

The World Bible of CHROMA

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Our Vision

Taking the time to create an extendable and fleshed-out world requires not only creative energy, but also the ability to develop culture, geography, and language that defines the people in the world we make. Our values as a group led us to create a world on a high level that does not rely on the exploitation of the peoples or resources of the world. We do not wish to devoid our world of conflict or divisions at all, but rather hope to have communities that rely on the innate power and magic they have and to have exploration without timelines that focus on war. In addition, our world wishes to step away from the normative structures of gender and gender roles and explores a world where the size of bodies is much larger than that portrayed by many cultures in the world today. Please take our world and immerse yourself into it with kindness in mind.

History of Chroma

Chroma is a planet composed of six major continents, separated by large rifts filled with powerful magic. However, it wasn't always like that. The planet was originally completely covered in a single supercontinent. Climates ranged from tropical jungles to temperate forests and arid deserts. The topography was mostly flat. There are no oceans on Chroma, but there are plenty of rivers, lakes, wetlands, and other bodies of water.

The core of Chroma is composed of magic in a molten and liquid format, which serves as a major energy source for the planet. For many eras, this was unknown to Chroma's residents because the magic was unmanifested on the surface and did not affect life on the planet. At the time, most life was cold-blooded, supported by a single strong major star in the system. The planet is also host to two moons; one orbits Chroma once a day, and the other orbits Chroma once every six solar days. Chroma was abundant in plant life, with a large rainforest belt that petered out into temperate, deciduous, and eventually boreal forests. Organisms that lived on Chroma when it was a supercontinent included many shelled organisms, as the land is rich in calcium and salt and therefore ideal for the process of calcification. Flight had not yet evolved as there was little need for long-distance travel and no terrain that would pose a problem to land-dwelling species. Chroma was home to one sentient species, the Chromads (scientific name: *Tupemi ingoma*). Chromadi people resided in societies ranging from small tribes to large cities across the planet, though the majority lived along the edges of the rainforest belt and the temperate zones.

About 160,000 years ago, an iridescence occurred which caused the continent to suddenly and violently shatter. Over a period of 10,000 years—intensely rapid on a tectonic scale—the supercontinent separated into six major continents. Not only did this cause a mass extinction event and create population isolation, it also exposed the magic core of the planet. Due to the planet's magnetism, the magic took on six different aspects, each corresponding to a color when exposed to light from Chroma's star. Each aspect coalesced in one geographic region; notably, the new spaces between the continents, or "rifts," flooded with powerful physical magic. While all magic has the same basic chemistry when manifested physically, the six types of magic have drastically different functions in nature and when synthesized by organisms, which will be detailed in the **Magic** section below.

Organisms on the planet quickly realized that the use of magic would be integral to survival in this harsh new environment. New mountains and valleys had been created, frequent earthquakes shook the land, and upwellings of magic swept the continents in volatile storms or seasonal tides. More importantly, populations had been separated—for example, a city was suddenly split in two by an uncrossable rift, and a different aspect or color of magic was primary on each group's new continent. Cities and countries were bisected, though many were purposefully deconstructed when the earthquakes began. The magic could not be harvested or eaten; rather, it had to be synthesized using light, water, and an energy input. Organisms learned how to synthesize and evolved to take on new skin, fur, and scale colors that would allow them to optimize their use of one specific aspect of magic. Flight evolved quickly with the help of gold magic, which had flooded the atmosphere, allowing creatures to cross a few of the rifts. Fungi began to dominate landscapes as well, thriving in the new environment.

The six major continents on Chroma each function as a single country with unique culture, perspectives, terrain, and appearances of the flora, fauna, and Chromads. Read on to learn more about the beautiful diversity of this world!

