## **Magic Upgrade Template**

This template is used when upgrading an existing magic effect on an item that can be produced through custom crafting. It cannot be used to add entirely new effects to magic items.

**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 Effect**

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

**Ingredient Slots**

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

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