

# MIDGARD<sup>TM</sup> MAGIC



## LEY LINES

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## CREDITS

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**LEAD DESIGNER** Nick Landry

**ADDITIONAL DESIGN** Lou Anders, Dan Dillon

**EDITING** Scott Gable

**COVER ARTIST** Marcel Mercado

**INTERIOR ARTISTS** Marcel Mercado, William O'Brien,  
Bryan Syme

**GRAPHIC DESIGN** Marc Radle

**LAYOUT** Marc Radle

**DIRECTOR OF DIGITAL GROWTH** Blaine McNutt

**ART DIRECTOR** Marc Radle

**DIRECTOR OF OPERATIONS** T. Alexander Stangroom

**PUBLISHER** Wolfgang Baur

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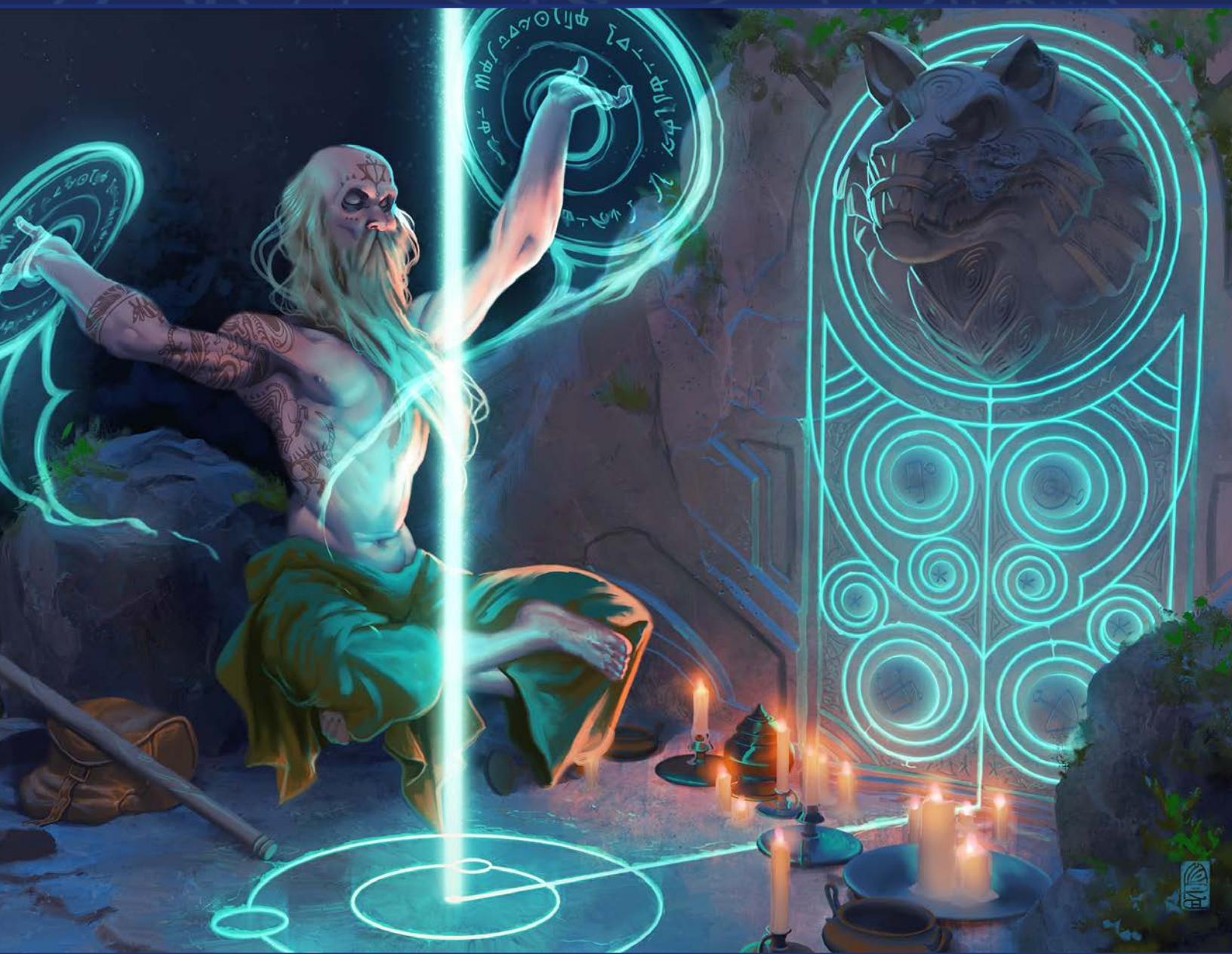
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## INTRODUCTION

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 empower 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.

## LEY LINES IN MIDGARD

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In Midgard, 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.

## POWER OF THE LAND

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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 risks. 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.

## USING LEY LINES

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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 8 + 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).



## 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 <b>Strong Ley Line Effects</b> table.  |

## 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 <b>Titanic Ley Line Effects</b> 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.   |

## 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 <i>wand of wonder</i> .   |
| 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. |

## WIZARD 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 their chosen river of power, capable of siphoning its power anywhere.

Except as noted below, geomancers function as wizards and use the wizard spell list.

### 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 nearby ley lines. As an action, you can discern the distance to the closest ley line within 1 mile as well as the direction to every ley line within 1 mile.

### CHANNEL LEY LINE

Starting at 2nd level, you learn to tap the power of ley lines to augment your spellcasting, as described in this chapter.

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.

### 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 MAGIC SPELL LIST

The following spells are normally available to geomancers (in addition to the wizard spell list), but they can also be used by druids, sorcerers, and warlocks who have a ley line feat (Ley Initiate or Ley-Bound). Ley magic spells can be learned only by discovering written versions of them unless the GM allows otherwise. (See also **Chapter 8: Spells.**)

### Cantrip

*ley illumination*  
*line discharge*  
*1st Level*  
*hold the line*  
*land bond*  
*line extension*

### 2nd Level

*ley disruption*  
*ley on hands*  
*ley under cover*

### 3rd Level

*ley energy bolt*  
*ley sense*

### 4th Level

*ley restoration*  
*ray of life suppression*

### 5th Level

*amplify ley field*  
*energy absorption*  
*lesser ley pulse*  
*ley leech*  
*ley teleportation*

### 6th Level

*ley whip*

### 7th Level

*greater ley pulse*  
*volley shield*

### 8th Level

*disruptive aura*

### 9th Level

*ley storm*  
*ley surge*

## LEY MAGIC FEATS

Ley lines crisscross most of the world, carrying magical power to all corners of the land. Great knowledge is needed to harness their power.

### 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.

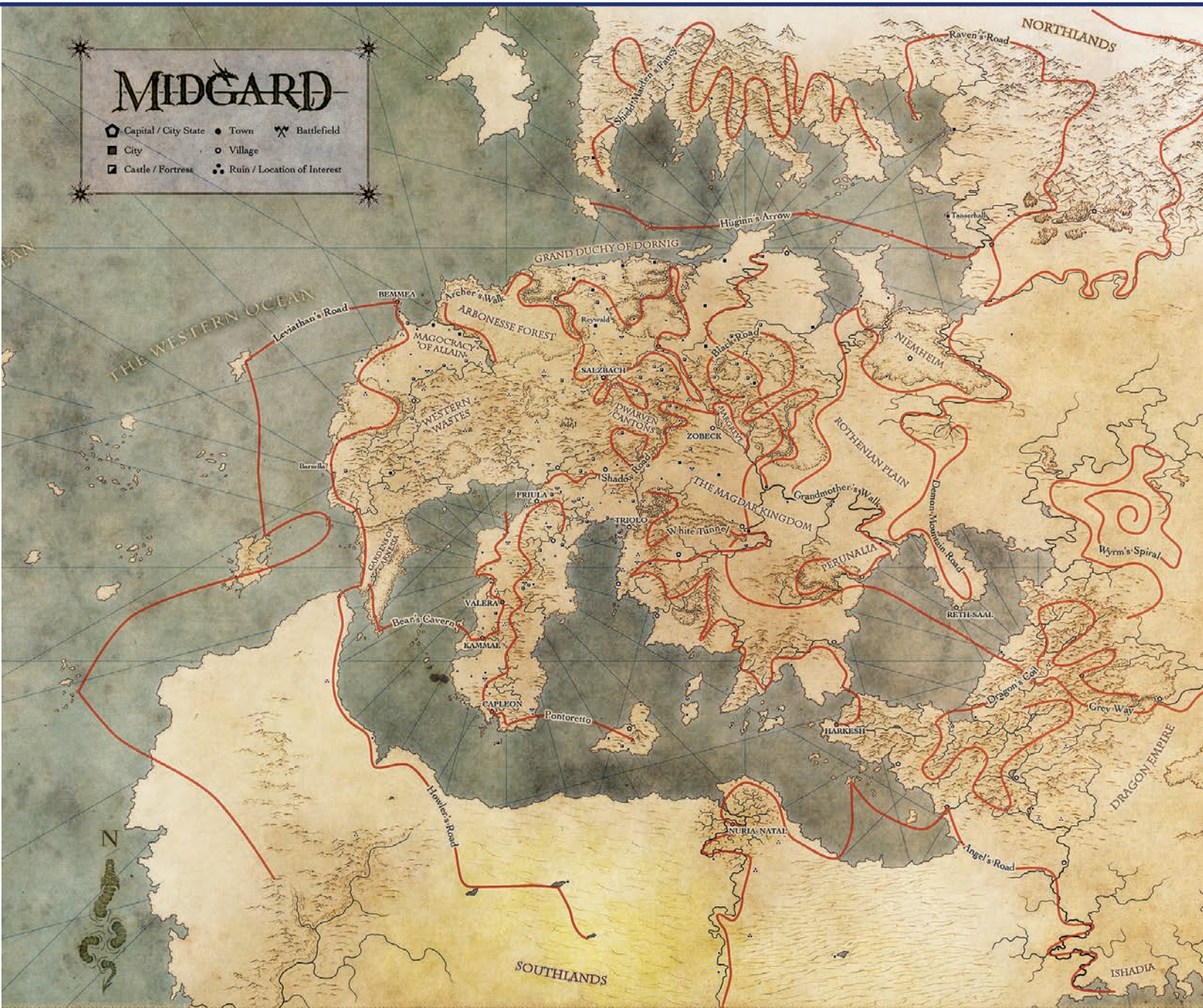


## LEY-BOUND

*Prerequisite: Ability to cast at least one spell*

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 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.





