Effect Costs** Table) / (Prof. Modifier)

**Invalid Ingredients:** Flesh, Plant

**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**