Geography, Maps, and Rifts



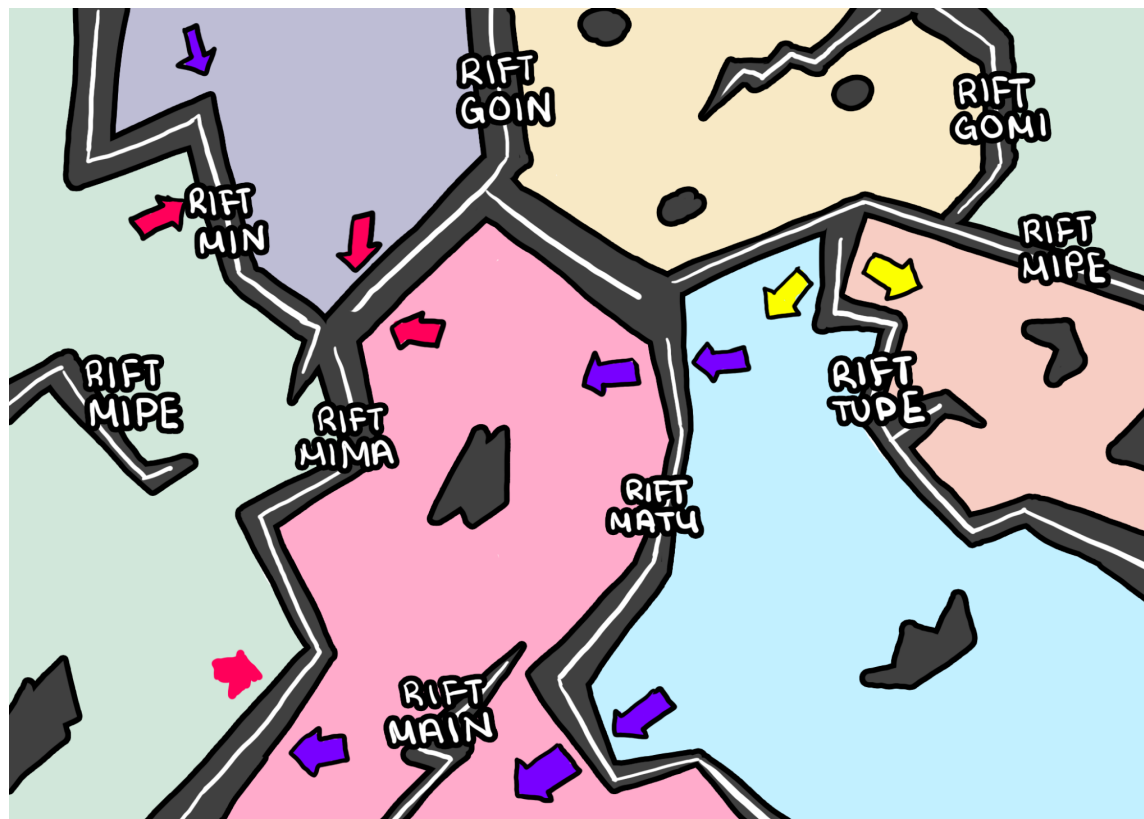
The continents are simply named after their colors: Mint, Magenta, Turquoise, Peach, Gold, and Indigo. The names correspond to the primary color present on each continent. For example, in Magenta, the majority of large structures, flora, and fauna are various shades, saturations, and vibrancies of Magenta. On the globes above, you can see icons that correspond to the various topographical and environmental elements present on each continent, which will be explored in further detail below.

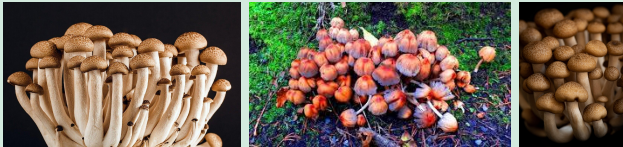
The continents are often grouped in twos: Mint and Magenta, Turquoise and Peach, Indigo and Gold—due to the colors present on each continent and the magic used there. You'll notice these are opposites of each other on the color wheel; keep this in mind for the section on magic.

The continents are separated by Rifts, massive fissures on the planet of Chroma. Rifts were formed after the massive shattering event about 160,000 years ago, when the tectonic plates began pulling apart from one another to form continents. At the time, six major Rifts were formed, each reaching down to the core of the planet. As the core of Chroma is composed of molten magic, each Rift touched and brought to the surface one of the six aspects or manifestations of physical magic. These aspects correlate to

specific colors on the surface. Inside the Rifts are ultra-powerful and often convoluted versions of each aspect of magic. The contents of each rift have, over time, influenced the continents they border. Energy from the Rifts seeped out across the land, changing topography, ecosystems, and even biology. For example, the organisms that live along the the MaTu rift, which holds powerful Mint and Peach magic, have adapted to use those types of magic via pigmented cells.