# CHAPTER 1: REVISITING LEY LINES

We've enjoyed playing spellcasters in our favorite fantasy roleplaying game for decades. Clerics receive powers as favors from the gods while warlocks literally sell their souls to fiendish (and other) patrons, but what about arcane casters like wizards and sorcerers? Schools of magic like illusion and abjuration dictate the nature of specific spells and effects, but their underlying source remains an unanswered question. Midgard stands apart where the lore of the world provides an explanation for the font of raw energies that power most arcane spells: ley lines.

## WHAT ARE LEY LINES?

Ley lines flow through the world of Midgard, fueling its life and magic everywhere. Elusive and mysterious, ley lines are invisible rivers of primordial power interconnected with the land itself and even reaching to other planes. Some speculate that ley lines shaped the geology of the world while others argue that any creation, natural or artificial, can influence the course of these streams of magic.

The *Midgard Worldbook* provides context into what ley lines are, why they're important, and offers a map (see also previous page) and descriptions of named (or titanic) ley lines. Titanic ley lines and shadow roads also appear on the Midgard interactive map (<https://midgardmap.koboldpress.com>).

From the frozen reaches of the Northlands to the sprawling districts of Ramagani, ley lines exist (almost) everywhere, flowing silently and unseen, ready to be manipulated by a special caste of spellcasters originating from Bemmea, Nuria Natal, and beyond.

The goal of this collection of Midgard ley magic is twofold. First, to provide guidance and assist GMs during adventure preparation when ley magic spellcasters are featured, either as player characters (PCs) or as non-player characters (NPCs). Second, to enhance the player experience of these casters through new character options and ley magic spells. Everything presented in this book is built on top of the existing ley lines and geomancy spellcasting rules.

## LEY MAGIC SPELLCASTERS

All spellcasters indirectly benefit from the innate influence of ley lines as they channel magic through various spheres of influence. However, only true ley magic spellcasters can directly harness the power of ley lines to shape their spell effects beyond the

expected results. The **Introduction** walked us through the basics of ley lines and geomancy (see also *Midgard Heroes Handbook*), outlining how the mystical blood flow of Midgard can be exploited to great effect... or random disaster. Ley lines are unpredictable, and harnessing their power involves risk. Even when successful, none but the greatest ley masters can control the effects that result from tapping ley lines.



Two types of ley magic spellcasters are known: ley initiates and ley line savants. The latter are primarily known as geomancers.

## LEY INITIATES

Ley initiates are spellcasters who acquired enough knowledge of ley magic to tap into ley lines when casting spells. Some initiates study ley magic in the academic sense to enhance their own spellcasting abilities while others possess an innate natural ability to see and exploit ley lines. Most of them see ley lines as glowing, stringy waves or shimmering bands of light coursing through the air. A few rare initiates have been rumored to perceive ley lines as musical melodies with the ambient notes of ley energy guiding them in shaping their magic. Ley initiates are characters with the feat of the same name.

## GEOMANCERS

Wizards trained in the geomancy arcane tradition (see **Introduction**) can not only channel and tap into ley lines for various effects, they can bind themselves to those lines, becoming a ley extension across their plane of existence, capable of accessing their power at great distance.

Geomancers eventually gain the ability to channel more powerful ley lines. Adepts can bind themselves to strong ley lines, and masters can achieve the pinnacle of control over ley magic—binding to titanic ley lines and choosing their desired effect when tapping their power.

## GM PREP: PLACING LEY LINES ON GAME MAPS

Reading through the ley line rules, many references appear with regard to the distance between a ley magic spellcaster and the nearest ley line. These casters have a vested interest in knowing the location of ley lines and will often ask their GM if there are ley lines nearby. The following reasons outline why knowing the specific location of ley lines becomes relevant:

- *Geomancer & Ley Initiate*—Tapping a ley line located within 30 feet to enhance the power of their spells or casting a ley line spell with an effect dependent on the location of ley lines (see **Chapter 8: Spells**).

- *Geomancer*—Binding to a ley line located within 1 mile at the end of a short or long rest.
- *Ley Initiate (Feat)*—Regaining spell slots when completing a short rest within 1 mile of a ley line.
- *Ley-Bound (Feat)*—Gaining inspiration or infusing ley energy into a token when completing a long rest within 1 mile of a ley line.
- *Geomancer (14th Level)*—Locking or unlocking a ley line located within 30 feet.

What is missing is the location of all these crisscrossing ley lines. Known titanic ley lines are mapped, but weak and strong ley lines are not, and they are too numerous in the web of magic to realistically map them. Furthermore, ley lines are prone to fading, reappearing, drifting, and twisting out of control, rendering any mapping attempts completely futile.

A GM needs to anticipate player questions such as, “Are there any ley lines nearby in this location?” and, “Which types of ley lines are present within a mile and where is the closest?” if a ley magic spellcaster is present in the party. The *Midgard Worldbook* provides high-level guidance, summarizing where ley lines may be found and where they are rare or non-existent.

It would be easy for an unprepared GM to simply answer “no” when asked about the presence of nearby ley lines. But after a while, your geomancer may cry foul after constantly being denied the benefits of their subclass. It only takes a few minutes during game prep for a GM to preemptively decide where ley lines are located, if any are present. When using game maps, a GM should trace a line where they feel a ley line exists, as applicable. If there are no ley magic spellcasters in your group, you needn’t worry about ley lines.

Be creative with ley lines, even the larger ones. While all named ley lines are known titanic ley lines, not all titanic ley lines are named or known. Discovering a new titanic ley line could be a goal on its own or an unforeseen adventure twist for any ley magic spellcaster. Furthermore, if the heroes revisit a location, don’t assume that weak ley lines remain in the same place. Ley lines often vanish or shift location, or more could have appeared.

More guidance and randomization tables used to facilitate the placement of ley lines can be found in the next chapter.



## CHAPTER 2: LOCATING LEY LINES

In this chapter, we dive into GM preparation, presenting a set of optional tables used to answer the most common geomancer question: “Are there any ley lines nearby?”

Ley line savants (2nd-level geomancers) and ley initiates (Ley Initiate feat) can sense the presence of nearby ley lines. As an action, they can discern the distance to the closest ley line within 1 mile as well as the direction to every ley line within 1 mile. If they have line of sight to the line itself, it’s visible to them in some obviously magical fashion.

GMs must ultimately decide if ley lines are present at various locations within their adventures. From a narrative point of view, adding ley lines introduces a new variable that could significantly affect the outcome of an encounter should the group include a ley magic spellcaster.

When faced with the decision to place a ley line on an encounter map or within 1 mile of a ley magic spellcaster, three approaches present themselves to a GM:

- *Let the Story Decide*—GMs who place great emphasis on story and roleplaying could be tempted to only include ley lines if they narratively contribute to the overall plot. However, since most adventures aren’t ley line-centric, this results in making ley lines very rare. While it raises the aura of mystery enshrouding ley lines when encountered, this rarity leaves ley magic spellcasters in a lurch most of the time.
- *Let Encounter Balance Decide*—GMs can include ley lines if they feel that party members could use an edge or exclude them to limit the contribution of ley magic spellcasters. GM fairness isn’t a topic to be debated here, but following this approach tends to put the potential impact of ley magic spellcasters squarely into the GM’s hands and to take away from player agency.
- *Let the World Geography Decide*—The *Midgard Worldbook* provides high level guidance, summarizing where ley lines may be found and where they are rare or non-existent. By reviewing this guidance, a GM can reach conclusions on nearby ley line locations.

Geography (the third reason) should be the driving factor used in the placement of ley lines. Each GM should decide for themselves, but ley lines are a feature of the world in Midgard and should be treated equally as a game mechanic as they are a story element. That said, GMs should still feel free to prioritize the story or encounter balance when appropriate.

The next section presents optional randomization tables directed at GMs looking for more specific guidance when deciding on the placement of ley lines based on world geography. If there are no ley magic spellcasters in your party, knowing the location of nearby ley lines becomes an academic exercise that can be skipped since it won’t have any repercussions on gameplay.

