

# Everyman Minis Ley Line Qualities



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## ABOUT EVERYMAN GAMING, LLC

Everyman Gaming began as the blog of Alexander Augunas in January 2014, where he wrote about Pathfinder Roleplaying Game tips, tricks, and techniques for both players and GMs. In May of 2014, Alex began talks with the Know Direction Network about bringing his blog to their site under the name *Guidance*. At the same time, Alex transformed Everyman Gaming into the company it is today so he could begin self-publishing his works. In 2016, he teamed up with Rogue Genius Games to release *Ultimate Occult* and has remained with them since.

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## Welcome to Everyman Minis!

From the company that brought you jewels such as *ULTIMATE CHARISMA*, *MICROSIZED ADVENTURES*, and the *EVERYMAN UNCHAINED* series, *EVERYMAN MINIS* is a serious attempt to answer the eternal question that every publisher has—can we do more for you, the customers of Everyman Gaming LLC? Can we provide more for you? Can we create small snippets of interesting ideas on a weekly basis that will genuinely help to improve your game? We sincerely believe that the answer to all these questions is, “Yes,” and so *EVERYMAN MINIS* was born!

*EVERYMAN MINIS* combines top *PATHFINDER ROLEPLAYING GAME* talent with the creative minds who have been producing the Everyman Gaming content that you know and love from the very beginning. They focus on a single theme—an idea that takes a variety of forms. Some *EVERYMAN MINIS* are designed to offer small snippets of support to existing Everyman Gaming products, while others contain ideas that while cool, are often too specialized for other Everyman Gaming products. Some are simply vetting grounds for new ideas, while others are tried and true. Regardless of the theme or idea, all *EVERYMAN MINIS* are intended to add something cool or weird to the *PATHFINDER ROLEPLAYING GAME*. We believe that every Everyman Gaming product is something special and wonderful, no matter how small, and hopefully after reading this installment of *EVERYMAN MINIS* you’ll feel the same!

~ Alexander Augunas

## What are Ley Lines?

Acting like great rivers of magical energy that traverse all known corners of creations, ley lines are the veins and arteries of reality. Ley lines converge into vast networks at geographic and cosmological features both great and small, and provide great knowledge and power to those willing to tap into them. Although *Everyman Minis: Ley Line Qualities* explores the topic of ley lines in depth, the basic rules regarding ley lines can be found in the ley line section of Chapter 6 in *PATHFINDER ROLEPLAYING GAME: OCCULT ADVENTURES*.

The following feat makes it easier for savvy characters to locate and tap into ley lines.

