



Artificer's Workbench

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Player handbook

Minecraft 1.21.1 · NeoForge · 0.1.2

Worlds From Blocks Studio

Craft it, place it, compose **without XP**.

How it works

- Craft the bench on a vanilla table, place it, click it. Two tabs: **Artificing** and **Relics**.
- One click is one job. If the recipe does not match, nothing is spent. No hoppers, no fuel, no XP.
- Artifacts are permanent: they discharge and you Infuse them again. Hotbar only, at most **3 types** (leftmost). HUD to the **right** of the hotbar.
- Trial charge **20** / max **100**. 1 charge every **6 seconds** of work. Full bar $\approx$ **10 minutes**.
- They mitigate; they do not cancel the world. Frost Warden and Ember Warden were built for **Cold Sweat**, and do not require it.

Bench recipe



No Nether ingredients. The vanilla crafting table stays.

Tipped arrows

 Arrow $\times 8$ +  Drinkable potion that has effects +  Lapis lazuli $\rightarrow$ 8. The bottle comes back.

The 8-minute (redstone) or strong (glowstone) versions also cost 1 amethyst. Water, mundane, awkward, thick, splash and lingering do not match.

Nine artifacts

Craft them on this bench, **Artificing** tab — not the vanilla table. Materials and arcane cost are separate: numbers show when ingredients match (red until paid, green when met). Right-click the artifact to Infuse.

Where a potion is listed: the 3-minute bottle is the normal vanilla brew. The 8-minute bottle is that same potion extended with redstone in the brewing stand (Slow Falling becomes 4 min). It is not a custom item.



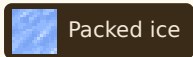
Frost Warden

Built for Cold Sweat heat: keeps you habitable (Nether included). Without CS it uses nearby lava, magma and fire. Charge drains while it works.

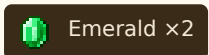
It does not: Lava, fire, direct damage — that is Ash Aegis.

Craft

Base



Cost



Infuse



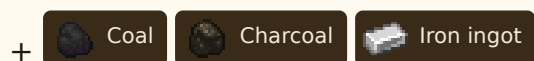
Ember Warden

Built for Cold Sweat cold. Without CS it uses nearby ice and snow. The Nether recharges it better; it is not required to craft.

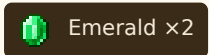
It does not: A Nether requirement.

Craft

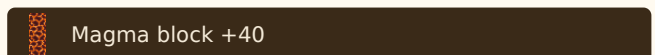
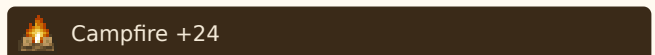
Base



Cost



Infuse





Depth Lung

Restores air while submerged and drowning. Full bar $\approx$ 10 min, longer than the 8-minute Water Breathing potion (redstone in the brewing stand).

It does not: Swim speed, mining, underwater night sight.

Craft

Base

Heart of the Sea

+ Pufferfish Prismarine shard Kelp

Cost

Lapis lazuli $\times 4$ Amethyst shard $\times 3$

Emerald

Infuse

Pufferfish +16

Water Breathing (3 min) +24

Water Breathing 8 min (redstone in the brewing stand) +36



Twilight Eye

Sight when light is actually low, without vanilla Night Vision fade. $\approx$ 10 min.

It does not: Blindness, Darkness, ore ESP.

Craft

Base

Spyglass

+ Glow ink sac Lantern

Amethyst shard

Cost

Lapis lazuli $\times 3$ Amethyst shard $\times 4$

Emerald

Infuse

Glow ink sac +12

Lantern +16

Night Vision (3 min) +24

Night Vision 8 min (redstone in the brewing stand) +36



Sky Feather

Cancels fall damage on landing (100 landings on a full bar). Walking costs nothing.

It does not: The Void.

Craft

Base



Feather ×8

+



Phantom membrane



Leather

Cost



Lapis lazuli ×3



Amethyst shard ×3



Emerald

Infuse



Feather +8



Slow Falling (1:30) +24



Slow Falling 4 min (redstone in the brewing stand)
+36



Purifying Heart

Clears Poison and Wither, repeatable for ~10 min of work.

It does not: Every other debuff.

Craft

Base



Golden apple

+



Glistering melon



Honeycomb



Milk bucket

Cost



Lapis lazuli ×4



Amethyst shard ×4



Emerald ×3



Diamond

Infuse



Honey bottle +20



Milk bucket +32



Ash Aegis

Puts out fire each second. Complements Frost Warden.

It does not: Fire Resistance: lava still hurts.

Craft

Base

 Shield

+



Charcoal



Leather



Iron ingot

Cost



Lapis lazuli ×4



Amethyst shard ×3



Emerald ×2



Diamond

Infuse



Magma cream +16



Fire Resistance (3 min) +24



Fire Resistance 8 min (redstone in the brewing stand) +36



Hand of Calling

Pulls dropped items within 6 blocks.

It does not: Inventories, mobs, XP, shots, through walls.

Craft

Base



Hopper

+



Redstone



Iron ingot



Amethyst shard

Cost



Lapis lazuli ×2



Amethyst shard ×3



Emerald

Infuse



Iron ingot +8



Redstone +8



Amethyst shard +12



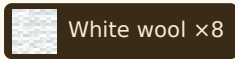
Veil of Silence

Mutes your Sculk vibrations. Gold in the cost: this is special work.

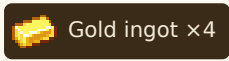
It does not: Invisibility, other players' steps, extra Warden rules.

Craft

Base



Cost



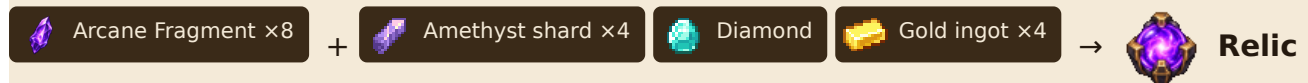
Infuse



Relics (optional)



Arcane Fragment — one item type, ~22% loot (dungeons, mineshafts, treasures, temples), 1-2 pieces.



Core.

Then you choose which Relic to rebuild, if that Relic mod is installed. Empty Relics tab otherwise. Finding one in the world is still the short path.

What it is not

No XP, hoppers, fuel, Enchantment Workbench, altar, SPELL, free Relic, biome-name temperature, or permanent Strength / regen / Mending.

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This sheet matches the version on the cover. If recipes change in a new CurseForge file, download that version's handbook.