### PLACING LEY LINES DURING GM PREP

GMs can use the tables presented in this section to pencil down in a few minutes the location of ley lines in their various adventure maps. While the tables below are usable during a game session, they run the risk of slowing down the action and causing resentment from the players toward ley magic spellcasters. These randomization tables are designed to assist GMs during adventure design and pre-game preparation, providing easy lookup tools to determine the location of nearby ley lines (if any), their type, distance, and direction.

Note that some rolls can result in placing a titanic ley line where none appear on the official Midgard map. This is normal since not all titanic ley lines are named or mapped, and ley lines can temporarily shift in the world. Ley lines are mysterious, not absolute.

### CALCULATE THE LOCATION-BASED MODIFIER

Start by calculating the appropriate location-based modifier using **Table 2–1** below. A high positive modifier leads to higher chances of locating ley lines nearby.

1. Using the Compass tool on the Midgard interactive map, find the Base Modifier (step 1 below), which is relative to the distance between the caster and nearest titanic ley line. Use your best approximation.
2. Apply the greatest Geographical Features modifier (step 2, one only).
3. Apply one or more Nearby Features modifiers (step 3).

TABLE 2-1: LEY LINE PRESENCE MODIFIERS

| STEP 1: BASE MODIFIER |   |
|-----------------------|---|
| Modifier              | Distance to Titanic Ley Line  |
| -40                   | <b>Very far:</b> over 200 miles   |
| -20                   | <b>Far:</b> 100–200 miles   |
| +0                    | <b>Distant:</b> 50–100 miles  |
| +20                   | <b>Close:</b> 25–50 miles   |
| +40                   | <b>Very close:</b> Less than 25 miles   |
| +60                   | <b>Immediate:</b> Area visibly traversed by a titanic/named ley line or fey/shadow road |

## STEP 2: GEOGRAPHICAL FEATURES

| Modifier | Location of Ley Magic Caster   |
|----------|--|
| -80      | Geographic area known to be devoid of ley lines (such as the Western Wastes) |
| -60      | Several miles deep underground   |
| -40      | More than 100 ft. underground  |
| -10      | Shallow underground (such as first few levels of a dungeon)                  |
| +5       | Hilltop or small mountain  |
| +5       | Deep canyon  |
| +5       | Small river or stream  |
| +10      | Towering cliff   |
| +10      | Large mountain   |
| +10      | Forest heartlands  |
| +10      | Large river or coastline/beach   |
| +15      | Lairs: Adult dragon, demons, other creatures of magical power                |
| +15      | Glacier's heart  |
| +20      | Volcano (dormant or active)  |
| +25      | Lairs: elder dragon, greater demon, other creatures of great magical power   |
| +30      | Site of a Ramag monolith   |

## STEP 3: NEARBY FEATURES

| Modifier | Nearby Features in the Area  |
|----------|--|
| -10      | <b>Negative:</b> Consecrated holy/unholy building, freshly plowed earth  |
| +5       | <b>Positive:</b> Standing stones/stone circles, ancient trees, crossroads, bridge (natural or constructed), druid grove, temple, elven ruins |

Once the modifier is known, roll a d100 and consult **Table 2-2** below to determine what the ley line presence is.

TABLE 2-2: NEARBY LEY LINE PRESENCE

| d100    | Ley Lines Detected within One Mile  |
|---------|---|
| <15     | No nearby ley lines within a mile   |
| 16–39   | Single weak ley line  |
| 40–74   | 1d4 weak ley lines  |
| 75–79   | Single strong ley line conduit  |
| 80–89   | Strong ley line + 1d4 weak ley lines  |
| 90–99   | Strong ley line + 1d10 weak ley lines   |
| 100–110 | 1d4 strong ley lines + 2d8 weak ley lines   |
| 111–114 | Single titanic ley line conduit   |
| 115–119 | Nearby titanic ley line + 1d8 strong ley lines + 2d12 weak ley lines branching out                        |
| 120+    | Titanic ley line running through this location + 2d8 strong ley lines + 2d20 weak ley lines branching out |

Once the number of ley lines is known, roll a d20 once for each type of ley line detected and consult **Table 2-3** below to determine the distance to the nearest ley line of that type.

Add a +1 modifier per additional ley line detected for each type. For example, if there are 2 strong and 6 weak ley lines within a mile, roll once at +1 to determine the distance to the nearest strong ley line and roll another time at +5 to determine the distance to the nearest weak ley line.

When mapping out the presence of ley lines ahead of time during adventure preparation, use the center of the map as a point of reference. When rolling live during the game, use the location of the ley magic caster.

TABLE 2-3: DISTANCE TO NEAREST LEY LINE

| d20   | Distance to Nearest Ley Line             |
|-------|--|
| 1–2   | 1 mile                                   |
| 3–5   | 800+ ft.                                 |
| 6–9   | 500+ ft.                                 |
| 10–11 | 200+ ft.                                 |
| 12–13 | 100+ ft.                                 |
| 14–15 | 50+ ft.                                  |
| 16–17 | 30+ ft. (roll d20 + 30)                  |
| 18–19 | 10+ ft. (roll d20 + 10)                  |
| 20+   | Less than 5 ft./at the caster's location |

To determine the direction in which the closest point to a ley line is located relative to the caster, roll a d8 and consult **Table 2-4** below. You can assume the flow is perpendicular to the caster. For example, a ley line located to the east would have a north-south flow.



**TABLE 2-4: RELATIVE LOCATION OF LEY LINE**

| d8 | Location of Ley Line Relative to Caster |
|----|---|
| 1  | North                                   |
| 2  | Northeast                               |
| 3  | East                                    |
| 4  | Southeast                               |
| 5  | South                                   |
| 6  | Southwest                               |
| 7  | West                                    |
| 8  | Northwest                               |

Knowing the exact location of ley lines creates interesting opportunities for tactical gameplay when ley magic spellcasters are involved. It also opens the door to new spell mechanics as explored in this book, creating greater differentiation for geomancers and other ley initiates. In the next chapter, we'll explore ley line properties, tapping ley lines for effect, bound ley lines for geomancers, and potential ley line encounters resulting from mishaps.

## CHAPTER 3: TAPPING LEY LINES

In this chapter, we take a closer look at what happens when ley initiates and geomancers manage to harness the power of ley lines.

When a ley magic spellcaster casts any spell within 30 feet of a ley line or when a geomancer channels a bound ley line, the caster can tap the line's power to augment their magic. This requires a successful ability check using the caster's spellcasting ability but without including any proficiency bonus.

The revised DC of the check equals 8 + the level of the spell being cast. This revision to the official rules is based on a recommendation by designer Dan Dillon since the original base DC (10) caused more backlash than intended. Ley line adepts (10th-level geomancers) add their proficiency bonus when performing this ability check, and Ley line masters (14th-level geomancers) also roll with advantage.

### LEY LINE EFFECTS

The **Introduction** covers the various effects that result from successfully tapping a ley line as well as the backlash suffered when the attempt fails by a high margin. However, some relatively common yet undocumented scenarios can occur depending on the effects rolled in those **Ley Line Effects** tables. These scenarios are detailed below.

#### ALTERING SPELL PARAMETERS AFTER ROLLING FOR EFFECT

When tapping an unlocked line, a ley magic caster can choose to tweak their spell effect based on the result as rolled on the **Ley Line Effects** tables. For example, if a spell is cast while in normal range of the intended target, if the

ley line effect results in a range extension, the caster could change their target to a creature located farther away to take advantage of the new range.

#### DEALING WITH UNDESIRED OR NON-APPLICABLE LEY MAGIC EFFECTS

When tapping an unlocked line, if the caster doesn't like the resulting effect or if the rolled effect doesn't apply to the spell (such as fire damage boost when casting a non-damaging spell), then the caster can absorb the ley energy to gain temporary hit points equal to 1d6 per line strength (weak, 1d6; strong, 2d6; titanic, 3d6) + their spellcasting ability modifier. Remember that temporary hit points do not stack.

#### UP-LEVELING CANTRIPS

When rolling on the **Strong and Titanic Ley Line Effects** tables, if a ley line effect lets the caster treat their spell as if it were cast with a spell slot one or two levels higher, cantrips can also benefit from this effect. The cantrip is cast as if the caster was of a higher level to reach the next effect "tier" (5th, 11th, and so on) of that cantrip. For example, a 3rd-level geomancer rolls a 10 on the **Weak Ley Line Effects** table, thus calling for a roll on the **Strong Ley Line Effects** table. If they roll a 2, the cantrip is treated as if the caster was 5th level.

#### LEY-INFUSED SPELLS

Ley lines are more than raw sources of uncontrolled natural power. Experienced geomancers attuned to their effects have been known to craft new spells that make direct use of nearby ley lines as highlighted in the new

ley line spells in this book. Newly uncovered magic even allows a geomancer to “recharge” the magical energies of other arcane spellcasters through ley lines (see *ley on hands* spell).

Remember that only ley magic spellcasters can learn and cast ley line spells after first discovering them as written scrolls or being taught by another ley magic spellcaster (unless otherwise allowed by the GM).

