

Magic In Earth-like World

Status: Basic level in progress

Anything written in [blue, in square brackets] is a note from me about the work I'm doing for you and where I'm heading with it.

Spell Ideas

[Here are some of the most common 'basic' (ie., non-complex) spells according to Wiccan witchcraft, and the stones and plants that are used to cast them. I'll adjust them according to the ecosystem we develop, change some names, and add or change any other details that will help make your magic system unique.]

- "Awakening"
 - Initial thoughts: Parents may use this on their offspring; prey animals may use it to stimulate plants to grow more, so they have more food
- "Banish"
 - Initial thoughts: one yet
 - Useful stones: Black tourmaline.
- "Clarity"
 - Initial thoughts: Panicking prey animals may use this
 - Useful stones: Clear quartz. Blue aventurine.
- "Courage"
 - Initial thoughts: Mother prey animals with young to protect may use this; young animals starting to live independently; mother birds may cast this on their nestlings to get them out of the nest sooner.
 - Useful stones: Tiger's eye. Hematite. Sunstone.
 - Useful herbs: Pepper, basil, chives, horseradish, nettle.
- "Fertility"
 - Initial thoughts: Creatures that actively wish to breed get pregnant more easily. Most effective with females?
 - Useful herbs: Cinnamon, mint, coriander.
- "Focus"

- Initial thoughts: For apex predator animals that must perform difficult hunting. Polar bears hunting seals, etc. Good for if they get hungry and hunger's clouding judgement.
- "Friendship"
 - Initial thoughts: Useful for encouraging cooperative relationships + obscuring predator-prey relationships. V. Helpful so may have led to some predator-prey becoming cooperative.
 - Useful stones: Dalmatian stone. Ruby fuchsite.
- "Harmony"
 - Initial thoughts: Cast by lower-ranking members of groups if the group's being aggressive towards lowest-ranking members.
 - Useful stones: Dalmatian stone. Fluorite.
- "Healing"
 - Initial thoughts: Injured hunters would need this. Prey of venomous animals may use it too.
 - Useful stones: Rose quartz. Angelite. Unakite.
 - Useful herbs: Allspice, cinnamon, angelica, coriander, poppy seed, chamomile.
- "Inspiration"
 - Initial thoughts: Birds of Paradise may cast this to make better dances? Also waterbirds who already dance?
 - Useful stones: Amazonite, Carnelian. Red goldstone. Labradorite.
- "Intellect"
 - Initial thoughts: Parents may use this when training their offspring – predators more so?
- "Joyful energy"
 - Initial thoughts: Animals that can have fun may use this: dolphins breaching, monkeys eating well, dogs and rats playing.
 - Useful stones: Citrine. Labradorite.
 - Useful herbs: Cinnamon, feverfew, mint.
- "Love"
 - Initial thoughts: Social or monogamous animals may cast this.
 - Useful stones: Rose quartz.
 - Useful herbs: Sorrel, vanilla, cinnamon, coriander.
- "Luck"
 - Initial thoughts: Hunters have a higher hunt success rate.
 - Useful stones: Aventurine. Moss agate.
 - Useful herbs: Allspice, comfrey, nutmeg, heather.
- "Money"

- Initial thoughts: Creatures that collect things, such as birds building nests, have better luck accruing their building materials.
- Useful stones: Aventurine. Pyrite.
- Useful herbs: Basil, dill, cinnamon, ginger, spearmint, allspice, chamomile.
- “Passion”
 - Initial thoughts: Animals seeking a mate. Used by males?
 - Useful stones: Moonstone.
- “Peace”
 - Initial thoughts: The leader of, say, a beaver dam, may use this to calm its clan or to make home feel more like home.
 - Useful stones: Howlite. Blue calcite.
 - Useful herbs: Marjoram, mint, sage, lemon balm.
- “Protection”
 - Initial thoughts: Prey animals, plants, and insects are able to go about their day without being predated.
 - Useful stones: Black tourmaline. Pyrite.
 - Useful herbs: Angelica, basil, bay, cinnamon, cloves, dill, garlic, mint, peppermint, pepper, marjoram.
- “Psychic”
 - Initial thoughts: Prey and predators may use this to get one step ahead of their predator/prey.
 - Useful stones: Lapis lazuli. Prehnite. Apatite.
- “Ward”
 - Initial thoughts: None yet

[There are more magically inclined plants and stones than this, but those are the main ones I'll focus on for now, if you like.]

My Notes From Liaising With You

How Magic Works

Some spells must be invoked, and only animals capable of learning have achieved these. However, some effects occur simply by being in the presence of a particular mineral or plant, and this influences some animals too.

Anyone can use any kind of spell, but using them effectively takes skill, which can take years to develop. This suggests that if ferals are using magic then some may simply not have the lifespan needed to use spells effectively.

Spells can be verbalised, and will require onomatopoeias.

[I'll work on coming up with verbalisations and onomatopoeias for them all.]

Background of Magic

Magic came from the underworld realm, which is called Agartha. Agartha has been inaccessible for most of history due to being barred by a set of gates.

3,000 years ago, the gates to the underworld opened for 1,000 years, before being closed. That allowed creatures that had evolved in the underworld to come out and begin to live/interbreed with overworld life, and for creatures to get down there.

Magical Locations

While humans may not ever have existed, locations where ancient buildings have been constructed will still be helpful if you're happy to include them, as those are often what connect ley lines.

Ley lines used to be powerful but most are now broken and no longer effective. It's rare to find one that still works.

[There are all sorts of species that create structures, some long-lasting, some not so much. Beavers are a great example as they produce dams, and burrow systems may be worth looking at. I'll do some research to work out where those are likely to show up, so that I can make you a set of ley lines.

For now, here is a list of other animals that may create focal points for ley lines:

- Sociable weavers
- Vogelkop bowerbird (home would be less permanent)
- Compass termites
- Honeybees? Can they take advantage of magic?
- Red ovenbird
- Baya weaver (less powerful as individual? They can form colonies)
- Wasp (paper nests so maybe less powerful?)
- Montezuma Oropendola (another nest-building colony bird)
- Swallow

See here for more information/photographs:

https://www.boredpanda.com/animal-architect-wildlife-home/?utm_source=ecosia&utm_medium=referral&utm_campaign=organic

Summoning Circles

These are less permanent, and don't seem likely to be used as ley lines, but they'll be worth exploring anyway. Some animals will have learned to create these to fulfil a wish or desire. Note: they can be drawn, or they can be visualised. The fact that psychic energy is a genuine force in this world means that visualised summoning circles may be significant, especially with communal animals.

You mentioned that these are inefficient means of using magic. My understanding before reading your feedback was that magic is ubiquitous enough in the world that the ferals (and possibly the plants too?) are capable of using magic, and some may end up making their own circles if nothing better is available.

Credits

World belongs to Anon

Worldbuilding belongs to [The Character Consultancy](#)