

Touch of Alchemy

Prerequisite: proficiency with alchemist's supplies

Item: alchemist's supplies

For 20 minutes during a short rest using these alchemist's supplies, choose a creature. That creature gains temporary hit points equal to your Intelligence modifier (minimum 1)

Healing Alchemy

Prerequisite: proficiency with alchemist's supplies

Item: alchemist's supplies

When using these alchemist's supplies as a spellcasting focus, maximize any healing dice.

Vigor Brew

Prerequisite: proficiency with brewer's supplies, 8th level Artificer

Item: brewer's supplies

For one hour during a short rest you can use these brewer's supplies to brew a vigor brew. Whenever a creature drinks the entire vigor brew, their Strength score becomes 19 for the next hour if it is less than 19.

Vitality Brew

Prerequisite: proficiency with brewer's supplies

Item: brewer's supplies

For one hour during a short rest you can use these brewer's supplies to brew a vitality brew. Whenever a creature drinks the entire vitality brew, they gain a resistance to poison damage and advantage for saving throws resisting poison for the next hour.

Secret Scribe

Prerequisite: proficiency with calligrapher's supplies

Item: calligrapher's supplies

Using these calligrapher's supplies, you can make writing that only you and any other creatures of your choice can see. The writing lasts until a creature that can see it removes it in some way or the object it is on is destroyed.

At any point you may choose who can see the writing, even after it is written.

Written Spell

Prerequisite: proficiency with calligrapher's supplies

Item: calligrapher's supplies

Whenever you cast a spell using these calligrapher's supplies as a spell casting focus, you can instead choose to turn the spell into writing on a surface within 10 feet of you. Whenever a creature reads the writing, the spell is cast. If the spell has a range of self, it is cast on the creature who read the spell. If the spell targets one or more objects or creatures, the creature who read the spell chooses a creature in range. If the spell has a range of touch, it is cast on the object it is written on. The magic in the writing lasts 24 hours before fading away.

Repairing Creation

Prerequisite: proficiency in carpenter's tools

Item: carpenter's tools

When using these carpenter's tools as a spellcasting focus for casting the *mending* cantrip, you may use it to create extra material equal to one tenth of the total structure

Detect Location

Prerequisite: proficiency in cartographer's tools

Item: cartographer's tools

Using these cartographer's tools, you may detect all of your surroundings within a 15 foot radius. You may use this ability a number of times equal to your Intelligence modifier (minimum 1) before taking a long rest.

Map Transposition

Prerequisite: proficiency in cartographer's tools, 4th level Artificer

Item: cartographer's tools

As an action, using these cartographer's tools, you may teleport to any place you are very familiar with.

Improved Boots

Prerequisite: proficiency with cobbler's tools

Item: cobbler's tools

For 10 minutes during a short rest using these cobbler's tools you can improve a set of boots. The improved boots give their wearer an extra 5 feet of movement when they use their walking speed. This upgrade lasts for 2 hours.

Magic Dish

Prerequisite: proficiency with cook's utensils

Item: cook's utensils

For 30 minutes during a short rest, you can use these cook's utensils to create a number of foods equal to your Intelligence modifier (minimum 1). When eaten the food restores 1d4 + 2 hit points.

Refracted Twin

Prerequisite: proficiency with glassblowers tools, 12th level Artificer

Item: glassblower's tools

When you cast a cantrip without a range of self while using these glassblowers tools as a spellcasting focus, you may make a copy of this spell.

Mystical Power Up

Prerequisite: proficiency with jeweler's tools, 8th level Artificer

Item: jeweler's tools

When you cast a spell while using these jeweler's tools as a spellcasting focus, you may cast the spell as if it had been cast by a spell slot 1 level higher. This effect cannot be used until the next dawn.

Gem Essence

Prerequisite: proficiency with jeweler's tools, 4th level Artificer

Item: jeweler's tools

When you cast a spell while using these jeweler's tools as a spellcasting focus, you may ignore the material component of a gem worth 50 gp or less that is not consumed by the spell.