Because rifts separate continents, their contents determine whether or not neighboring civilizations are able to make contact with one another. However, not all of the divisions between continents are Rifts. Some are mountain ranges, and some are simply normal crevasses, wetlands, or other areas of instability.



Rift Name	Contents
MaTu	<p>Vines that are either helpful or evil depending on season.</p> <p><i>Helpful:</i> Turquoise (magic upwelling), Peach (vines in bloom!), Indigo (fruits)</p> <p><i>Unhelpful:</i> Magenta, Mint, Gold seasons</p>
TuPe	<p>Stitched together ravine/rift. Thick ropes of organic material that sew the cliffs together. This rift can be crossed easily with specialized vehicles to traverse it. A giant worm-like beast resides in this rift and feeds on magic from the core of the earth. The worm is reborn every 6 cycles, and is considered a friendly creature by those civilizations nearby.</p>
MiPe	<p>Mushroom colony, the Great Mushroom Network™.</p> <p>Changes with the seasons, growing to uncrossable heights and depths during Turquoise, Peach, and Indigo. The mushrooms are not dangerous but rather a barrier. Some civilizations consider the mushroom network to be a sentient organism with its own goals and desires.</p> <div data-bbox="470 777 1089 922">  </div> <p>Every day, tidal-style magic flows from the bases of the mushrooms to the tops in many ebbs/flows throughout the day. It also flows from side to side, coalescing on one side of the rift and lending that continent magic, then the other. The tides can be predicted similar to ocean tides on earth.</p>
MIn	<p>Deep ocean.</p> <p>The sunlight never touches this rift and no one knows why. It is dangerous and uncrossable. The waters are dark and bioluminescence reigns. Things with teeth that are see-through, vent worms, and creatures unknown to any above the surface live here. Those who dare to enter this rift have never come back.</p>
MiMa	<p>Changing veil.</p> <p>Not uncrossable, but nobody crosses it. Cleansing & Molding magic seeps from the rift in a gossamer</p>

	<p>waterfall, permanently changing anything that moves through it. You can't control/determine how you change, so no one takes the chance.</p>
Goln	<p>Foggy salt flat.</p> <p>A freezing salt flat sits perfectly smooth at ground level. Simmering indigo magic rolls across it constantly, creating powerful mists as it instantly sublimates. The fog is fatal to any Chromad who tries to cross. However, the Indigo region is home to leech-like slugs that can neutralize magic. Using a certain species of salt slugs that leave a salty trail, the Indigo people found that they could cross safely in their wake. Now with specialized animals and vehicles to cross the rift, there is contact between Gold and Indigo.</p>

