



Leylines

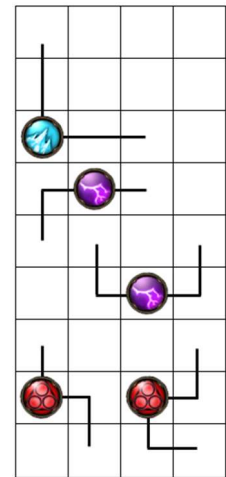
Here at Castle Aldrheim we're strong supporters of magical research, especially when we have a surplus of novice mages at our disposal! Right now, we're working to map the currents of magic, or leylines, around the castle. The area we'll have you looking at has a high concentration of the elemental magicks of ice, arcane, and lightning, so here's what you need to know:

The ice element bends the leyline where they intersect and the leyline remains straight in the area before and after the ice element.

The lightning passes through the lightning element in a straight line and the leyline always bends in the area before or after the lightning (or both).

The arcane element bends the leyline where they intersect, and the leyline always bends in the area before or after the arcane element (or both).

The leyline travels in a single line without splitting off or crossing over itself and it can bend on its own. It passes through each element in the area before returning to the wizard that's doing the surveying in order to form a single loop. Keep in mind that the leyline bends as it passes through the wizard as well, wizards being arcane creatures themselves.



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