



KIBBLES' CRAFTING FOR

 The **GRIFFON'S SADDLEBAG**

INTRODUCTION

Have you ever gazed upon the wondrously sparking magic items twixt the covers of the Griffon's Saddlebag, Volume 1, and thought, how would my character make those? This is the supplement for you.

This supplement is a bridge for folks that use Griffon's Saddlebag and Kibbles' Crafting. It currently covers A to B of Griffon's Saddlebag, Volume 1, but may be expanded further in the future if it proves useful to folks.

GRIFFON'S SADDLEBAG

Griffon's Saddlebag is a premium collection of hundreds of illustrated magic items for 5e, covering all rarities and types. A sweeping expansion of magic items where everyone can find something to love, it's a must have expansion for populating your loot tables with the shiny trinkets your players crave.

More information:

- <https://www.thegriffonssaddlebag.com/>
- https://www.patreon.com/the_griffons_saddlebag

KIBBLES' CRAFTING

Kibbles' Crafting is a fully fleshed out crafting system that provides simple, specific, and generically compatible ways to make all SRD magic items... and now at little more beyond! It covers a simple and adaptable process for looting, harvesting, and crafting that can be applied to all campaigns, with generic provisions allowing it to work with homebrew monsters, different settings, and more.

More Information:

- [Free PDF \(Alchemy, Enchanting, Blacksmithing\)](#)
- <https://www.patreon.com/KibblesTasty>
- [Kibbles' Compendium of Craft and Creation](#)

HOW DOES THIS WORK?

This is an expansion of a larger crafting system, and relies on those rules. You use those rules to gather, harvest, make, or buy the materials. Essences, for example, are typically harvested from magical monsters or created with great effort by spell casters.

You then make crafting checks, with each check taking two hours, rolling a d20 + your crafting modifier. For Enchanting, that would be your Arcana proficiency + your Intelligence modifier; for Alchemy, that would be your Alchemist's Supplies proficiency + your Intelligence or Wisdom modifier (your choice).

When you achieve a number of successes equal to the Crafting Checks column, you've completed your item! If you ever fail 3 times in a row though, the crafting fails and all materials are lost, so beware difficult checks when you don't have a sufficient crafting modifiers!

QUICK ANSWERS TO QUICK QUESTIONS

Where can I find more information about the items presented here? Griffon's Saddlebag, Volume 1.

How do I get Essences? They can be harvested from magical creatures by CR and type, synthesized from reagents, or created by spell casters. More detailed rules are available in the Crafting Guide.

How do I make items not listed here? You can consult Appendix A of the Crafting Guide to make recipes for custom items. You can use the pricing guidelines, rarity, and Griffon's sub-rarity to estimate the cost, and construct the crafting time, difficulty, etc, from that.

Good luck! Try it out and have something to look forward to in your next game!

CRAFTING EXPANSION FOR GRIFFON'S SADDLEBAG, VOL. 1, A TO B

ENCHANTING TABLE

Name	Materials	Crafting Time	Crafting Checks	Difficulty	Rarity	Value
Abjurer's Gilder	1 badge worth at least 25 gold pieces 1 scroll of shield 1 uncommon arcane essence 2 common arcane essence	8 hours	4	DC 14	uncommon	365 gp
Acidlight Arrow	1 arrow 1 uncommon reagent 1 flask of alchemical acid 1 common primal essence	4 hours	2	DC 17	rare	250 gp
Aegis of Radiance	1 shield worth at least 200 gold pieces 1 scroll of shield of faith 1 scroll of animated objects 1 rare divine essence 2 uncommon divine essence;	16 hours (2 days)	8	DC 17	rare	2,800 gp
Amulet of Equilibrium	1 scroll of absorb elements 3 gems worth at least 20 gold pieces each 1 amulet worth at least 20 gold pieces 1 uncommon primal essence 1 common arcane essence	8 hours	4	DC 14	uncommon	400 gp
Arcane Mirror	1 shield worth at least 200 gold pieces 1 scroll of shield 1 scroll of counterspell 1 very rare arcane essence 1 rare divine essence 2 uncommon arcane essences	24 hours (3 days)	12	DC 18	very rare	10,150 gp
Arcanist Bowstaff	1 quarterstaff worth at least 100 gold pieces 1 scroll of true strike 1 scroll of magic missile 1 scroll of magic weapon 1 very rare arcane essence 3 uncommon arcane essences	20 hours (2.5 days)	10	DC 17	very rare	8,800 gp
Architect's Disdain	1 adamantite warpick (400 gp) 1 scroll of dispel magic 1 scroll of knock 1 very rare arcane essence 1 rare primal essence	24 hours (3 days)	12	DC 17	very rare	9,800 gp
Astral Bracelet of Energy Spells	1 ornate bracelet worth at least 200 gp 1 scroll of dispel magic 1 scroll of floating disk 1 scroll globe of invulnerability 1 scroll of hallucinatory terrain 1 scroll of hypnotic pattern 1 scroll of protection from energy 1 scroll of resilient sphere 1 rare arcane essence 5 uncommon arcane essence	20 hours (2.5 days)	10	DC 18	very rare	12,500 gp
Astral Sea Piercer	1 warpick worth at least 500 gp 1 scroll of arcane gate 1 scroll of magic weapon 1 legendary arcane essence 1 very rare divine essence 2 rare arcane essences	40 hours (5 days)	20	DC 21	legendary	58,000 gp

