Deep Magic

5

LEY LINES

DAN DILLON

Kobold Press

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Eric Lindahl (Order #51842079)

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Ley Lines

Credits

Design: Dan Dillon

Development & Editing: Steve Winter

Art Director & Graphic Design: Marc Radle

Cover Art: Marcel Mercado

Interior Art: Marcel Mercado, Bryan Syme

Publisher: Wolfgang Baur

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Eric Lindahl (Order #51842079)

Ley Line Magic

Magic exists in countless forms, from the barely detectable to the massively obvious. Ley lines naturally bridge the gap between the subtle but pervasive source of magic and the concrete, applied force that moves mountains. Ley "lines" are actually channels where magical power flows like an invisible river wending across the landscape. They are called lines because length is their only measurement that has meaning in this dimension. Scholars and sages hotly debate the origin of ley lines, but their effects are undeniable.

Ley lines fuel both arcane and divine magic. The lines themselves are invisible to normal sight, but divination magic quickly reveals their presence. To spellcasters trained to find them, ley lines stand out as glowing torrents of energy, pulsing bands of light akin to aurorae, or glittering strings.

Ley lines are neither homogenous nor ubiquitous. Some geographic regions are rich in ley lines while others have none to speak of. They course through air, water, and solid earth with equal ease, but some environments, such as stone and narrow caverns, make them difficult to find and to trace.

Eric Lindahl (Order #3184079)

Power of the Land

Ley lines tend to follow the contours of the land they flow across. At the same time, the terrain also reacts to the magical current. Learned spellcasters, most notably geomancer wizards, can study the features of an area to determine whether ley lines are present and to gain insight into what effects they might produce. Creatures with close ties to the land can tell the difference between an area graced with a ley line and one without. Druids, rangers, woodsmen, farmers, even miners and architects have been known to learn the telltale signs of a ley line's presence and use them to their advantage.

Natural pathways through the terrain (regardless of foliage) are easy channels for ley lines to follow. Like water, the magical power of ley lines follows an arcane path of least resistance; it's not uncommon for ley lines to follow or closely parallel waterways. Enterprising rulers and bold wizards sometimes manipulate the land to alter a ley line's path—or at least, try to do so. Such meddling is delicate work, and it can have disastrous consequences if the job is botched. The benefits are tempting enough to outweigh the risk. Specific magical effects or even spectacular marvels such as chunks of rock or earth held aloft by the flowing power can be engineered via expertly channeled ley lines.

Ley Lines in Midgard

In the *Midgard Campaign Setting*, ley lines are an inextricable fixture of the world. They crisscross most of the surface world, sometimes tunneling through it or arcing above it, carrying magical power to all corners of the land.

Most importantly, ley lines flow along mystical passages that traverse the planes. These passages are known as fey roads or shadow roads. Fey roads allow impossibly swift travel across Midgard, and those who know the secrets of their use guard them jealously.

Ley lines have a particularly important place to the ramag of the Southlands. A chaotic network of atypically unstable ley lines ravages the Abandoned Lands where the ramag live, and the ramag work diligently to keep them at least somewhat under control.

Using Ley Lines

Spellcasters can tap ley lines to fill their spells with sudden bursts of power. While this can be dangerous, a skilled caster can create fantastic effects with extra power.

Ley lines vary in intensity from weak trickles to titanic torrents of mystical power. In general, the more intense the ley line, the more potent its effect on magic and the more difficult it is to tap into.

They are also classified as either unlocked or locked. These two categories are subjective; a ley line is locked only to individual spellcasters who've locked it, while it remains unlocked to all others. Locked ley lines produce predictable, repeatable benefits when worked into magic. Unlocked ley lines are no more difficult to tap into than locked ones (of the same intensity), but they are unpredictable and dangerous to use. They also bleed magical energy into the surrounding environment, which sometimes causes strange, unnatural effects in the neighborhood.

To tap the potential of a ley line requires specialized knowledge, represented by either the Ley Initiate feat or the Geomancy arcane tradition. If your game doesn't utilize optional feats, you can instead allow a spellcaster who has a geomancer tutor or who has access to ample research material to learn the technique for tapping ley lines via training as a downtime activity.

Once a spellcaster understands how to access the energy of a ley line, the procedure is straightforward. When a spell is cast within 30 feet of a ley line, the spellcaster can tap the line's power to augment his or her magic. This requires a successful ability check using the caster's spellcasting ability but without including any proficiency bonus. The DC of the check equals 10 + the level of the spell being cast. A successful check harnesses the power of the ley line, and the spell is modified according to the line's intensity (weak, strong, or titanic). If the check fails but the result is within 4 of the DC, the spell is cast normally with no bonus effect and no penalty. If the check fails by 5 or more, the spell is cast normally but the spellcaster suffers backlash (see below).