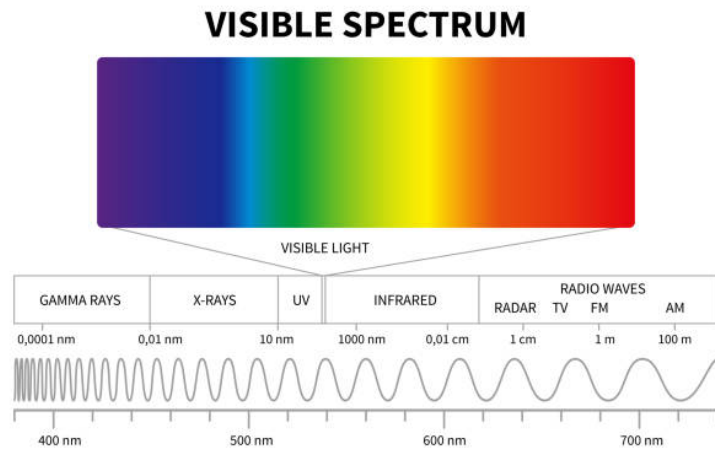
The Science Behind Magic

Chromasynthesis is a form of photosynthesis (a chemical reaction powered by sunlight) that evolved on Chroma following the creation of the rifts and the diffusion of magic to the surface of the planet. Organisms evolved colored cells that are optimized to reflect a single color from the light spectrum of Chroma's sun, and therefore absorb all of the others. Light and color interplay in such a way that the presence of every color of light but one creates its opposite on the color wheel. The color purple is just white light with the absence of yellow; the color blue is just the absence of orange. For example, plants on earth primarily absorb red light, which makes them appear green. A plant that absorbs and uses magenta magic on Chroma, by that logic, will be mint-colored. Every organism that carries out Chromasynthesis on the planet has pigmented cells in one of the colors below. This population makes up the majority of species, but there are some organisms that rely on symbiotic relationships for the use of magic, or that do not use magic at all. It is important to note that in addition to chromasynthesis, plants and various microorganisms on Chroma (plankton, bacteria) still do carry out photosynthesis for nourishment.

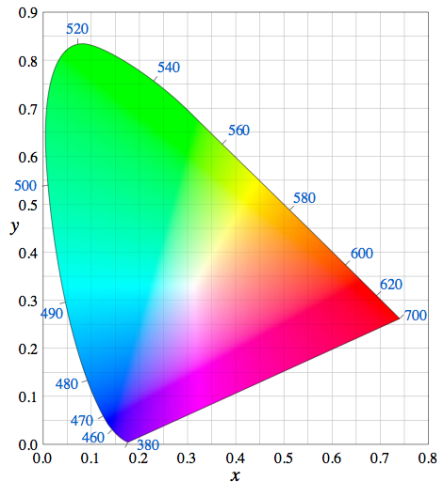
Below is a chart outlining what type of magic organisms of a certain color have access to on Chroma.

Color of Organism	Magic Used
Turquoise	Peach / The Flow
Peach	Turquoise / The Cycle
Magenta	Mint / The Storm
Mint	Magenta / The Formation
Indigo	Gold / The Exchange
Gold	Indigo / The Transition

Below is an image showcasing the visible light spectrum as well as other types of waves. While magic on Chroma is synthesized through visible light primarily, the magic may also manifest in other types of waves. For the most part, this is unknown to the residents as there has been no need thus far to develop technology that accesses other wavelengths.



Why the specific colors above? Chroma diverges from earth's defaults in that the primary colors are not red, yellow, and blue, but rather magenta, turquoise, and gold. These act as the baseline for visible light and colors that manifest on the planet. Their complimentary colors—mint, peach, and indigo—make up the secondary colors of the planet.



Chromasynthesis follows much of the same process as photosynthesis. Specifically, there are two reactions that occur within the pigmented cells: a light-dependent reaction and a light-independent reaction.

In the light-dependent reaction, organisms absorb water, which naturally contains magic molecules on Chroma. Due to its integration with nature, magic is able to function chemically as an organic compound in its physical manifestation. Photons from light stimulate electrons inside the pigmented cells, spurring a cycle that synthesizes magical energy in a chemical form. Organisms on Chroma have a specialized “powerhouse” organelle (similar to mitochondria) that evolved specifically to synthesize magic using light and water.

The light-independent reaction converts the chemical energy form of magic into longer-lasting storage in the form of a magic molecule. Organisms perform this reaction latently all the time, only requiring the air of Chroma to perform this function. Much like the water on Chroma, the atmosphere is infused with magic molecules, usually carrying Gold magic. However, since all magic, no matter the aspect/color has the same chemical formula, the color is irrelevant. During this reaction, the chemical magic is stored as physical energy (similar to glucose in photosynthesis) that can later be used by the organism.

Based on the color of the organism's pigmented cells, as explained above, they have access to a specific aspect of magic and therefore certain functionalities. A turquoise-colored organism that carries out chromasynthesis has the ability to use peach magic the most powerfully, as peach-colored light powers its synthesis. Perhaps it has weaker access to neighboring colors like magenta and gold, but these would not be its primary magic types used.