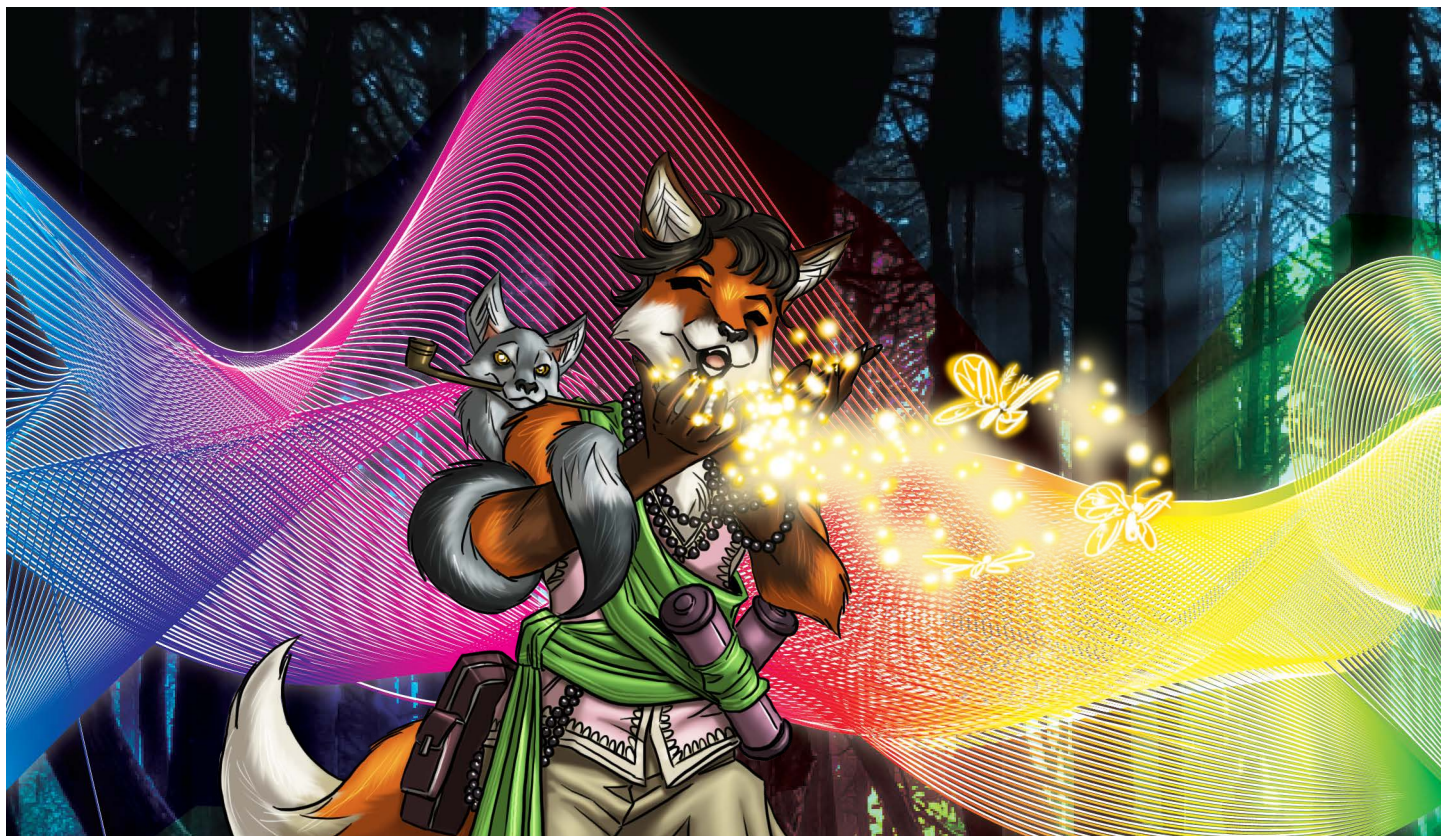
### Ley Line Adept

You have studied the occult energies that flow through ley lines and are practiced at recognizing them and using them to augment your power.

**Prerequisite:** Spellcraft 3 ranks

**Benefit:** You gain a +3 competence bonus on Spellcraft checks made to tap into a ley line or identify a ley line’s additional qualities. Once per day, you may attempt a Spellcraft check to locate an accessible portion of a ley line as if you were using the dowsing skill unlock. You can willingly break your bond with a ley line as a standard action.

**Normal:** Your bond with a ley line is permanent.



## Findings Ley Lines

You can find accessible portions of a ley line or track the course of a ley line as it flows through the plane using the dowsing skill unlock (see the skill unlock section in Chapter 5 in *PATHFINDER ROLEPLAYING GAME: OCCULT ADVENTURES*) with the DCs listed on the table below.

**Locate Accessible Portion of a Ley Line:** On a successful check, the dowsing rod points to an accessible portion of the most powerful ley line within range.

**Follow a Ley Line:** On a successful check, guidance from your dowsing rod allows you to trace the course of 1 mile of the ley line, plus an additional mile for every 10 by which your check exceeds the DC, as if you using the Survival skill to follow tracks. You are able to track the course of the line even when it is inaccessible, as long as it is within range. Should the line become impossible to track due to moving out of range (such as sinking deep underground or rising high into the atmosphere) or crossing into another plane, a successful check reveals the reason for losing track of the line. You must have successfully located the ley line using the dowsing skill unlock or other means before attempting to follow its course.

**Table: Ley Line Dowsing**

Dowsing Target	DC*
Locate assessable portion of a ley line	20
Follow a ley line	25

\* Reduce the DC by 1 for every 2 caster levels of the ley line.