## CHANNELING BOUND LEY LINES

Since geomancers can bind themselves to a ley line indefinitely, it can be assumed that a newly trained geomancer starts their next adventure already bound to a ley line of the highest category they can tap (levels 2–9, weak; levels 10–13, strong; levels 14+, titanic). At the GM’s discretion, extenuating circumstances could break this bond to a ley line, such as traveling to other planes of existence or spending an extended period in regions drained of magic, such as the Western Wastes of Midgard.

## IDENTIFYING LEY LINE PROPERTIES

Most ley lines are unlocked, and their effects are unpredictable. On some rare occasions, some ley lines can be locked for one reason or another (see **Table 3–2** below). Such ley lines are locked to a specific effect and tapping one of those ley lines would always yield the same effect.

After detecting the presence of a nearby ley line, a ley magic spellcaster can identify if a line is locked and to what effect as applicable. The caster can use a *detect magic* spell or spend 1 minute examining a ley line located within 30 feet to gather more information. A successful Intelligence (Arcana) check against the DC for this specific ley line type (see **Table 3–1** below) is required to determine the properties of the ley line through examination.

**TABLE 3–1: DIFFICULTY CLASS PER LEY LINE TYPE**

| DC | Ley Line Type |
|----|---------------|
| 10 | Weak          |
| 15 | Strong        |
| 20 | Titanic       |

If *detect magic* is used or following a successful examination, use **Table 3–2** below to determine whether a ley line is locked and the origin of the lock. Weak ley lines are very rarely locked and typically don’t require a roll. The GM can decide if special circumstances would cause a weak ley line to be locked. If a ley line is locked, roll on the corresponding effects table to identify what the locked effect is. If a ley magic caster taps this ley line to enhance a spell, they do not roll for effect and always use the locked effect instead.

A ley line savant (2nd-level geomancer) could choose to bind themselves to such a locked ley line after completing a short or long rest to benefit from the predictable effect when channeling the ley line from anywhere.

Allowing a geomancer to bind to a pre-locked ley line before 14th level can potentially lead to power imbalance. GMs should use discretion if this should be allowed in their game.

**TABLE 3–2: LEY LINE LOCK STATUS**

| DC    | Ley Line Type  |
|-------|--|
| 1–94  | Unlocked   |
| 95–96 | Locked by a geomancer master   |
| 97    | Locked by a magic item   |
| 98–99 | Locked as an aftereffect of the Great Mage Wars and the fallen magocracies |
| 100   | Locked naturally   |



## CHAPTER 4: EXPANDED LEY LINE EFFECTS

In this chapter, we turn to the standard effects themselves and what happens when a ley magic spellcaster critically succeeds—or fails—when tapping a ley line.

### REVISED WEAK LEY LINE EFFECT TABLE

The **Introduction** presents the list of potential effects that can result from tapping various strengths of ley lines. Looking at the **Weak Ley Line Effects** table, many of them result in situational benefits that often do not apply to the spell being cast. Last chapter, we provided a workaround, allowing a ley magic spellcaster to absorb some of the tapped power in the form of temporary hit points. Here, we present a revised table that slightly expands the scope of some of these effects, in turn increasing their applicability across a wider range of spells.

### CRITICAL LEY LINE EFFECTS

Tapping a ley line can provide highly rewarding effects for the caster or provoke problematic backlashes should things go wrong. Some critical effects can occur at both ends of the spectrum, using the following optional rules (at the GM's discretion).

As a spellcasting ability check is made when attempting to tap a ley line, if the d20 roll is a 20, the caster can roll twice on the corresponding **Ley Line Effects** table and choose one of the two results.

If a 1 is rolled on the same check, the result is always a ley line backlash, regardless of any modifiers. Optionally, at the GM's discretion or using the table below, this critical failure can result in a ley elemental spirit being unleashed from the ley line in addition to (or instead of) the backlash effect.

TABLE 4-1: WEAK LEY LINE EFFECTS (REVISED)

| 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 is cast. The spell takes effect at the start of your turn that many rounds later. All parameters regarding the spell's targeting, area, color, and so on must be set when the spell is cast, not when it takes effect. |
| 3   | If your spell deals acid, cold, fire, force, 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, or you get to make a spell attack roll against it with advantage.  |
| 5   | Double the range of your spell, its duration, or increase the area of effect by 10 feet (choose one).   |
| 6   | A creature that takes any 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 and must make their next attack roll at disadvantage. 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, somatic, or material components (choose one). The material component option cannot be applied to spells that consume components with a listed value in gold pieces.   |
| 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 (treating duplicate results as "no additional effect") or roll once on the <b>Strong Ley Line Effects</b> table.   |

TABLE 4–2: ADDITIONAL LEY LINE BACKLASH EFFECT

| d6  | Backlash   |
|-----|--|
| 1   | Release ley elemental spirit and backlash effect |
| 2   | Release ley elemental spirit only                |
| 4–6 | Backlash effect only                             |

When a ley elemental spirit is unleashed, pick one of the variants described below (minor, lesser, or greater) as appropriate for the party level. Ley elemental spirits lash out at any creatures present in the area with a strong affinity toward attacking ley magic spellcasters.

NEW MONSTER

This creature is closely linked to ley lines.

LEY ELEMENTAL SPIRIT

*In a flash of light, the ley line snaps with strands of magic wildly flailing about, releasing raw uncontrolled energies. A vague humanoid form takes shape, coalescing into a being of pure ley energy, floating above the ground. Its eyes—two glowing orbs of madness—turn toward you as it lifts a shimmering arm, pointing in your direction.*

Manipulating the power of ley lines can be risky business. Whenever a geomancer or other ley magic spellcaster attempting to tap into a ley line suffers a backlash that costs them their life, echoes of their consciousness and their magical essence occasionally get absorbed within the ley line where they get trapped forever as a ley elemental spirit.

**Locked in Madness.** Enraged by this unfortunate twist of fate and driven to madness by their limited primordial eldritch form, ley elemental spirits live in a vulnerable mental state and lose touch with their former existence, their memories now only distant echoes behind a veil of confusion.

**Desperate to Escape.** Ley elemental spirits aimlessly wander the world through the network of ley lines, desperately seeking to escape the confines of their tormented existence as beings of pure magic. Whenever ley magic incidents or critical backlashes occur anywhere, destabilizing the fabric of the magical web or uprooting the ley lines from their natural anchors in the world, ley rifts can open up, unleashing raw energies and in turn ley elemental spirits into the world.

**Primordial spellcasters.** Despite their tragic uprooting from the world of the corporeal living, ley elemental spirits managed to retain control over some of their geomancy spellcasting abilities. Some of the ley line spells they knew

in life are now burned deep inside their elemental psyche, ready to be cast innately on a whim. When released from the confines of the ley lines that bind them, these ley spirits lash out randomly at any beings they encounter for fear of getting trapped again within their eternal magical prison, demonstrating an especially strong disdain for other ley magic spellcasters.

Lesser Ley Elemental Spirit

Medium elemental, neutral  
Armor Class 14 (magical armor)  
Hit Points 84 (13d8 + 26)  
Speed 0 ft., fly 60 ft. (hover)

| STR    | DEX     | CON     | INT     | WIS     | CHA    |
|--------|---------|---------|---------|---------|--------|
| 6 (–2) | 14 (+2) | 14 (+2) | 18 (+4) | 10 (+0) | 6 (–2) |





**Saving Throws** Con +5, Int +7

**Skills** Arcana +7

**Damage Vulnerabilities** psychic

**Damage Resistances** acid; bludgeoning, piercing, and slashing from nonmagical attacks

**Damage Immunities** force, poison

**Condition Immunities** charmed, exhaustion, grappled, paralyzed, petrified, poisoned, prone, restrained, unconscious

**Senses** passive Perception 10

**Languages** Primordial plus any other languages it knew in life

**Challenge** 5 (1,800 XP)

**Incorporeal Movement.** The spirit can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

**Innate Spellcasting.** The spirit's innate spellcasting ability is Intelligence. It can innately cast the following spells (spell save DC 15), requiring no material components:

- At will—*line discharge* (at 5th level)
- 1/day each—*hold the line*, *ley disruption*, *ley under cover*
- 2/day each—*ley energy bolt*

**Ley Illumination.** The spirit magically projects bright light in a 60-foot radius and dim light for an additional 60 feet at all times.

**Magic Resistance.** The spirit has advantage on saving throws against spells and other magical effects.

## ACTIONS

**Multiattack.** The elemental makes two force push attacks.

**Force Push.** *Melee Spell Attack:* +7 to hit, reach 10 ft., one target. *Hit:* 12 (2d6 + 5) force damage. If the target is a creature, it must succeed on a DC 15 Strength saving throw or be pushed up to 10 feet away from the spirit.

**Disruptive Ley Blast (Recharge 5–6).** Each creature within 30 feet of the spirit must make a DC 15 Strength saving throw. On a failed save, a target takes 12 (2d8 + 3) force damage and is pushed up to 15 feet away from the spirit and knocked prone. A spellcaster currently holding concentration on a spell must roll at disadvantage on their saving throw to maintain their concentration.

If the saving throw is successful, the target takes half the force damage, isn't pushed away or knocked prone, and doesn't suffer any disadvantage on spell concentration checks.

