

Sky Weaver

In a quiet warehouse, a Kenku finishes the Weaving Work she has been preparing for a while. Wrapping the Cloth about her shoulders, she looks upwards and starts to rise from the ground, picking up speed until she breaches the Cloud Layer. After Untold Eons, the Curse of the Kenku has been given a circumvention.

Tools of the Trade

3rd level Sky Weaver Feature

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

Sky Weaver Spells

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

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Sky Weaver Spells

Artificer Level	Spells
3rd	Feather Fall, Zephyr Strike
5th	Blur, Levitate
9th	Fly, Lightning Bolt
13th	Freedom of Movement, Ice Storm
17th	Far Step, Passwall

Cloak of Skydancing

3rd level Sky Weaver Feature

Your studies have allowed you to break your ties to the ground as you assemble a Cloak of Skydancing.

This cloak is worn over your clothing or armor, but may not be worn over medium or heavy armor.

When worn, the cloak grants you a Flying Speed equal to your walking speed.

The Cloak has a number of Hitpoints equal to four times your Artificer Level, Plus your Intelligence Modifier.

If you take damage while flying, your Cloak takes an equal amount of damage.

If the Cloak of Skydancing is reduced to Zero HP, it can no longer function and you can no longer fly, falling if you are in the air at the time.

You may repair the Machine to Full HP over the course of a long rest or, if *Mending* is cast on it, it regains 2d6 Hitpoints

If you make a new Cloak, the previous one ceases to function.

AN: I say "Artificer Level" to make Monk Multiclassing a little less Broken

Barrel Roll

5th level Sky Weaver Feature

You have learned to perform evasive aerial dancing, gaining proficiency in Dexterity (Acrobatics) tricks while wearing your Cloak of Skydancing, doubling your proficiency if you already have proficiency in this skill.

Additionally, when 5 feet or more above ground, you may Dodge as a Bonus Action.

Shooting Star

9th level Sky Weaver Feature

Your Cloak of Skydancing is now both Faster and sturdier.

- Your Cloak now grants a flying speed equal to twice your walking speed
- When you are at least 5 feet off the ground, you may add your intelligence modifier to your AC

Skybound Wanderer

15th level Sky Weaver Feature

You have gained Mastery over your Cloak of Skydancing and its workings.

- Your Cloak works as an emergency Parachute. If your Cloak is reduced to zero Hit Points you fall at a rate of 30 feet per round and you are immune to fall damage.
- If you Fly at least 15 feet towards an enemy, you have advantage on the melee attack against that enemy in that turn
- Your Cloak now takes half damage from all sources