When a ley line is tapped successfully, the effect depends on whether the line is locked or unlocked. A locked ley line always has the same effect for the spellcaster who locked it. An unlocked ley line is unpredictable; every time it's tapped, the player rolls 1d10 and consults the table corresponding to the ley line's intensity (weak, strong, or titanic).

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WEAK LEY LINE EFFECTS

d10	Effect
1	If your spell attack misses or if the target makes a successful saving throw, you can choose a new target within 10 feet of the original target and within range. Make a new attack roll with disadvantage, or the new target makes a saving throw with advantage.
2	You can delay the effect of your spell for up to 5 rounds. Choose how many rounds you want the spell to delay at the moment it's cast. The spell takes effect at the start of your turn that many rounds later. All parameters regarding the spell's targeting, area, color, etc., must be set when the spell is cast, not when it takes effect.
3	If your spell deals acid, cold, fire, lightning, or thunder damage, you can change the damage to one of the other listed types.
4	If your spell affects multiple creatures, choose one. That creature has disadvantage on any saving throw it makes against the spell.
5	Double the range of your spell.
6	A creature that takes cold damage from your spell is restrained until the end of its next turn.
7	Creatures damaged by your spell are also deafened for 1 minute. A deafened creature makes a Constitution saving throw at the end of its turn to end the deafness effect.
8	Cast your spell without verbal components.
9	A creature damaged by your spell is also knocked prone unless it makes a successful Strength saving throw.
10	Roll twice on this table (treat duplicate results as "no additional effect"), or roll once on the Strong Ley Line Effects table.

Eric Lindahl (Order #3184209)

STRONG LEY LINE EFFECTS

d10	Effect
1	You can reroll a number of damage dice up to your spellcasting ability modifier (minimum of 1).
2	Treat your spell as if it were cast with a spell slot one level higher.
3	Creatures damaged by your spell are also poisoned for 1 minute. A poisoned creature makes a Constitution saving throw at the end of its turn to end the poisoning effect.
4	You regain 1d6 hit points per level of the spell.
5	Your spell ignores damage resistance.
6	A creature that takes acid or fire damage from your spell takes an additional 3d6 damage of the same type at the start of its next turn.
7	Targets of your spell have disadvantage on their saving throws against it.
8	You can choose to exclude any creature you can see from the area of your spell.
9	If your spell has a range of self, you can cast it as a touch spell instead.
10	Roll twice on this table (treat duplicate results as "no additional effect"), or roll once on the Titanic Ley Line Effects table.

TITANIC LEY LINE EFFECTS

d10	Effect
1	If your spell affects only one target, it instead affects up to six targets of your choice.
2	If your spell affects an area, double the area's size.
3	Creatures affected by your spell are incapacitated for 1 minute. An incapacitated creature makes a Wisdom saving throw at the end of its turn to end the incapacitation effect.
4	You gain a +5 bonus to your AC until the start of your next turn.
5	Casting your spell this turn uses only a bonus action; you still have an action to use.
6	Creatures immune to the damage of your spell take half damage instead.
7	Treat your spell as if it were cast with a spell slot two levels higher.
8	Concentration on your spell can't be broken by damage.
9	A creature damaged by your spell is pushed 10 feet away from you and knocked prone. Its speed is reduced to 0 until it makes a successful Constitution saving throw at the start of its turn.
10	Choose one effect listed above.

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LEY LINE BACKLASH

d10	Effect
1	The spell produces only a harmless display of bright color and loud noise.
2	You are incapacitated until the end of your next turn.
3	You fall unconscious for 1 minute. You awake if you take damage or if another creature uses an action to shake you awake.
4	The next spell you cast fails, and the spell slot is wasted.
5	Targets have advantage on saving throws against your spells for 1 hour.
6	For 1 hour, you must make a DC 10 Constitution saving throw every time you cast a spell. If the saving throw fails, the spell fails and the spell slot is wasted.
7	You take 2d6 force damage per level of the spell that caused the backlash (cantrips cause 1d6 damage).
8	You lose one spell slot of your highest available level, and all charged magic items in your possession lose 1d4 charges.
9	Your spell fails, and you unleash a random burst of magic as if you'd used a *wand of wonder*.
10	You lose all your remaining spell slots, the ley line disappears for 24 hours, and all charged magic items in your possession fully recharge. You must make a successful DC 20 Charisma saving throw or fall unconscious; you awaken after 1 hour, if you take damage, or if another creature uses an action to shake you awake.