## CREATURES VARIANTS

There are three variants of ley elemental spirits: minor, lesser, and greater. The stat block above is the lesser variant, but below are the balanced stats for each. Anything not listed remains identical across all variants.

TABLE 4-3: LEY ELEMENTAL SPIRIT VARIANTS

| Stats / Variant         | Minor   | LESSER  | GREATER   |
|-------------------------|---|---|---|
| <b>Armor Class</b>      | 13  | 14  | 15  |
| <b>Hit Points</b>       | 36  | 84  | 130   |
| <b>Hit Dice</b>         | 8d8   | 13d8 + 26   | 20d8 + 40   |
| <b>Speed</b>            | fly 30 ft. (hover)  | fly 60 ft. (hover)  | fly 60 ft. (hover)  |
| <b>Challenge Rating</b> | 2 (450 XP)  | 5 (1,800 XP)  | 9 (5,000 XP)  |
| <b>Spellcasting</b>     |   |   |   |
| At Will                 | <i>line discharge</i><br>(at 1st level)                                     | <i>line discharge</i><br>(at 5th level)                                     | <i>line discharge</i><br>(at 11th level)                                    |
| 1/day each              | <i>hold the line</i> ,<br><i>ley disruption</i> ,<br><i>ley under cover</i> | <i>hold the line</i> ,<br><i>ley disruption</i> ,<br><i>ley under cover</i> | <i>hold the line</i> ,<br><i>ley disruption</i> ,<br><i>ley under cover</i> |
| 2/day each              | —   | <i>ley energy bolt</i>  | <i>ley leech</i>  |
| 3/day each              | —   | —   | <i>ley energy bolt</i>  |
| Force Push to Hit       | +5  | +7  | +8  |
| Force Push Damage       | 5 (1d6 + 3)   | 12 (2d6 + 5)  | 28 (6d6 + 7)  |
| Push/Blast Save DC      | 13  | 15  | 16  |
| Ley Blast Damage        | 6 (1d8 + 3)   | 12 (2d8 + 3)  | 25 (4d8 + 7)  |

## CHAPTER 5: SECRETS OF THE RAMAG

In this chapter, we discuss ramag Ley Wardens and some of the ley magic they rely on to fulfill their magical duties.

### RAMAG LEY WARDENS

The ramag from the Southlands were once allied with Glorious Umbuso, the mighty titan empire, and its people used their great aptitude for manipulating ley lines to construct the vast magical web that helped build great wonders. Though they were once human, centuries of exposure to the primal magic emanating from their ley-infused monoliths have transformed and warped them.

The ramag maintain an order called the Ley Wardens, many of which are geomancers. They seek out ley lines that become corrupted or “stuck.” These looping, diverted, or congested ley lines can trigger severe primal magic and in turn disrupt the countryside. About 500 ramag travel throughout the Southlands and beyond, seeking eldritch sites with malfunctioning ley lines and performing exacting incantations and related ceremonies that free the ley lines, preventing their unstable energies from overwhelming the landscape or causing unnatural catastrophes.

The Ley Wardens developed many secret ley magic items and spells to help them in their duties, a few of which are featured in **Chapter 8: Spells**.

### LEY LINE BURNOUT

Ley lines burn out if overtaxed. When a ley magic spellcaster suffers a backlash after failing their ability check to draw on the power of a ley line, the GM can roll a d20. On a roll equal to or lower than the spellcaster’s result for their ability check, that ley line is burned out for 1d4 days per strength of the ley line: 1d4 for weak, 2d4 for strong, 3d4 for titanic. When this happens, any spell being cast by a spellcaster drawing on the ley line fails, that spell slot is expended without effect, and the caster suffers a backlash effect. Casting *ley restoration* remedies ley line burnout.

### NEW LEY MAGIC FEAT

While rigorous study is required for any ramag who wishes to join the Ley Wardens, certain individuals possess a natural affinity for manipulating ley lines, making them ideal candidates for the order. Instances of ley sensitive individuals have also appeared among members of other races in Midgard.

The new feat below is an additional character option that extends the list of available ley magic feats featured in the **Introduction** (that is, Ley Initiate and Ley-Bound).

### LEY SENSITIVE

*Prerequisite: The ability to tap a ley line to augment your magic*

You have a natural aptitude to draw on the power of ley lines. You gain the following benefits:

- Increase your Intelligence or Wisdom score by 1, to a maximum of 20.
- You can add 2 to your spellcasting ability check when tapping a ley line’s power to augment your magic.
- You can tap a nearby ley line from 10 feet farther than the baseline 30 feet.
- You can extend the range and ley line proximity requirements of ley line spells by 10 feet.

### NEW LEY MAGIC ITEM

The Ley Wardens must travel vast distances as they seek out corrupted ley lines. When strong or titanic ley lines call for restoration, the Ley Wardens often must enlist the help of other geomancers to perform their reparation rituals. Given that few members of the order are accomplished enough to master teleportation spells, others are rewarded with special amulets capable of opening ley-infused travel portals.

### LEY PORTAL AMULET

*Wondrous item, rare (1 gem), very rare (2 gems), or legendary (4 gems) (requires attunement by a ley magic spellcaster)*

This bronze amulet of elegant ramag craftsmanship features one or more citrine gems embedded in its design. The number of gems is determined by the amulet’s rarity. A single gem can be charged by an attuned ley magic spellcaster when spending a long rest within 30 feet of a ley line. No two gems on a single amulet can be charged from the same ley line.

While wearing this amulet, you can use an action to expend the ley energy infused in a charged gem and open a portal for 1 round. For the duration, any creature can step into the portal by using 5 feet of movement and instantly appear within 5 feet of the location where the gem was originally charged or in the nearest unoccupied space if that space is occupied.



## CHAPTER 6: CLASS OPTIONS

In this chapter, we introduce new druid and ranger subclasses that greatly benefit from the weave of ley lines intrinsically embedded in the fabric of Midgard.

### DRUID SUBCLASS: CIRCLE OF THE LIVING WORLD

Druids of the Circle of the Living World take their worship of nature to the ancient source of its magic: the ley lines that form the lifeblood coursing throughout the world of Midgard. These druids meet at sites of strong magical power where ley lines converge into a nexus or even at natural and artificial anchor points for titanic ley lines such as ley monoliths, the peaks of enormous mountains, towering cliffs, volcanoes, forest heartlands, or a glacier's heart. Circle members act as natural caretakers for the primordial web of crisscrossing ley lines flowing throughout the land, and they work vigilantly to maintain the balance of eldritch energies, stabilize erratic ley lines, and restore corruptions in the mystical network.

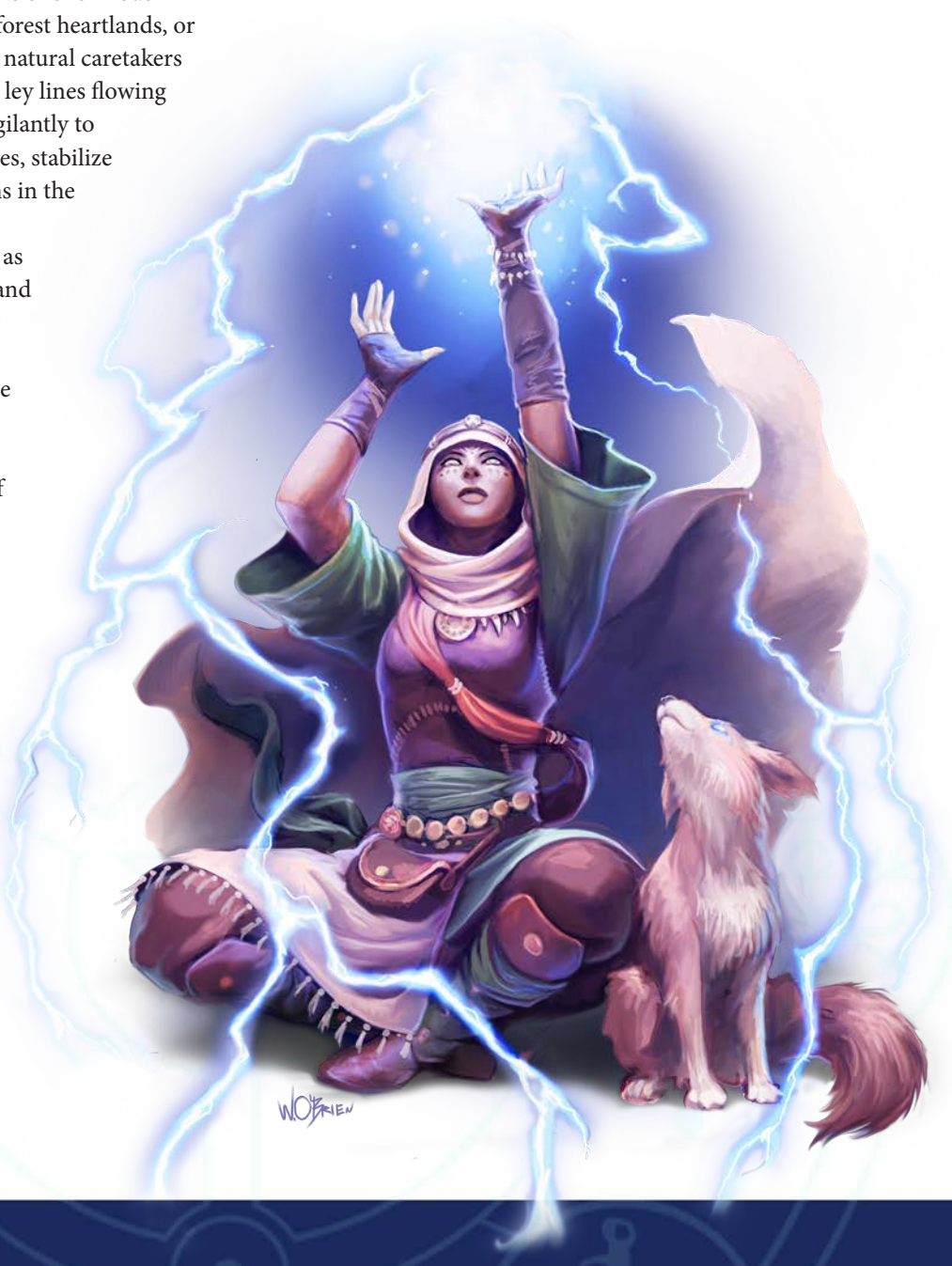
Senior members of the circle also act as independent advisors to other groups and societies invested in safeguarding the arcane fabric of ley energies and the shadow roads they power, including the ramag ley wardens, the mythical bards of Skaldholm, Nuria Natal's Honorable Society of Portal Wizards, the mages of Bemmea, and other wizardly factions.

