

JACKAL

*"Who steals an egg will steal a camel.
And who steals a camel will steal a spell."*

Not all mages have the luxury of learning magic in the grand universities of Zakhara or at the foot of a kindly mentor. Some must scrape and steal for every spell. Derogatorily called "jackals", these unique spell-thieves peddle in scrolls, spellbooks, and mystical lore acquired thru misbegotten means.

CREATING A JACKAL

Their gritty backstories make jackals well-suited to the Criminal and Urchin backgrounds. Choose or roll on the table below to determine why you steal magic. As jackals are known for stealing spells, the Arcane Trickster roguish archetype is an excellent fit with its 17th level feature Spell Thief. However, any bard, sorcerer, warlock, or wizard could become a jackal under the right (or perhaps wrong) circumstances.

Why must you steal magic? (d6)

1	My arcane rival left me in ruins and my reputation destroyed, but I will take back what they stole.
2	No decent mage would ever trust me with that much power, just look at my face...
3	A tribal prophet foretold if I learned magic I would become a force for evil and a blight on the land. Clearly his divination was flawed.
4	All mages in my homeland were put to bonfire or sword, and I am terrified of meeting the same fate as my mentor.
5	I get a thrill from outsmarting mages, the loftier and more self-important the better.
6	I came from little means, and no mage would take a filthy beggar as apprentice, yet I was determined to teach myself magic and prove them wrong.

MAGEWEAVER

"We have no Fate but the Fate that is woven."

There is magic in woven silks, old magic said to be written on the loom of Fate herself. Each braid represents the mortal lifeline of a man or woman. A mageweaver is an artisan as much as he or she is a spellcaster, drawing out the hidden magic in colorfully dyed fabrics. Magic, they believe, is the hand of Fate made manifest, and such power comes with a duty to respect the influence Fate has over all of us. What is woven will come to pass.

CREATING A MAGEWEAVER

As their magic originated from a craft tradition, mageweavers often have the Guild Artisan background. All mageweavers are spellcasters who can use tapestries, carpets, and embroidered silks as their spellcasting foci. If you play a wizard, consider taking the Spell Weaving* arcane tradition at 2nd level.

ARCANE TRADITION:

SPELL WEAVING

You practice an old art that imbues carpets, silks, and tapestries with magic. As you breathe magic into the warp and weave, each spell becomes a collection of strands that you can strum or cut as needed. Others may see you as a hedge mage, but your craft carries a humble and simple power.

MASTER WEAVER

At 2nd level, all spells you know gain a material component (a piece of fabric), and spells with a material components lacking a gold piece value instead require a piece of fabric. You can use a carpet, silk, or tapestry as a spellcasting focus for your wizard spells.

Also, you learn the *mending* cantrip and gain proficiency with weaver's tools.

WEAVECRAFT

At 2nd level, a carpet, embroidered silk, or tapestry serves as your spellbook, granting you additional benefits according to its nature.

Carpet. You can command your carpet to unfurl and hover above solid ground as an action, so long as it's within 30 feet of you. Your carpet moves at your walking speed, 5 feet off the ground. If forced to hover higher than its altitude limit of 5 feet or moved over a body of water or a pit, your carpet crashes. It can only hold 250 pounds. Another action commands it to roll up and stow itself.

Silk. When wearing your silk as a scarf, sash, turban, or veil, you can stash any single object of 10 pounds or less inside an extra-dimensional space within the silk that only you or a creature you designate can access.

Tapestry. Though your tapestry is too large to reasonably be brought on certain adventures, when you have access to your tapestry, it allows you to cast all wizard spells without consuming material components.

Wizard Spells that consume components

1st level: *find familiar, illusory script, protection from evil and good*

2nd level: *arcane lock, continual flame, magic mouth*

3rd level: *glyph of warding, magic circle, nondetection*

4th level: *stoneskin*

5th level: *legend lore, planar binding, teleportation circle*

6th level: *forbiddance* (if cast for 30 days), *true seeing*

7th level: *sequester, symbol*

8th level: *clone*

9th level: *astral projection*

SILK WORM'S RECOVERY

At 6th level, when you use Arcane Recovery, you can store a spell in your spellbook or draw out a stored spell. You can only store spells of 5th level or less that have a range of "Self", and you must cast the spell into the fabric of your spellbook. If there is a material component cost, you pay it when you store the spell.

Once stored, a spell remains stored until you use Arcane Recovery again and choose to draw it out. Only one spell may be stored at a time. While the spell is stored, you still regain all spell slots as normal during a long rest. When you draw out the spell with Arcane Recovery, it takes effect at the end of your short rest.

LOOM PREPARATION

At 10th level, when you prepare spells while using weaver's tools, you may sacrifice a spell slot of 2nd level or higher to gain an extra number of 1st level spell slots equal to the level of the sacrificed spell slot. You may only sacrifice one spell slot this way each time you prepare spells.

WEAVE OF FATE

At 14th level, you can weave powerful magic into your spellbook with seemingly innocuous spells. When you use a spell slot of 6th level or higher to cast a lower level spell, you can invoke one of the effects described below, depending on the nature of your spellbook.

In order to use Weave of Fate, the spell you cast cannot already have more powerful effects if cast at higher level (e.g. acid arrow).

Carpet. Your carpet becomes a *carpet of flying* (see the DMG) for 1 hour or until the cast spell's duration expires - whichever is longer. The carpet is of a size of your choice.

Silk. Your silk becomes a *heward's handy haversack* (see the DMG) for 8 hours or until the cast spell's duration expires - whichever is longer. If you have items inside the *haversack* after this time, they simply are inaccessible until you use Weave of Fate again on your silk.

Tapestry. Your tapestry becomes a *daern's instant fortress* (see the DMG) for up to 8 hours or until the cast spell's duration expires - whichever is longer. No creatures are ever damaged by the conjuration of the fortress, however, and its form and furnishings appear as you desire.

The Weave in Zakhara

Mageweavers speak of the "Weave" as the original design of Fate - a secret purpose and power that underlies everything in creation. Without the Weave, magic would be a chaotic, uncontrolled force similar to the wild magics of genie-kind or barely contained spells of sorcerers and elementalists. It provides an order and structure thru which the will of Fate may be known. Among the greatest of Mageweavers, the Weave is said to appear literally as a loom with great luminous strands extending out into infinity.