Instant Armor

Prerequisite: proficiency with leatherworker's tools

Item: leatherworker's tools

You can cast *mage armor* at will, without using a spell slot, using these leatherworker's tools

Armor Upgrade

Prerequisite: proficiency with leatherworker's tools, 4th level Artificer

Item: leatherworker's tools

For 30 minutes during a short rest, you can use these leatherworker's tools to upgrade a number of suits of armor or shields equal to your Intelligence modifier (minimum 1). The upgrade lasts for 2 hours and all upgraded suits of armor and shields give their wearer a +1 bonus to AC.

Stone Defense

Prerequisite: proficiency with mason's tools, 8th level Artificer

Item: mason's tools

As a reaction to being attacked, you can use these mason's tools to add your Intelligence modifier (minimum 1) to your AC for the remainder of the round.

Paint Absorption

Prerequisite: proficiency with painter's tools

Item: painter's tools

Using these painter's tools, you can cast *absorb elements* once. This ability recharges at the next dawn.

Potter's Shaping

Prerequisite: proficiency with potter's tools

Item: potter's tools

As an action using these potter's tools, you can cast the *mold earth* cantrip. When you do you may only affect clay or ceramics.

Instant Weapon

Prerequisite: proficiency with smith's tools

Item: smith's tools

As an action using these smith's tools, you may have these smith's tools turn into a weapon of your choice. You may still use the weapon as a spellcasting focus for your Artificer spells. You apply your proficiency bonus to smith's tools to the weapons attacks, rather than your proficiency to the weapon itself.

Weapon Upgrade

Prerequisite: proficiency with smith's tools, 4th level Artificer

Item: smith's tools

For 30 minutes during a short rest, you may upgrade a weapon. Your Intelligence modifier (minimum 1) is added to attack rolls and damage rolls made with the upgraded weapon. You can only have one weapon upgraded this way at a time, and the upgrade only lasts for 2 hours.

Materialize Trap

Prerequisite: proficiency with thieves' tools, 4th level Artificer

Item: thieves' tools

As an action using these thieves' tools, you may create any type of minor trap. You can choose what it looks like and how it is triggered. All traps must be approved by the DM.

Trigger Trap

Prerequisite: proficiency with thieves' tools

Item: thieves' tools

As an action using these thieves' tools, you can trigger any traps that you know of in a 15 foot radius.

Improved Disarming

Prerequisite: proficiency with thieves' tools

Item: thieves' tools

Using these thieves' tools, you have advantage on checks involving finding and disarming traps.

Arcane Accuracy

Prerequisite: proficiency with tinker's tools

Item: tinker's tools

When using these tinker's tools as a spellcasting focus to cast *arcane weapon*, you may add your Intelligence modifier to attack rolls made with the affected weapon.

Arcane Force

Prerequisite: proficiency with tinker's tools, 4th level Artificer

Item: tinker's tools

When using these tinker's tools as a spellcasting focus to cast *arcane weapon*, the extra damage is increased to 1d12 and the extra damage can be force damage.

Arcane Explosion

Prerequisite: proficiency with tinker's tools, 4th level Artificer

Item: tinker's tools

When using these tinker's tools as a spellcasting focus to cast *arcane weapon*, you may deal the extra damage to each creature in a 5 foot radius of the target on a hit.

Combined Fates

Prerequisite: proficiency with weaver's tools, 4th level Artificer

Item: weaver's tools

As an action using these weaver's tools, you can share damage between you and a willing creature. Whenever you or the creature takes damage, the damage is divided in half and dealt to both you and the creature.

Wooded Mask

Prerequisite: proficiency with woodcarver's tools

Item: woodcarver's tools

As an action using these woodcarver's tools, you can make a wooded mask. A creature wearing the wooded mask, as an action, can use it to cast *disguise self* without any material components and without using a spell slot.

Wooden Familiar

Prerequisite: proficiency with woodcarver's tools

Item: woodcarver's tools

Using these woodcarver's tools, you can cast the *find familiar* spell without using a spell slot.

When you cast it this way, the familiar is made of wood.