#### LEY INITIATE

Starting at 2nd level, you can sense ley lines and draw on their power. You gain the following:

- 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 is visible to you in some obviously magical fashion.
- You can tap nearby ley lines located within 30 feet for their inherent powers.

- You are considered bound to a ley line for the sake of spells with specific effects when cast by a geomancer bound to a ley line (that is, *ley under cover*, *line extension*, and so on), but you cannot bind yourself to a ley line or channel their power from any distance like geomancers.
- You can recharge some of your magical energy by sitting in meditation and drawing power from ley lines around you. 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 Wisdom modifier (minimum of 1st level). You cannot use this ability again until you finish a long rest.



## CIRCLE SPELLS

Your mystical connection to the primordial energies that course through the world infuses you with the ability to cast certain spells. You learn a ley line cantrip of your choice. When you reach certain levels in this class, you gain access to circle spells powered by ley lines, as listed in the Circle of the World Spells table.

Once you gain access to a circle spell, you always have it prepared, and it does not count against the number of spells you can prepare each day. If you gain access to a spell that does not appear on the druid spell list, the spell is nonetheless a druid spell for you.

### CIRCLE OF THE WORLD SPELLS

| Druid Level | Spells  |
|-------------|---|
| 3rd         | <i>ley disruption, ley on hands</i>             |
| 5th         | <i>ley energy bolt, ley sense</i>               |
| 7th         | <i>ley restoration, ray of life suppression</i> |
| 9th         | <i>amplify ley field, lesser ley pulse</i>      |

### LEY LINE ATTUNEMENT

Starting at 6th level, you become more closely attuned to ambient ley lines, facilitating your ability to channel their power. As an action, you can expend a use of your Wild Shape feature to awaken your ley line attunement state, your body glowing with raw magical energies rather than transforming into a beast form. You gain a number of temporary hit points (non-stackable) equal to your Wisdom modifier (minimum 1) for each level you have in this class. While this feature is active, you gain the following benefits:

- Your body glows and emanates bright light in a 60-foot radius and dim light for an additional 60 feet.
- You extend the reach of your Ley Initiate abilities, allowing you to tap nearby ley lines located up to 120 feet away.
- You roll your spellcasting ability check with advantage to determine if you successfully harness the power of a nearby ley line.
- If no ley line is present nearby, you can extend yourself to tap any distant ley line on this plane of existence, but you must roll at disadvantage for your spellcasting ability check. If successful, roll on the **Weak Ley Line Effects** table.
- Your spell attack rolls and spell concentration checks are made with advantage, and your spell targets roll at disadvantage when attempting to save against your spell effects.

- Due to the vulnerability of your physical nature in this state, attacks against you are made at advantage, and you have disadvantage on Strength, Constitution, and Dexterity saving throws.

These benefits last for 1 minute, until you lose all these temporary hit points, or until you use your Wild Shape again. You can also end your attunement on your turn as a bonus action. Regardless of the cause, you must succeed a DC 10 Constitution saving throw when your attunement ends or suffer one level of exhaustion.

### LEY SPIRIT FORM

At 10th level, you can expend two uses of Wild Shape at the same time to transform into a lesser ley elemental spirit (see **Chapter 4: Expanded Ley Line Effects**).

You do not gain the innate spellcasting abilities of this spirit form and instead use the spellcasting abilities of your normal form. Any spell innately available to the spirit form is considered a known and prepared druid spell for you, which you can cast with a spell slot of the appropriate level. All your equipment (carried, worn, and held) is merged into your new form. Your spirit form acts as a spellcasting focus, but you are unable to cast any spells that consume material components or where a cost is indicated for a material component.

### LEY ANCHOR

At 14th level, your connection to the network of ley lines allows you to act as a momentary ley anchor. You can cast the *line extension* spell as if you had cast it using a 5th-level spell slot without expending a spell slot and without preparing the spell. Additionally, the connection or extension created by this spell acts as a temporary weak or strong ley line (your choice). You can cast this spell in this way a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest.

### RANGER SUBCLASS: LEY STRIDER

While all rangers are at home in the wild places beyond civilization, a select few extend their connection with the natural world to touch the very bones and blood of Midgard itself. Ley striders develop a deep bond with the rivers of power that crisscross the land. Trained to sense ley lines and utilize ley energy, these guardians of the scales of Veles preserve and protect the power that courses through the mortal world and the Shadow Realm both.

Ley striders are the self-appointed guardians of Midgard's network of ley energies and brave explorers



of the shadow roads. The mages of Bemmea frequently employ ley striders as scouts and consultants. In the Mharoti Empire, groups of dragonborn ley striders are dedicated to the preservation of the ley lines in service to Veles. In the Abandoned Lands of the Southlands, ley striders are among the Ley Wardens of Ramag, working alongside geomancers to identify and repair ley lines that become overtaxed. Beyond the mundane world of Midgard, many ley striders are bearfolk. Others are servants of the courts of the shadow fey: scouts charged with patrolling a realm they see as exclusively theirs. But regardless of their affiliations, all ley striders safeguard and revere the mystical energies that are the source of their powers and the lifeblood of the world.

### LEY INITIATE

At 3rd level, you already know of one relatively safe ley line road as well as the means to open the way. Work with your GM to determine the road's origin and destination and possible obstacles.

See the “Ley Lines and Geomancy” section in Chapter 5 of the *Midgard Heroes Handbook* for further information on ley lines.

In addition, you can sense ley lines and draw upon their power. You gain the following:

- 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 is visible to you in some obviously magical fashion.
- You can tap nearby ley lines located within 30 feet for their inherent powers.
- You are considered bound to a ley line for the sake of spells with specific effects when cast by a geomancer bound to a ley line (that is, *ley under cover*, line extension, and so on), but you cannot bind yourself to a ley line or channel their power from any distance like geomancers.



- You can recharge some of your magical energy by sitting in meditation and drawing power from ley lines around you. 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 Wisdom modifier (minimum of 1st level). You cannot use this ability again until you finish a long rest.

### LEY STRIDER MAGIC

Starting at 3rd level, you learn an additional spell when you reach certain levels in this class, as shown in **Table 4-3: Ley Strider Spells**. The spell counts as a ranger spell for you, but it doesn't count against the number of ranger spells you know.

**TABLE 4–3: LEY STRIDER SPELLS**

| Ranger Level | Spells                  |
|--------------|-------------------------|
| 3rd          | <i>land bond</i>        |
| 5th          | <i>ley under cover</i>  |
| 9th          | <i>ley energy bolt</i>  |
| 13th         | <i>ley restoration</i>  |
| 17th         | <i>lesser ley pulse</i> |

### LEY STRIKE

At 3rd level, you learn to draw on the ambient energy of ley lines to augment your attacks.

Provided that there is a ley line within 60 feet of you, as a bonus action, you can imbue your weapon, or weapons, with ley energy. Until the end of your turn, your weapons deal an extra 1d8 force damage on a hit. A creature can take this extra damage only once per turn. When you reach 11th level in this class, the extra damage increases to 2d8.

### SHADOW DEFENSE

At 7th level, your knowledge and experience with ley lines bolsters your defense against fey wiles and shadow corruption. Whenever you fail a saving throw against being charmed or frightened or against shadow corruption, you can expend a spell slot to reroll the saving throw, but you must use the new roll.

See “Shadow Magic” in the 5th Edition Appendix of the *Midgard Worldbook* for more information about shadow corruption.