This science is important to understand for creators within this world because it demonstrates the limitations of Chroma's magic. While magic is infused in everything on Chroma, it is impossible for organisms to use it without carrying out chromasynthesis, and therefore they are reliant on the sun. It is not possible to simply eat, drink, harvest, or dissolve something made of magic and be able to use magic if chromasynthesis is not conducted. Species with pigmented cells can carry out chromasynthesis on instinct, and many have adapted to use magic as part of daily life without second thought—or any thought—about it. Chromads have different understandings of this process, ranging from intrinsic and spiritual to highly scientific and researched.

Exceptions

As with any scientific process, there are some species that have created incredible workarounds. Powerful and often toxic magic flows from some of the rifts, similar to hydrothermal vents on earth. Organisms like the worm that lives in TuPe are able to synthesize this chemical magic directly without any access to light. Similarly, the bioluminescent creatures that live inside rift MIn have evolved to create their own light in order to carry out chromasynthesis.

What Cultures Understand

The Turquoise Chromads, who use peach magic ("The Flow") have the most thorough understanding of the science behind magic. Scholars use the term chromasynthesis and understand the process on a molecular level, though regular folk simply refer to their magic as "magic" or "The Flow." Because of this understanding, Turquoise Chromads are able to intentionally "Flow," a process similar to meditation where they can intensify and speed the process of chromasynthesis by eating and drinking beforehand and standing in the sun.

Seasons

Seasons on Chroma aren't just related to temperature or physical weather; they correspond to upwellings of a certain aspect of magic as well. Each color is prominent during one season for a total of six seasons throughout the year. Physically, the manifestations are different around the globe based on location and temperature.

Season	Description
Turquoise	<ul style="list-style-type: none">- Fall vibes - decomposition- Deciduous trees change color, often from turquoise to peach leaves- More mushrooms and decomposers
Peach	<ul style="list-style-type: none">- Springtime vibes - it's warmer, things are blooming- Growth, renewal- Babies are born- Considered lucky or auspicious in some cultures- Major holidays and festivals take place during this time
Magenta	<ul style="list-style-type: none">- Rainy season- Hurricanes in temperate climates- Cyclones in tropical climates- More volume of extreme magic events and anomalies
Mint	<ul style="list-style-type: none">- Windy season- Cycle of winds carry different magic from various areas, making it more potent in areas where it's usually not accessible- Superstition, ritual, and big decisions might happen during this season in some cultures due to upwellings of usually-rare magic types
Indigo	<ul style="list-style-type: none">- Harvest season

	<ul style="list-style-type: none"> - Abundance of magic AND food - Collaborative - Temperate, very stable weather
Gold	<ul style="list-style-type: none"> - Winter vibes - Cold, very foggy - More collections of gold magic than usual, small pools everywhere, more accessible than usual - Things sublimating; lots of fog, frost, ice, etc. - The salt flats (regular ones, not Rift one) stop flooding at the end of this season (they begin flooding at Mint)

Magic, Nature, & Culture

Because of the way chromasynthesis works, as explained above in *The Science Behind Magic*, organisms synthesize magic that is the opposite color of their physical appearance.

Throughout the media, Chromads will often be referred to as their color (ex: Turquoise Chromads) meaning that they use peach magic. In-world, however, colors are not often exclusively used for the magic types, instead referred to by their in-world names in the chart below. Therefore, Turquoise Chromads refer to their magic as “The Flow,” not “peach.”

Each of the aspects or colors of magic has one major function. Within that function, we have broken down three “stages” or levels of magic—these often correlate to increased difficulty or complexity. For example, when using Peach magic it is easy to use the power of growth, but much trickier to use the power of luck. The stages often flow from most physical and simple to most conceptual.

Magic Color	In-World Name	Function	Characteristics
Turquoise	The Cycle	Cycle <ul style="list-style-type: none">- Decompose- Preserve- Renew	Cyclical - functions must be used in order. People and organisms who live in Peach begin their lives attuned to one stage of the cycle, therefore, there are some organisms doing any of the three functions at any given time.
Peach	The Flow	Growth <ul style="list-style-type: none">- Growth- Fertility- Luck	The more you use it, the easier, more intuitive, and more powerful it gets.
Magenta	The Formation	Shape <ul style="list-style-type: none">- Erode	Very stable, slow-burning, not as powerful but very steady and dependable. Takes a lot of time to use.

