Leyline magic

The primal forces which comprise nature have their own magical energy, one which can be harnessed by wizards with proper training. By drawing their power from nature, leyline wizards can tap into primordial reservoirs of magic to gain access to new spells, empower their own spellcasting, or disrupt opposing forces which attempt to take root in their domain. The most powerful of such wizards can sew new leylines, transforming unnatural or inhospitable places into natural paradises with time. These wizards work closely with druids, and they can gradually heal environments that have been blighted or corrupted.

Natural Attunement

When you choose this arcane tradition at 2nd level, you learn how to attune yourself to the magic of leylines which course through nature. Each day when you prepare your spells in a natural setting, you may also attune yourself to the energy of a leyline. When you do, choose a list of circle spells from the druid’s Circle of the Land which match the environment in which you prepared your spells. These become your leyline spells, and the druid level shown on each list represents the minimum wizard level you must have to access the listed spells. In some cases, you can choose from multiple options based on the terrain (for example, a frozen shoreline might provide you with either the Arctic or the Coast spell lists). You can only be attuned to one leyline at a time. While attuned to a leyline, you gain access to any spells on your current list of leyline spells for which you meet the level requirement. For as long as you are attuned to a leyline, you always have these spells prepared, and they don’t count against the number of spells you can prepare each day. Leyline spells are not copied into your spellbook.

Leyline Spells

Add the following spells to each leyline spell list. These are available to wizards at 2nd level. Spells marked with an asterisk can be found in the Humblewood Campaign Setting book.

Circle Spells Added Spells

Arctic: grease, spiny shield*

Coast: create or destroy water, thunderwave

Desert: color spray, create or destroy water

Forest: entangle, veil of dusk*

Grassland: burning hands, elevated sight*

Mountain: fog cloud, thunderwave

Swamp: faerie fire, veil of dusk*

Thrum of the Land

Also at 2nd level, you learn how to channel energy from leylines to supplement your spells, infusing them with power. Whenever you are in an environment that matches a leyline to which you are attuned, you can apply one of the following benefits to any leyline spell you cast (chosen when you cast the spell):

- You gain a +2 bonus to attack rolls made with this spell.
- You gain a +1 bonus to your spell save DC for this spell.
- You have advantage on Constitution saving throws youmake to maintain concentration on this spell, and you canconcentrate on this spell for up to twice as long as it wouldnormally allow.

At 14th level, you can apply one of these benefits to a single spell of 6th level or higher when you cast it, so long as you are in an environment that matches a leyline to which you are attuned. You can’t use this feature again until you have completed a long rest.

Biorhythm

At 6th level, you learn how to channel the leyline’s energies to augment your body’s natural healing. As long as you are attuned to a leyline, whenever you use your Arcane Recovery feature to regain expended spell slots, you regain 1d8 hit points for each spell slot you recover.
Additionally, when you complete a short rest in a natural setting, you can attune yourself to a different leyline, following the rules of your Natural Attunement feature.

Natural Disruption

By 10th level, you can channel energy from your leyline to disrupt opposing magic. You can cast counterspell or dispel magic, without expending a spell slot, at the level of the highest spell slot available to you. Once you use this feature, you can’t use it again until you finish a long rest.

Leyline Weaving

At 14th level, you have learned how to alter the properties of magic around you, temporarily infusing even unnatural or hostile environments with the power of your leyline. By spending 1 hour in meditation, you can create a new leyline. This new leyline affects a 1-mile-radius area from the spot you meditated upon, which counts as the environment of the list of leyline spells you are attuned to for the purposes of using your leyline abilities. It is hard for a leyline to take root in unfamiliar spaces, and in 24 hours this effect dissipates. However, by using this ability to create the same type of leyline on the same spot each day for a full year, you can cause the effect to be permanent. This will forever alter the natural landscape within the zone you created, and you can choose whether the environment within this zone matches your leyline or combines the features of your leyline’s environment with those naturally present.

Revision #1
Created 30 November 2021 00:51:49 by Andrej
Updated 5 November 2025 04:57:44 by Andrej