### LEY DISTORTION

At 11th level, you learn how to twist the ambient ley energies to thwart someone else’s magic. When you see a creature casting a spell within 60 feet of you, you can use your reaction to force it to succeed on a Wisdom saving throw against your spell save DC or suffer your choice of one of the following effects:

- The spell is cast normally, but the spellcaster suffers backlash. The spellcaster must roll on the **Ley Line Backlash** table (see **Introduction**).
- The spell is cast normally, but the spellcaster suffers 3d10 force damage.

Once you use this feature, you can’t do so again until you finish a long rest.

You can also use it again by expending a spell slot of 3rd level or higher.

### LEY AMPLIFICATION

At 15th level, you learn to channel the power of nearby ley lines to bolster your abilities. As a bonus action, roll a spellcasting ability check but without the proficiency bonus to tap a nearby ley line. The DC of this check depends on the strength of the ley line (DC 10 for weak, DC 12 for strong, DC 14 for titanic).

After tapping the ley line, roll a d4 (weak ley line), a d6 (strong ley line), or d8 (titanic ley line). The result of this roll is then added to your choice of the following:

- All of your attack rolls.
- Your armor class.
- All ability checks and saving throws.

The benefit of the bonus you choose lasts until the beginning of your next turn. Once you use this ability, you must take a short or long rest before you use it again. Failing to tap the ley line does not count as a use of this ability.



# CHAPTER 7: LEY TRANSPORTATION AND SHADOW ROADS

In this chapter, we discuss the mysterious shadow roads. Information on this and the greater topic of arcane transportation powered by ley lines is scattered across a variety of sources. Here are highlights, cross-references, and new details to help GMs and players navigate the magical currents of ley lines and the means of accelerated travel they unlock.

## LEY LINES VS. SHADOW ROADS

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Just like the vast oceans that separate continents and the majestic mountain ranges that rip through the land, ley lines are a natural feature of the world of Midgard, as exemplified in the magical waters of the River Nuria, the nexus of ley energy at Bemmea, or the conjunction of ley lines at Demon Mountain, east of Zobeck. The elves created the shadow roads out of titanic ley lines to facilitate travel over considerable distances across the Shadow Realm. Known as fey roads by their creators, these conduits connect regions and empires of Midgard otherwise geographically separated, and some even allow travel to and from the Summer Lands of the elves on the flip side of the coin-shaped world. While every shadow road is borne from a titanic ley line, not every titanic ley line is a shadow road.

For more information about the lore of ley lines and shadow roads, see the *Midgard Worldbook*.

## OPENING A SHADOW ROAD

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The first step to traveling a shadow road involves finding the entrance. Every road is different, and no two work the same way. Table 1–7 in the *Midgard Worldbook* presents options for the general lore of a shadow road as guidance to the GM when assessing the requirements for traveling a fey road. In terms of opening a shadow road, some GMs may opt to involve a quest to retrieve a specific artifact capable of unlocking a portal within a shadow road, such as the *Key of Veles* (see *Midgard Worldbook*), an expensive (at least 10,000 gp) but reusable corroded, copper-and-mithral key with 10 charges, capable of locating and opening portals within a shadow road (or fey road).

The reality is that opening some shadow roads can be somewhat like opening a planar portal. The party needs to obtain knowledge of how to do it rather than simply cast a spell or make an Intelligence (Arcana)

check. Shadow roads should be used as an opportunity to design a story arc just to figure out how to open one, focusing on discovery and the narrative and not simply game mechanics. The adventure *Courts of the Shadow Fey* presents a prime example of investigative storytelling driven by the need to open a portal to a shadow road. You can find additional examples of travel via shadow roads in the recently released *Empire of the Ghouls* adventure.

Even when discovered, the entrance portal of a shadow road might have fallen into disrepair. Fixing the portal could be a matter of recruiting enough ley magic spellcasters to perform a *ley restoration* spell, or the party could be led on a treasure hunt to locate special ley artifacts capable of repairing the portal's magic. Contacting a ramag portal master (see *Creature Codex*) and convincing them to repair and open a portal is a worthy mission in and of itself.

As an alternative to existing shadow roads, some practitioners of blood magic have mastered the art of creating temporary shadow roads, as demonstrated in the 4th-level transmutation spell *St. Parvalas's risen road* (see *Midgard Worldbook*).

Traveling a shadow road literally opens the door to adventures in the alternate plane of obscured reality known as the Shadow Realm. The party will most likely need a guide, and countless dark encounters may arise along the way. For more information about this transient world of dark magic and mystery, see the *Midgard Worldbook* and the *Warlock Guide to the Shadow Realm*.

## TAPPING LEY LINES FOR TRANSPORTATION

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Methods of transportation and fast travel exist within the scope of ley lines beyond the shadow roads themselves. The Honorable Society of Portal Wizards (see *Midgard Worldbook*) oversees the Red Portals, capable of opening doorways not only to the shadow roads but also other planes of existence, dimensions, alternate realities, and periods in time. The society has developed several unique spells known only to its members. Rarely, scrolls bearing these spells can be found for sale in the markets of Bemmea, Mhalmet, or Kel Azjer. Red Portal spells can be found in the *Midgard Worldbook*, including *locate red portal*, *open red portal*, *reset red portal*, and *seal red portal*.

Catslide alleys also provide a quick means of transportation across the world of Midgard, though these

portals' workings are limited to cities where cats and other feline creatures are held in high regard. Take a wrong turn into one of these feline-riddled alleys and you may very well find yourself in a similar alley but located in another city hundreds of miles away. Travelers beware—some of these catslide alleys may only allow one-way travel, leading to a lengthy journey back after an inadvertent trip down the wrong alley.

For geomancers and other ley magic arcanists looking to exploit ley lines for fast travel, other possibilities exist. As covered in **Chapter 5: Secrets of the Ramag**, a *ley portal*

*amulet* can create a temporary portal to transport back to the site of a ley line where the amulet was previously charged over a long rest. Rumors also abound in Bemmea regarding a new ley transportation spell by a local scholar and academy instructor known as Ley Warden Khazdakhaal, a dragonborn geomancer. Discovery of the spell followed an investigation when the ramag wizard employed it to whisk away his geomancy pupil, known as Ratchet the Ratfolk, who had been framed by rival students and wrongfully condemned to “exile” (that is, death) by the Academy Council (see the spell *ley teleportation*).

## CHAPTER 8: SPELLS

Ley line spells are designed to magically access ambient ley energies surrounding the caster, creating localized effects within the influence of those lines. While many spell effects from various schools of magic can be enhanced by a ley magic spellcaster when tapping nearby or bound ley lines, other spells were crafted by geomancers to exploit the physical presence of ley lines in their surroundings. Ley lines effectively become a new required or optional component for many of these spells.

Remember that only ley magic spellcasters can learn and cast ley line spells after discovering them as written scrolls or being taught by another ley magic spellcaster (unless otherwise allowed by the GM).

### AMPLIFY LEY FIELD

*5th-level evocation (ley line)*

*(druid, sorcerer, warlock, wizard)*

**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 (ley line)*

*(druid, sorcerer, warlock, wizard)*

**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 (ley line)*

*(druid, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S

**Duration:** Concentration, up to 1 minute

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

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 (ley line)*

*(druid, sorcerer, warlock, wizard)*

**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.

### HOLD THE LINE

*1st-level enchantment (ley line)*

*(druid, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 30 feet

**Components:** V, S, M (a small twig with at least 4 shoots)

**Duration:** Concentration, up to 1 minute

You create a beam of sustained white energy that connects you to a ley line you can see within range. Roll 6d10: the total is how many hit points of creatures this spell can affect. The beam visibly connects with creatures located within 30 feet of the ley line as energy travels along its path, but no farther than 120 feet from the caster, affecting them in ascending order of their current hit points (ignoring prone and unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected by this spell is restrained for the duration of the spell. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

A restrained creature can make a Strength saving throw at the end of each of its turns against the spell save DC, ending the effect on itself on a success. Alternatively, someone else who can grab or shove the creature can use an action to make a Strength (Athletics) check against the spell save DC. On a success, the restrained effect ends on this creature.

If there are no ley lines within range of the caster, the spell has no effect. A geomancer with a bound ley line can instead target a single creature, rolling only 3d10 to determine how many hit points this spell can affect.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, roll an additional 2d10 for each slot level above 1st.

### LAND BOND

*1st-level transmutation (ley line)*

*(druid, sorcerer, warlock, wizard)*

**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.

### LESSER LEY PULSE

*5th-level transmutation (ley line)*

*(druid, sorcerer, warlock, wizard)*

**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 (ley line)*  
(druid, sorcerer, warlock, wizard)

**Casting Time:** 1 action

**Range:** 50 feet

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

**Duration:** 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 in the area when it appears, that starts its turn in the area, or that enters the area for the first time on a turn must succeed on a Dexterity 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 (ley line)*  
(druid, sorcerer, warlock, wizard)

**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 ILLUMINATION

*evocation cantrip (ley line)*  
(druid, sorcerer, warlock, wizard)

**Casting Time:** 1 action

**Range:** Self (60-ft.-radius sphere)

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

**Duration:** 10 minutes

Drawing upon nearby ley energies, you create an aura of illumination centered on you. Until the spell ends, all ley line segments located within 60 feet of the caster become visible to all, appearing as delicate shimmering waves, and shed light covering an area that extends in all directions within the area of effect along the path of the ley line. The brightness of the illumination is based on the strength of the ley lines. Weak ley lines project bright light for 15 feet and dim light for an additional 15 feet; strong ley lines project bright light for 30 feet and dim light for an additional 30 feet; titanic ley lines project bright light for 60 feet and dim light for an additional 60 feet.