		<ul style="list-style-type: none"> - Shape - Mold 	
Mint	The Storm	Purification <ul style="list-style-type: none"> - Cleanse - Refine/filter - Sanctify 	Volatile Powerful but quick burning and saps energy
Gold	The Exchange	Evanesce <ul style="list-style-type: none"> - Dehydrate - Evaporate - Sublimate 	Eye for an eye, symmetrical - whatever you do with the magic also happens to you, in some form (not always direct/physical)
Indigo	The Transition	Condense <ul style="list-style-type: none"> - Liquefy - Solidify - Pressurize 	Requires teamwork to be used (can't be used alone), difficult to master, reservoirs of magic shared by societies

Life on Chroma

Physical Color of Land, Flora, Fauna	Magic Used (by people, plants, & creatures of this color)	Environments & Characteristics	Culture & Society	Creatures
Turquoise	Peach	Physical: Densely forested land, rainforests (tropical and temperate), biodiversity, cloud forests (turquoise + indigo),	Chill, nature-attuned people, Big part of Turquoise culture is the nurturing of children's Flow magic, schoolings! Big growth of trees and spaces and moving	Sugar gliders that use "luck" to fly between the trees (winds are always in their favor),

		walking trees labyrinth Magical: Seasonality - structure and cyclical around the change of seasons (predictable). Maybe 6 cycles of magic at varying levels of power throughout the year	the space they live in to fit their needs magical education, nurturing Friends with Peach, study their magic even though they can't use it too well, study abroad program there	flowering plants, pollinators, winds, birds
Peach	Turquoise	Physical: Swamps, bamboo forests, plains, prairies, tropical ocean systems (maybe in rift? Or the flood in from the rift?) Magical: Tidal, flows from one end of rift to the other - societies on either side experience upwellings of magic at different times, civs have learned when the tides are gonna come (festivals!)	Personal mushroom colonies like little pets - generational, passed down like like a sourdough starter Death mushroom suits! They <3 the environment Doing magic ages you → age is measured in cycles and can go as slow or fast as you want Turquoise Magic (The Cycle/Spokes) Seasonal: 1 season per cycle stage, 2 cycles per year (6 seasons) "Genders"/"Races"/some kind of biological societal construct = cycle stage correlated to specific 2-season sets (3 constructs total) Self-control is a big theme, different societies with different ideas of how the magic should be used	Decomposers: bugs, hivemind mushroom Network™, ohmu (tbt project 1), night vultures that feed on magical energy of dead/decaying organisms
Magenta	Mint	Physical: Mangroves, deserts, wetlands (estuaries, mud flats, floodplains, basins, marshes, vernal pools, bogs,	Really into scientific side of magic, try to predict events, storm chasers, cryptid searching, tracking, a lot of mad	Flash Flood Slug & shelled critters, Cleaner fish, Swinging

		swamps) Magical: Extreme magic events/ “magic disasters” w/ water (magic hurricanes, cyclones, tsunamis, flash floods)	scientists, individualized mentorship (like old-style tutors/going to stay with a professor) apprenticeship, emphasis on adventure/bravery	Raccoon/Lemur thing, mangrove trees, flying things on the magical tornadoes
Mint	Magenta	Physical: Unique geological features - arches, badlands, canyons, something like sheep, fossils, rivers, cool rocks, glacial cirque, boxwork, hoodoos, mountains, soil Magical: Mostly very stable (no ebbs & flows) except for occasional earthquakes, especially close to the rift - earthquake = wave of magenta magic, all-pervasive (soil, water, in everything, equally distributed)	Musical (vibrations), cavernous/acoustic spaces, coolest/most technologically advanced architecture, cities built into rock, petra vibes, giant statues. Created majestic cities and structures unlike that which any of the other societies have seen and unintentionally have ‘walled’ themselves out of the trade and cultural exchange some of the word enjoys. Their structures are foreboding and large in a way that creates a deep cultural divide between them and the rest of society	Megafauna, camouflaged creatures, colorful stripey rock-looking toads and turtles, huge herds of stuff, zebra/horse like creatures with stripes of various colors (different species that use different magics), sheep with floating wool (mint & gold)
Gold	Indigo	Physical: Atmosphere, pretty much always raining, purple clouds, foggy mountains, salt flats, places where magic pools and collects, maybe giant pitcher plants or something like that, rice paddies, betta fish Magical: Scarce within manifestations, all-pervasive but weak/hard to use and	Collaborative society, family bonds (magic more potent), really cool marriage rituals, seasonal workers, everything’s a group project, not too good at being independent, led by groups, more people = more ambitious magic, gossip, trends	Colonies, corals, mushrooms, carnivorous plants, lots of symbiosis in general (mutualism, commensalism), flying things, flying manta ray, floating sheep