## Ley Line Site Qualities

Because of the strange conflux of magical energies that exist at a site where ley lines are accessible, many such sites possess additional qualities that create magical anomalies in localized regions. Such anomalies are known as qualities. Ley line qualities are rare, and few ley lines possess one quality, if any. A character studying a ley line with detect magic or similar means can identify any qualities that a ley line has with a Spellcraft check with a DC equal to 15 + the ley line's caster level.

For the purpose of any qualities it possesses, each site's area of emanation is equal to the size of that specific site's accessible area, plus 100 feet beyond the site. If a quality's effects are attunement-only, they apply only to creatures who have successfully attuned to the ley line.

**Alignment:** The site has a predisposition to a certain alignment. The ley line's area of emanation gains planar traits associated with its alignment (see the planar adventures section in Chapter 7 in *PATHFINDER ROLEPLAYING GAME: GAMEMASTERY GUIDE*). The ley line's planar traits are mildly aligned if its caster level is less than 10, or strongly aligned if its caster level is 10 or higher. A ley line has two planar traits if it is associated with an alignment with two alignment components (such as chaotic good or lawful evil).

**Corrupted:** Vile power has corrupted the site, causing dangerous features to manifest along its course, causing a particular type of hazard to manifest within its area of emanation (see the hazards section in Chapter 8 of *PATHFINDER*

*ROLEPLAYING GAME: GAMEMASTERY GUIDE* and the environment section of Chapter 5 in *PATHFINDER ROLEPLAYING GAME: HORROR ADVENTURES*). Any hazard or hazards that manifest in this manner must have a combined CR that is equal to or less than the ley line's caster level. If such a hazard is destroyed or cleansed, it reappears after 24 hours unless the ley line is destroyed.

**Elemental:** Sites with this quality are common in areas where extreme geological or meteorological phenomena occur. The site is associated with a specific elemental descriptor (such as air, earth, fire, or water). Spells and effects with this descriptor that are used within the site's area of emanation add +1 to their save DCs and deal +1 damage per damage die.

**Manifest:** Due to either an intrinsic quality of its power or some reaction with its environment, the ley line's energy is visible to the naked eye at the site. This visual manifestation can take many forms, though it is often a shimmering curtain of energy with a height in feet equal to its caster level. The Spellcraft DC to find the ley line is reduced by 5, and creatures can study the ley line to determine its caster level and qualities without the aid of *detect magic* or similar spells.

**Microsizing:** Certain ley lines distort reality within their area of emanation, causing one or more types of specific creatures to become Microsized Creatures (see *MICROSIZED ADVENTURES*). The nature of this transformation varies from ley line to ley line, and isn't determined by the ley line's caster level—some ley lines diminish creatures only while they are within their emanation, while others are permanent and require creative means to return to normal.

**Restricted:** Some ley lines are only accessible by creatures who meet specific criteria, such as age, alignment, race, or sex, or even more esoteric requirements such as being born during a full moon or having heterochromic eyes. All Spellcraft checks made to tap into the ley line automatically fail if the creature does not meet the ley line's criteria. A ley line's criteria can be circumvented by making a successful Use Magic Device check to emulate the required criteria. The DC for this check is equal to the Spellcraft DC to tap into the ley line. If the ley line has multiple restrictions that the creature does not meet, he must succeed on a separate Use Magic Device check for each criteria separately before he can attempt to tap into the ley line.

**Specialized:** A site with this quality resonates with the energies of a specific type of magic. This can be a school, a subschool, or a descriptor. Spells belonging to this type of magic gain a +1 bonus to their caster level if cast within the ley line's area of emanation. This bonus stacks with the bonuses for attuning to the ley line.

**Sylvan:** The site's influence enhances magic's effect against animals and planes. Any animals, plants, or vermin summoned within the ley line's area of emanation gain the giant creature simple template, and all spells that specifically target animals, plants, vermin, or inanimate plants gain a +1 bonus to their save DC.

**Wild:** The ley line's flow is variable and demonstrates unpredictable ebbs and surges. All spells cast within the site's area of emanation have their caster level altered by 1d4–2. If this lowers the caster level below the minimum to cast the spell, the casting fails and the spell is wasted.

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Kill some **witches** and raise a  
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