Feats

The following feats offer options for character to channel the power of ley lines. At the GM's discretion, a spellcaster who possesses a ley line feat can learn ley line spells without finding them in written form.

LEY INITIATE

Prerequisite: Intelligence or Wisdom 13 or higher
You see ley lines and can draw on their power. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You can sense the presence of every ley line within 1 mile of your location. If you have line of sight to the line itself, it's visible to you in some obviously magical fashion.
- You can tap ley lines for their inherent powers.
- When you finish a short rest within 1 mile of a ley line, you can regain one expended spell slot whose level is no higher than your Intelligence or Wisdom modifier (your choice, minimum of 1st level). You can't use this ability again until you finish a long rest.

LEY-BOUND

You instinctively feel the flow of ley line energy and draw insight from it. You gain the following benefits:

- Increase your Wisdom score by 1, to a maximum of 20.
- You have advantage on Wisdom (Survival) checks made to track a creature overland or to forage for food and water.
- When you finish a long rest within 1 mile of a ley line, you gain inspiration. If unused, this inspiration fades away after your next long rest.
- When you finish a long rest within 1 mile of a ley line, you can infuse ley energy into a token in your possession. If you make a saving throw while you have the infused token in your possession, you can use your reaction to roll a d4 and add the result to your saving throw. You can trigger this ability after rolling the d20 but before success or failure is revealed. You can't use this ability again until you finish a long rest.

Eric Lindahl (Order #3154009)

Arcane Tradition: Geomancy

While any spellcaster can tap the potential coursing through ley lines, the tradition of geomancy teaches the art of becoming like a ley line and bonding with the great flow of power. Geomancy is sometimes looked down on by adherents of traditions that focus on individual magic schools because it eschews specialization in favor of molding any form of magic through the focused power of ley lines.

Geomancers have an increased facility for tapping into any ley line, but they also learn to bind themselves to a specific ley line. While other spellcasters must be within a ley line's area of influence to use it, the geomancer becomes a tributary of his or her chosen river of power, capable of siphoning its power anywhere.

LEY LINE SAVANT

Beginning when you select this tradition at 2nd level, the gold and time you must spend to copy a ley line spell into your spellbook is halved.

When you gain a level, one of the two spells you learn for gaining a level can be a ley line magic spell, even if you've never encountered it before.

Additionally, you can sense the presence of ley lines within 1 mile. As an action, you can discern the intensity of the nearest ley line and the direction and distance to it.

CHANNEL LEY LINE

Starting at 2nd level, you learn to tap the power of ley lines to augment your spellcasting, as described under "Using Ley Lines."

Additionally, when you finish a short or long rest within 1 mile of a weak ley line, you can bind yourself to that ley line. You can be bound to only one ley line at a time. If you later bind yourself to a second ley line, you lose your connection to the previous one.

While you are bound to a ley line, you can channel the power of the line into your spellcasting from any distance, as long as you are on the same plane as the ley line. You can use this feature a number of times equal to your Intelligence modifier (a minimum of once). You regain all expended uses when you finish a long rest.

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LEY LINE MANIPULATION

Beginning at 6th level, when you augment your magic with power from a ley line, you can reroll the effect of an unlocked ley line or the result of a backlash. You must use the rerolled result. After rerolling, you can't use a reaction until the end of your next turn.

LEY LINE ADEPT

Starting at 10th level, you can bind yourself to weak or strong ley lines with your Channel Ley Line feature. In addition, you add your proficiency bonus to the ability check when tapping a ley line for power.

LEY LINE MASTERY

At 14th level, you can bind yourself to weak, strong, or titanic ley lines with your Channel Ley Line feature, and you have advantage on the ability check to tap the ley line.

As an action, you can lock or unlock a ley line within 30 feet of you. When you lock a ley line, choose one of its effects; the ley line will always have that effect for you while it remains locked. Once you use this feature to lock or unlock a ley line, you can't do so again until you finish a number of long rests depending on the intensity of the line: one for a weak ley line, two for strong, and three for titanic.

Ley Spell List

The following spells are available to druids, sorcerers, warlocks, and wizards. Ley spells can be learned only by discovering written versions of them, unless the GM allows otherwise.

1ST LEVEL
Land Bond

2ND LEVEL
Ley Disruption

3RD LEVEL
Ley Energy Bolt
Ley Sense

4TH LEVEL
Ray of Life Suppression

5TH LEVEL
Amplify Ley Field
Energy Absorption
Lesser Ley Pulse
Ley Leech

6TH LEVEL
Ley Whip

7TH LEVEL
Greater Ley Pulse
Volley Shield

8TH LEVEL
Disruptive Aura

9TH LEVEL
Ley Storm
Ley Surge

New Spells

Whenever a description refers to casting a spell "within the influence of a ley line" or uses words to that effect, it refers to instances when the caster must roll on one of the ley line effects tables or receives the fixed effect of a locked ley line, unless something different is specified. Usually this requires being within 30 feet of the ley line (see "Using Ley Lines," above), but some spells allow greater ranges.