		access		
Indigo	Gold	Physical: Lava sizzles into water (Hawaii), false islands (lake?), saline lake, tufa towers, salt flats Magical: Really scarce, thin layer of magic all along salt flats when flooded (mint through indigo seasons)	Advanced death rites (when someone dies their magic is split up), SACRIFICE, martyrship Different factions/societies living in Indigo with different ideals about the Exchange it should be used, maybe some that eschew magic altogether Need salt to cross the rift - they crossed originally, and Gold couldn't, then they established a trade	Mosquitos, leeches, lots of parasites, salty slug (crunchy gushers), vulture creatures (gold + turquoise), neutralizing salt??

People & Language of Chroma

The primary sentient species living on Chroma is *Tupemi ingoma*—colloquially, Chromads; societally, Chromadi people. Chromadi are mostly humanoid; bipedal, with many of the same characteristics as humans on Earth. There are several major differences, however, notably the process of chromasynthesis, which affects their appearance.

Skin Color: Chromasynthesis requires that the organism producing magic takes on the opposite color of whatever color magic they are synthesizing, as explained above in the *Science Behind Magic* section. Chromadi people have six primary skin colors corresponding to the six types of magic, with tonal variations within each color. Skin color is an indicator of heritage, similar to ethnicity on Earth, since a Chromad's skin color is based on geography. Each population, separated by continent after the iridescence, evolved to optimize their use of that region's primary magic. For example, Chromads who reside on the Turquoise continent—and therefore utilize Peach-colored magic—have turquoise-colored skin. Saturation or vibrancy of skin color is often considered an indication of capacity for magic and used as a societal class divider. However, this is a misconception as higher or lower saturation may have evolved as a biological control in areas with dangerous levels of magic.

Frill: Chromads all have a frill around their necks made of cartilage which can be flared wide or flattened at will. These frills are extra-sensitive to light and have a much higher concentration of chroma cells than the rest of the body. When wide open in sunlight, the frill assists with the process of chromasynthesis. Larger frills do correlate to a higher capacity for magic, and this trait is considered very attractive in some societies, notably Turquoise and Gold.

Size: Most healthy Chromads have a significantly higher percentage of body fat than humans on Earth. Post-iridescence, this trait optimized Chromads for magic usage and helped them survive new and often harsh seasons. Fat cells include more chroma cells, which synthesize magic. Similar to the function of frills, larger bodies were selected for in the evolutionary process and are considered desirable or attractive in most societies on Chroma because of their increased surface area and therefore capacity for magic.

Turquoise Language (Tuinur)

Syllables:

tu, qu, oi, se, ur, ma, ge, en, ta, ag, am, pe, ea, ach, ch
mi, in, go, ol, in, di, ind, do, ig, go,

Letters:

A, C, D, E, G, H, I, L, M, N, O, P, Q, R, S, T, U

Structure & Sound:

Primarily CV, with some (C)CV

Groups of consonants function as a single phoneme

Most sounds are placed towards the back of the throat. Glottal stops are common, especially with the “ch” phoneme

Place names in Tuinir

- Peach → Pegoam
 - Forward vowels
 - Name that doesn't obey rules of the turquoise language
 - Forward vowel shift in turquoise likely came from here
- Magenta → Matami Gentape
 - Long because it is a description rather than a unique name (like: 'mysterious cold place,' rather than 'Boston')
- Mint → Micham
- Indigo → Indomi
- Gold → Goquach
- Turquoise → Tuinur
 - Language: Tuinur
 - Plural: Tuinur