

Artificer: Weaver

An Artificer who has decided to master the art of construct creation through weaving will find many applications for their work. Some will make animated toys to sell or give away, some may create pets for themselves, and, of course, many will create small armies to march on to a battle field with.

Tool Proficiency

When you adopt this specialization at 3rd level, you gain proficiency with weaver's tools. If you already have this proficiency, you gain proficiency with one other type of artisan's tools of your choice.

Weaver Spells

Starting at 3rd level, you always have certain spells prepared after you reach particular levels in this class, as shown in the Weaver Spells table. These spells count as artificer spells for you, but they don't count against the number of artificer spells you prepare.

Weaver Spells	
Artificer level	Weaver Spells
3 rd	Find familiar, Unseen Servant
5 th	Find Steed, Summon Beast
9 th	Conjure Animals, Summon Shadow Spawn
13 th	Conjure Minor Elementals, Summon Aberration
17 th	Conjure Celestial, Summon Draconic Spirit

Arcane Cutter

At 3rd level, You can channel your magic through your weaver's tools to extend their properties to your spells.

While you have weaver's tools in hand, your spell attacks deal additional slashing damage equal to your intelligence modifier.

Additionally, when you cast an artificer spell while holding weaver's tools, the spell's range is increased by 30ft.

Constructed Conjunction

Beginning at 5th level, you are able to create more powerful summoned creatures by channelling your magic through your tools.

Weaver's tools can now be used instead of a material component with a value of up to 500gp that isn't consumed when casting an Artificer spell.

Additionally, when casting one of your Weaver Spells with weaver's tools in hand, you can apply the following effects to the spell:

- . The spell is considered to have been cast with a spell slot 1 level higher than the spell slot you used.
- . The creature type of these creatures, if any, is now construct, which is identifiable by their appearance.
- . The creatures, if any, gain temporary hit points equal to $\frac{1}{2}$ of your artificer level (rounded down).
- . The creatures' attacks, if any, are considered magical for the purpose of overcoming resistances.

Construct Commander

At 9th level, you have become experienced enough in working with your creations that you can reactively command them to improve their battlefield performance.

When a creature summoned by one of your spells hits with an attack, you can use your reaction to add 2d6 force damage to the attack.

Alternatively, when one of these creatures makes an ability check or saving throw, you can use your reaction to give it advantage on the check or saving throw. If multiple of them are forced to make a saving throw simultaneously, you can apply advantage to as many of them as you choose.

Destructive Deconstruction

At 15th level, you have learned to implement a contingency plan into your combat constructs.

When a creature enhanced by your Construct Conjunction ability is reduced to 0 hit points or otherwise dispelled, you can choose to create an explosion centred on their position (no action required). If you do, all creatures within 15ft of it must make a Dexterity saving throw. A target, including objects and structures within range, takes 5d6 bludgeoning damage on a failed save, or half as much on a successful one. On a failed save, the target also falls prone.

You can use this feature a number of times equal to your Intelligence modifier (minimum of once), and you regain all expended uses when you finish a long rest.