Aurum and Argentum	2 daggers worth at least 100 gp each 1 scroll of magic weapon 2 uncommon arcane essence 2 uncommon divine essence	12 hours (1.5 days)	6	DC 15	rare	1000 gp
Avian Circlet	1 silver tiara worth at least 100 gp 1 scroll of animal messenger 1 scroll of speak with animals 1 rare primal essence 1 uncommon primal essence	12 hours (1.5 days)	6	DC 16	rare	1380 gp
Axe Beak Tomahawk	1 bones of and beak of an axe beak (or large flightless bird) 1 uncommon primal essence 1 scroll of earthbind	8 hours	4	DC 14	uncommon	300 gp
Bag of Sundrops	10 marbles 1 scroll of light 1 uncommon divine essence 1 common divine essence	4 hours	2	DC 15	uncommon	270 gp
Band of Mirrored Essence	1 platinum ring worth at least 50 gold pieces 1 scroll of disguise self 1 scroll of alter self 1 rare arcane essence 1 uncommon primal essence	12 hours (1.5 days)	6	DC 16	rare	735 gp
Bands of the Found and Lost	2 bracelets worth at least 5 gold pieces each 1 scroll of locate object 1 common arcane essence	4 hours	2	DC 12	common	150 gp
Barge Helm	1 helmet 1 uncommon primal essence	6 hours	3	DC 14	uncommon	190 gp
Barricade Shield	1 shield 1 scroll of enlarge/reduce 1 uncommon arcane essence 1 common primal essence	8 hours	4	DC 15	uncommon	365 gp
Basco's Handy Bangle	1 platinum bangle worth at least 100 gold pieces 1 scroll of invested competency ^K 5 instructive books on tools or music worth at least 5 gold pieces each 1 rare arcane essence 1 uncommon divine essence	16 hours (2 days)	8	DC 17	rare	2,700 gp
Basilisk Dagger	1 fang from a basilisk, or a dagger worth at least 50 gold pieces and a rare poisonous reagent. 2 rare poisonous reagents 2 uncommon primal essences	12 hours (1.5 days)	6	DC 16	rare	1,000 gp
Baton of Many Sizes	1 quarterstaff 1 scroll of enlarge/reduce 1 uncommon divine essence 1 uncommon primal essence	12 hours (1.5 days)	6	DC 15	uncommon	500 gp
Battle Tax	1 ornate battleaxe worth at least 100 gold pieces 1 blessing of a mercantile god requiring an offering of at least 200 gold pieces 1 scroll of magic weapon 1 uncommon divine essence 1 uncommon arcane essence	8 hours	4	DC 15	uncommon	800 gp

Battlebrew Maul	1 small barrel or keg 1 long haft 1 scroll of magic weapon 2 rare reactive reagent 1 rare curative reagent 1 uncommon divine essence 1 uncommon primal essence 1 flask of dwarven alcohol (or alcohol of equivalent proof and value)	16 hours (2 days)	8	DC 16	rare	1,360 gp
Battlechef Buckler	1 pot lid that has been used by a chef for at least 5 years. 1 scroll of heat metal 1 uncommon arcane essence	8 hours	4	DC 14	uncommon	180 gp
Battlechef's Splined Saucepan	1 saucepan worth at least 20 gold pieces 1 scroll of heroes' feast 1 scroll of create food and water 6 rare supplies 2 uncommon supplies 2 supplies 1 scroll of magic weapon 2 rare divine essence	20 hours (2.5 days)	10	DC 18	very rare	5,000 gp
Battlement Bow	1 shortbow or longbow worth at least 100 gold pieces 1 scroll of shield 1 uncommon arcane essence 1 common arcane essence	8 hours	4	DC 15	uncommon	350 gp
Belt of Raid Leader	1 belt worth at least 20 gold pieces 1 scroll of sonic shriek ^K 1 rare primal essence 1 uncommon divine essence	12 hours (1.5 days)	6	DC 16	rare	2,460 gp
Bird of a Feather (uncommon)	1 stuffed bird toy 1 scroll of levitate 1 uncommon primal essence	8 hours	4	DC 15	uncommon	320 gp

ALCHEMY TABLE

Name	Materials	Crafting Time	Crafting Checks	Difficulty	Rarity	Value
Bath Potion	1 glass flask 1 common curative reagent 5 gold pieces of incenses and scents	2 hours	1	DC 12	common	25 gp

POISONCRAFT TABLE

Name	Materials	Crafting Time	Crafting Checks	Difficulty	Rarity	Value
Bottled Abyss	1 crystal flask 1 very rare poisonous reagents 1 rare poisonous reagent 1 uncommon arcane essence harvested from a demon	8 hours	4	DC 16	very rare	2,720

TINKERING TABLE

Name	Materials	Crafting Time	Crafting Checks	Difficulty	Rarity	Value
Bard-in-a-Box	1 box worth at least 10 gold pieces 1 scroll of minor illusion 2 fancy parts 2 parts	12 hours (1.5 days)	6	12	common	80 gp