The ley illumination can be colored as you like. The aura of illumination remains centered on you as you move.

If there are no ley lines within range of the caster, an aura of illumination that sheds bright light in a 15-foot radius and dim light for an additional 15 feet per strength level of the ley line (15 + 15 feet for weak lines, 30 + 30 feet for strong, and 45 + 45 feet for titanic) projects from the caster.

### LEY LEECH

*5th-level necromancy (ley line)*  
(druid, sorcerer, warlock, wizard)

**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 ON HANDS

*2nd-level evocation (ritual, ley line)*  
(sorcerer, wizard)

(druid, sorcerer, warlock, wizard)

**Casting Time:** 1 action

**Range:** Touch

**Components:** V, S, M (a small shard of zinc, a copper piece and a small vial of acid)

**Duration:** Instantaneous

You build a ley conduit between you and another friendly spellcaster you touch and replenish their magical energy with your own. The target must be a bard, druid, sorcerer, warlock, wizard, or any other spellcaster fueled by arcane energies (not divine power). Upon completion of the spell, you expend an *additional* 1st-level *source* spell slot and the target spellcaster regains one expended 1st-level spell slot. If you do not have any available 1st-level spell slots or if the target doesn't have any expended 1st-level spell slots, the spell has no effect.

When you cast this spell as a ritual, you expend a 2nd-level source slot to replenish the target's 1st-level spell slot.

**At Higher Levels.** When you cast this spell using a spell slot of 3rd level or higher, you expend a source spell slot of one spell level lower than the slot used to cast this spell to replenish a spell slot of the same level as the source slot. For example, when casting this spell using a 5th-level spell slot, you expend an additional 4th-level spell slot, and the target replenishes a 4th-level spell slot. Ritual casting always requires a source spell slot of one spell level higher than the replenished spell slot.

## LEY RESTORATION

*4th-level transmutation (ritual, ley line)*  
(druid, sorcerer, warlock, wizard)

**Casting Time:** 1 hour

**Range:** 30 feet

**Components:** V, S, M (two citrine gems each worth at least 50 gp, which the spell consumes, and a black pearl worth at least 500 gp)

**Duration:** 1 day

You perform an intense eldritch ceremony, acting as a channeling anchor to restore order in a ley line that you can see within range. You must be in contact with the ground to perform this ritual. Upon completion of the incantation, a looping, diverted, congested, or burned out ley line is repaired of any malfunction. Though the current negative effects are removed permanently, nothing prevents a ley line from becoming corrupted again in the future.

Regardless of its original state, a restored ley line becomes easier to tap by any ley magic spellcaster for a duration of 1 day following the end of the ritual. Spellcasting ability checks made to tap the line are rolled with advantage. When rolling for effect, you can roll twice on the associated **Ley Line Effects** table and choose which of the two results to apply to your spell.

A single caster can restore a weak ley line. Two casters are required to restore a strong ley line. Four casters are required to restore a titanic ley line or shadow road. Each caster must know the spell and have it prepared or scribed in their spellbook. Each caster must also possess the required material spell components. The black pearl is not consumed with the casting and can be reused.

## LEY SENSE

*3rd-level divination (ley line)*  
(druid, sorcerer, warlock, wizard)

**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 in 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 (ley line)*  
(druid, sorcerer, warlock, wizard)

**Casting Time:** 1 action

**Range:** Sight

**Components:** V, S

**Duration:** Concentration, up to 1 minute

A roiling storm cloud 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).

**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 (ley line)

(druid, sorcerer, warlock, wizard)

**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 TELEPORTATION

*5th-level conjuration (ley line)*

*(druid, sorcerer, warlock, wizard)*

**Casting Time:** 1 minute

**Range:** 10 feet

**Components:** V, S, M (a citrine gem worth 50 gp, which the spell consumes)

**Duration:** Instantaneous

You open a doorway of shimmering white energy within a strong or titanic ley line that you can see within range. The doorway links to another site of your choice that you have previously visited and that is located along the path of a strong or titanic ley line on the same plane of existence as you. Roll a DC 18 Intelligence (Arcana) check. On a success, a similar doorway opens at the desired destination. On a failure, the destination doorway opens 100 feet from the target destination, along the path of the ley line, for each point rolled below the target DC. Both doorways remain open until the end of your next turn. The first creature of Large size or smaller that enters the origin doorway instantly appears within 5 feet of the destination doorway or in the nearest unoccupied space if that space is occupied. The doorway closes after the creature steps through, and the spell ends.

The target creature can bring along objects (but not creatures) through the doorway as long as their weight doesn't exceed what they can carry. Other creatures carried through or objects thrown into the doorway simply bounce on its surface and fall to the ground at the point of origin.

## LEY UNDER COVER

*2nd-level conjuration (ley line)*

*(druid, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S, M (a piece of opaque glass)

**Duration:** Concentration, up to 10 minutes

You tap into a ley line within range and create an area of visual distortion that extends in both directions along the path of the ley line. The area is heavily obscured by the distortion, preventing creatures from seeing through it. The size of the distortion area is based on the strength of the ley line. Weak ley lines produce an area 10 feet wide by 10 feet high, running 50 feet in length along the path of the ley line. Strong ley lines produce an area 20 feet wide by 20 feet high and 100 feet long while titanic ley lines produce an area 40 feet wide by 40 feet high and 200 feet long. The area of distortion is not affected by walls, structures, or the elements (wind, snow, rain, and so on)

If there are no ley lines within range of the caster, the spell has no effect. A geomancer with a bound ley line can instead choose to similarly create a 10-foot-radius sphere of distortion centered on the caster, which does not move after being cast.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the length of the distortion increases by 50 feet (weak), 100 feet (strong), or 200 feet (titanic), or the radius of the distortion (caster) increases by 10 feet for each slot level above 1st.

## LEY WHIP

*6th-level evocation (ley line)*

*(druid, sorcerer, warlock, wizard)*

**Casting Time:** 1 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.

## LINE DISCHARGE

*evocation cantrip (ley line)*

*(druid, sorcerer, warlock, wizard)*

**Casting Time:** 1 action

**Range:** 60 feet

**Components:** V, S

**Duration:** Instantaneous

You point at one creature you can see within range, and a discharge of ley energy springs from the ground beneath it. The target must succeed on a Dexterity saving throw or take 1d6 force damage and is knocked prone. If you target a spellcaster currently holding concentration on a spell, they must roll at disadvantage on their saving throw to maintain their concentration.

If the target is 60 feet from a ley line, the discharge originates from that ley line instead, causing an extra 1d6 force damage per strength of the ley line (weak: 1d6, strong 2d6, titanic: 3d6). The spell has no effect if

the target is not in contact with the ground (such as the creature is swimming, levitating, flying, is suspended, on a boat, and so on).

This spell's damage increases by 1d6 when you reach 5th level (2d6), 11th level (3d6), and 17th level (4d6).

### LINE EXTENSION

*1st-level evocation (ley line)*

*(druid, sorcerer, warlock, wizard)*

**Casting Time:** 1 bonus action

**Range:** 30 feet

**Components:** V, S, M (a small magnet)

**Duration:** 1 round

You draw upon the distant energies of a bound ley line and target another spellcaster within range that you can see, creating a temporary ley line connection between you and the target. If the target is located within 30 feet of a nearby ley line, you create a connection to this ley line instead, using the target as a magical relay (a technique geomancers commonly call a "re-ley"). The target spellcaster must be a druid, sorcerer, warlock, or wizard. Unwilling spellcasters targeted by this spell can make a Wisdom saving throw to resist the connection. A successful save prevents the creation of the connection, and the spell has no effect.

If you are not bound to a ley line or there is no ley line within range, the spell has no effect. If the target spellcaster is a geomancer or a spellcaster with the Ley Initiate feat, the relay spellcaster can be used to extend a connection to a ley line located up to 60 feet from the target. The new ley line moves with you and the target, but if you move out of range of the target or the target moves out of range of the ley line, the connection breaks, and the spell ends.

The connection or extension created by this spell acts as a temporary weak ley line and remains active until the end of your next turn. It can be tapped by a geomancer or ley initiate or used as a nearby ley line for other spells and effects dependent on the presence of ley lines within range. When tapping the temporary ley line to enhance spells, rolls on a higher tier **Ley Line Effect** table (strong or titanic) are not allowed. A geomancer cannot bind to this temporary ley line nor can they lock it. This temporary ley line cannot be used for any ability that requires a nearby ley line at the end of a short or long rest. This temporary ley line's intensity cannot be increased using *amplify ley field*.

**At Higher Levels.** When you cast this spell using a spell slot of 2nd level or higher, the range to the target caster is extended by 10 feet, and the duration of the temporary ley line is extended by 1 round for each slot level above 1st.

### RAY OF LIFE SUPPRESSION

*4th-level necromancy (ley line)*

*(druid, sorcerer, warlock, wizard)*

**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 (ley line)*

*(druid, sorcerer, warlock, wizard)*

**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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