



MAGIC / STREETS



A world by Nefepants and SignHerePlease

An ongoing work-in-progress

Last update: 11/30/20

What is MAGIC | STREETS?

MAGS is a very casual fictional universe where we can worldbuild without worrying too much about perfect writing, continuity or excessive worldbuilding details.

Just a loose but solid framework for magical shenanigans!

WORLD / DETAILS

Basics

- The combined world of the realms is called Sepvarian (will probably change this later lololol)
- Magic is everything. Most people practice it, it's used to power advancements in place of technology and is a very common but still revered part of daily life.

- War, money, formal government and systemic racism also do not exist.
- People can specialize in a certain kind of magic, but everyone can learn every school of magic if they choose to.

The 7 magic realms

- The number 7 is significant in this universe. Seven points on the visible light spectrum, seven types of magic and seven divine realms.
- The types of magic and its corresponding color:
Fire (red), Air (orange), Electric (yellow), Nature (green), Water (blue), Metal (indigo), Plasma (lavender)
- **Chaos (pink)** is the secret 8th element. Involves black holes, gravity manipulation, entropy, etc.
- All magic is connected, but some have unique relationships, some parts of each dimension even have intermingling areas. (Fire+Air, Nature+ Water, Electricity+Plasma, Metal+Nature)
- There are seven realms hovering parallel to the mortal plane, each corresponding to the seven types of known magic.
- Although not directly connected to the mortal plane, travelling between magic realms is easy and requires burning a mixture of herbs at a certain time of day. These instructions are passed down by magic families or found in fairly elusive tomes and scrolls.
- Visiting these places can lead to a lot of spiritual growth and learning more ancient techniques and spells, which is why those who can visit these realms are more knowledgeable than the average person.
- Even if you can't access these magic realms you can still learn and practice magic, although what you learn will be somewhat limited.
- The realms themselves are dreamlike- almost foggy in appearance- and is almost fully bathed in the color of its corresponding magic. Even the ground, sky and buildings appear to be the same color.
- Aside from the color and dreamlike nature, they function and look similar to the mortal realm and have fairly similar cultural values. There are homes, stores, schools and other places you'd expect in a civilization.

Species + races

- **Human** | Humans in this universe have much longer lifespans. Mainly live in the mortal realm, but often move to other realms to further their learning.
- **Keeper** | Elementals that exist to help keep balance in the universe. Rarely cast spells or practice active magic, only transfers energy from one place to the other. Very dedicated to their duties, but still curious about other lifestyles and experiences, especially that of other beings. The keepers have no defined species and features can vary greatly from conception.
(Levels of elementals: normal, grand, ascendant)

Air dimension

- **Avias** | The most common bird-like creature, have humanoid arms and cannot fly. However, they can make up for it with magic. Human in size
- **Harpie** | The flying type of bird, very adept at flight but very low capacity for magic. Similarly human in size, although some grow to be larger as apex predators. (Not related to hare harpies)
- **Hare Harpies** | Large, semi-upright walking rabbits with wings instead of front legs. Slightly more intelligent than most creatures, even humans. Extremely stuck up to other species, all share a psychic link and can communicate entirely nonverbally for reasons still unknown. (Although they share the same name as harpies, there's no relation and is mostly a reference to their similarly evolved wings) Native to the air dimension. Around 2-4 feet tall.

Nature dimension

As a lush jungle paradise that's nearly impossible to measure from end to end, it has the most diversity in regards to creatures and unique species.

- **Ubasta** | Humanoid cats descended from Bastet. Natives of the nature dimension. Some of the most powerful users of magic species-wise, as infants they already have a lot of magic ability. Very statuesque, at least 7 feet tall. Always upright
- **Sphinx** | Chill creatures that are the offspring of a human and an ubast. Naturally take on a four-legged posture, but can shapeshift slightly into walking upright. Always has big paws.

Fire dimension

- **LOREM IPSUM** | blah

Electric dimension

- **LOREM IPSUM** | blah

Water dimension

- **LOREM IPSUM** | blah

Metal dimension

- **Metaguard** | Mostly non-sentient creatures that exist only to protect and well...guard certain areas in the metal dimension. Usually created by a metal magic user, but sometimes are “born” apropos of nothing in random spots where magic-laden metal seeps out of the ground.

Plasma dimension

- **LOREM IPSUM** | blah
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Items

- **Magic well** | A conduit used to collect and gather up magic energy. Although they are staffs, they aren’t capable of casting spells. Wells are mainly wielded by keepers, but other species can obtain one and take on the duties associated.



Tesla's staff

- light & plasma
- 20 ft. long
- orb on top behaves like a plasma ball, feels tingly to the touch
- it can't cast spells, but in emergencies the energy stored can be released (depending on how much is stored, this can either turn the well into a harsh flashlight or a devastating laser)
- in rare scenarios, the staff produces and emits electricity

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MAGIC STREETS UNIVERSE: energy wells

wells are signature tools used by elemental keepers of all kinds. these giant staffs are nearly weightless and can dematerialize for easy storage.

they're only used to collect & store specific magic.

keepers forge their own wells by using a piece of their life force. they can make more than one, and wells can be used by non-elementals, often given as a gift or gesture of kindness.


the main function of both elementals & magic wells is to help maintain balance in the universe. after magic is collected, it's taken to a sanctuary and transferred to a cosmic pool.

Gathering energy around the universe like this leads to a rather nomadic lifestyle with a lot of traveling and wandering.

- **Wand** | There are many different types of magical talismans people choose for themselves, but wands are the most common and least complicated. Acts out the intent of the user and is synchronized with their user's mind.

Notable places + landmarks

- **Sanctuaries** | Vitally important social hubs. There are magic pools, libraries as well as living quarters open and available to all who need it.
- **The Amperium** | The plasma realm's main sanctuary.
- **The Ferros Tower** | The metal realm's main sanctuary, a large pillar-like building with shifting metal here and there that spins counterclockwise upwards. Semi-liquid, semi-solid.

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- **Magic pools** | Although magic pools are commonly located in sanctuaries, there are dozens more of them scattered around each realm as stand-alone landmarks.
 - **The Nova ancestral home** | A mildly famous place in the mortal world. Although not particularly special or historic, Nova is one of the older human clans and has a respectable underground library.