AMPLIFY LEY FIELD

5th-level evocation
Casting Time: 1 action
Range: Self (10-foot-radius sphere)
Components: V, S
Duration: Concentration, up to 10 minutes

You create a faintly shimmering field of charged energy around yourself. Within that area, the intensity of ley lines you're able to draw on increases from weak to strong, or from strong to titanic.

If no ley lines are near enough for you to draw on, you can treat the area of the spell itself as an unlocked, weak ley line.

DISRUPTIVE AURA

8th-level evocation
Casting Time: 1 action
Range: 150 feet
Components: V, S
Duration: Concentration, up to 1 minute

Warping, prismatic auras surround and outline each creature inside a 10-foot cube within range. The auras shed dim light to 10 feet, and the outlines reveal hidden and invisible creatures. If an affected creature casts a spell or activates a magic item, it must make a Wisdom saving throw. On a success, the spell or magic item functions normally. On a failure, the magic effect is suppressed for the duration of the aura. Time spent suppressed counts fully against the duration of the spell or magic item effect.

At Higher Levels. When you cast this spell using a spell slot of 9th level, the size of the cube increases to 20 feet per side.

ENERGY ABSORPTION

5th-level abjuration
Casting Time: 1 action
Range: Touch
Components: V, S
Duration: Concentration, up to 1 minute

For the duration, a willing creature you touch has resistance to acid, cold, fire, force, lightning, and thunder damage.

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If the spell is used against an unwilling creature, you must make a melee spell attack with a range of 5 feet. If it hits, then for the duration of the spell, the affected creature must make a saving throw with its spellcasting ability whenever it casts a spell that causes one of the listed damage types. If the saving throw fails, the spell fails and its slot is wasted; if the saving throw succeeds, the spell is cast but its damage is halved before applying the effects of saving throws, resistance, etc.

GREATER LEY PULSE

7th-level transmutation

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

You set up ley energy vibrations in a 20-foot cube within range, and name one type of damage. Each creature in the area must succeed on a Wisdom saving throw or lose immunity to the chosen damage type for the duration.

At Higher Levels. When you cast this spell using a 9th-level spell slot, choose two damage types instead of one.

LAND BOND

1st-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S, M (soil taken from a ley-influenced area)

Duration: 1 hour

You touch a willing creature and infuse it with ley energy, creating a bond between the creature and the land. For the duration of the spell, if the target is in contact with the ground, the target has advantage on saving throws and ability checks made to avoid being moved or knocked prone against its will. Additionally, the creature ignores nonmagical difficult terrain and is immune to effects from extreme environments such as heat, cold (but not cold or fire damage), and altitude.

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LESSER LEY PULSE

5th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 minute

You set up ley energy vibrations in a 10-foot cube within range, and name one type of damage. Each creature in the area must make a successful Wisdom saving throw or lose resistance to the chosen damage type for the duration of the spell.

At Higher Levels. When you cast this spell using a 7th-level spell slot, choose two damage types instead of one.

LEY DISRUPTION

2nd-level evocation

Casting Time: 1 action

Range: 50 feet

Components: V, S, M (a chip of broken crystal infused with ley energy)

Duration: Concentration, up to 1 minute

You create a 15-foot-radius sphere filled with disruptive ley energy. The sphere is centered around a point you can see within range. Surfaces inside the sphere shift erratically, becoming difficult terrain for the duration. Any creature that starts its turn in the area or enters the area for the first time on a turn must succeed on a Strength saving throw or fall prone. If you cast this spell in an area within the influence of a ley line, creatures have disadvantage on their saving throws against its effect.

Special. A geomancer with a bound ley line is "within the influence of a ley line" for purposes of *ley disruption* as long as he or she is on the same plane as the bound line.

LEY ENERGY BOLT

3rd-level evocation

Casting Time: 1 action

Range: Self (100-foot line)

Components: S, M (a ley-infused pebble)

Duration: Instantaneous

You transform ambient ley power into a crackling bolt of energy 100 feet long and 5 feet wide. Each creature in the line takes 5d8 force damage, or half damage with a successful Dexterity saving throw.

The bolt passes through the first inanimate object in its path, and creatures on the other side of the obstacle receive no bonus to their saving throw from cover. The bolt stops if it strikes a second object.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the bolt's damage increases by 1d8 for each slot level above 3rd.

LEY LEECH

5th-level necromancy

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

You channel destructive ley energy through your touch. Make a melee spell attack against a creature within your reach. The target takes 8d10 necrotic damage and must succeed on a Constitution saving throw or have disadvantage on attack rolls, saving throws, and ability checks. An affected creature repeats the saving throw at the end of its turn, ending the effect on itself with a success.

This spell has no effect against constructs or undead.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the spell's damage increases by 1d10 for each slot level above 5th.

LEY SENSE

3rd-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You tune your senses to the pulse of ambient ley energy flowing through the world. For the duration, you gain tremorsense with a range of 20 feet and you are instantly aware of the presence of any ley line within 5 miles. You know the distance and direction to every ley line within that range.

LEY STORM

9th-level conjuration

Casting Time: 1 action

Range: Sight

Components: V, S

Duration: Concentration, up to 1 minute

A roiling stormcloud of ley energy forms, centered around a point you can see and extending horizontally to a radius of 360 feet, with a thickness of 30 feet. Shifting color shoots through the writhing cloud, and thunder roars out of it. Each creature under the cloud at the moment when it's created (no more than 5,000 feet beneath it) takes 2d6 thunder damage and is deafened for 5 minutes; a successful Constitution saving throw negates both effects.

Each round you maintain concentration on this spell, the storm produces additional effects on your turn.

Round 2. Ley-infused pebbles rain from the cloud, causing 1d6 bludgeoning damage to everything beneath it (no saving throw).

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Round 3. Up to six bolts of ley energy leap from the cloud to strike creatures or objects of your choice beneath the cloud. No creature or object can be struck by more than one bolt. A creature struck takes 8d8 force damage, or half damage with a successful Dexterity saving throw.

Round 4. A burst of prismatic light fills a 20-foot sphere centered on a point beneath the cloud. All creatures in the sphere are affected as if targeted by a *disruptive aura* spell.

Rounds 5-10. Flashes of multicolored light burst through and out of the cloud, causing creatures to have disadvantage on Wisdom (Perception) checks that rely on sight while they are beneath the cloud. In addition, each round, you trigger a burst of energy that fills a 20-foot sphere centered on a point you can see beneath the cloud. Each creature in the sphere takes 4d8 force damage (no saving throw).

Special. A geomancer who casts this spell regains 4d10 hit points.

LEY SURGE

9th-level evocation

Casting Time: 1 action

Range: 150 feet

Components: V, S

Duration: Instantaneous

You unleash the power of a ley line within 5 miles, releasing a spark that flares into a 30-foot sphere centered around a point within 150 feet of you. Each creature in the sphere takes 14d6 force damage and is stunned for 1 minute; a successful Constitution saving throw halves the damage and negates the stun. A stunned creature repeats the saving throw at the end of its turn, ending the effect on itself on a success.

Special. A geomancer with a bound ley line can cast this spell as long as he or she is on the same plane as the bound line.

LEY WHIP

6th-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: 1 minute

You channel the power of a ley line within 1 mile into a crackling tendril of multicolored ley energy. The tendril extends from your hand but doesn't interfere with your ability to hold or manipulate objects. When you cast the spell and as a bonus action on subsequent turns, you can direct the tendril to strike a target within 50 feet of you. Make a melee spell attack; on a hit, the tendril does 3d8 force damage and the target must make a Strength saving throw. If the saving throw fails, you can push the target away or pull it closer, up to 10 feet in either direction.

Special. A geomancer with a bound ley line can cast this spell as long as he or she is on the same plane as the bound line.

RAY OF LIFE SUPPRESSION

4th-level necromancy

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Instantaneous

You launch a swirling ray of disruptive ley energy at a creature within range. Make a ranged spell attack. On a hit, the creature takes 6d8 necrotic damage and its maximum hit points are reduced by an equal amount. This reduction lasts until the creature finishes a short or long rest, or benefits from a *greater restoration* spell or comparable magic.

This spell has no effect on constructs or undead.

VOLLEY SHIELD

7th-level abjuration

Casting Time: 1 action

Range: Touch

Components: S

Duration: Concentration, up to 1 minute.

You touch a willing creature and create a shimmering shield of ley energy to protect it. The shield grants the target a +5 AC bonus and gives it resistance against nonmagical bludgeoning, piercing, and slashing damage for the duration.

In addition, the shield can reflect hostile spells back at their casters. When the target makes a successful saving throw against a hostile spell, the caster of the spell immediately becomes its new target. The caster is entitled to the appropriate saving throw against the returned spell, if any, and suffers all effects the spell normally causes.

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