

Lore and Expanded Notes

The Father is stillness, the eventual end of all things. It is a primordial force of sorts, which saw the possibility of eternal suffering, and quickly made it so that all beings with souls cannot suffer forever, granting the possibility of degrading souls. He's seen that overall, there is more suffering in existence than joy, and seeks to bring a quiet end to everything, seeing it as a mercy. He's a deeply sad, but overall benevolent being. Ironically, his Sons and other servants are the main source of motion in existence. Demiurges running away from Sons, entire planes of Hells wiped out, multiversal empires forming and fighting against powerful dark lords that seek to bring death. He has created a force to fight against, for men to rally against, even if all he wishes is to bring others to a quiet, comforting, final embrace.

He will never truly achieve this, as life and souls are constantly produced throughout the multiverse. In your world they're whisked away after death. Evil souls are heavy and appetizing for all sorts of evil entities dwelling in the Weave Between Worlds. Good souls are lighter, faster, and worthless to them. This means good souls reincarnate, usually in more favorable positions, than evil souls. This is in worlds without an afterlife. Some souls are doomed to be tortured by a Demiurge or be used up by Demons. Some are whisked away to a paradise ruled by a God.

The Mother is the source of new souls and seeks to keep life eternal in existence. She sees all the multiverse as her garden. Good plants are kept and given attention, while bad plants are discarded. She tries to protect all that is good and wipe out all that is evil. Ironically, her end goal would be a completely stable existence, lacking in motion, no new souls coming into the world, no new ideas, creatures, worlds allowed to be born. Her forces are ruthless, but they are good, none of that "le evil" JRPG church. The evil priests are immediately killed and thrown to hells, saints and higher ups constantly judged. Their base forces do sacrifice themselves; they protect others, bishops will sacrifice their lives for orphanages, paladins will kill an evil king on sight and die for an abandoned orphan. They are good, and while individually weaker in general compared to agents of the Father, they're the greatest force in existence due to numbers and unity, and the most common religion you'll find. Some members don't hate Sons, since a lot of them do similar things, keeping good souls in paradisaical Sanctums, while burning evil souls away. But they know they're the ultimate opponents of the Mother, as the Father seeks to give all an end.

Despite this The Mother depends on The Father to protect her "garden", as there are other forces in the Multiverse beyond them. Greater Demons, Egregores, Demiurges, all sorts of void horrors. These are all beings the Mother has few answers for, but Sons actively cull, pursue and kill these things.

One of the events was a fellow Son in pursuit of a Greater Demiurge, showing just going around killing people is actually low level shit as time goes on.

There are other beings that can match the Father and Mother. The Perfect Prince, a bit too close to Earth than you might like is one. The Hound of Conquest, ruler of violence, evolution and battle is another. The Hound, for example, is what makes it so babies' and children's souls are untouchable by horrors, as they must be given a chance to grow and become strong, and nothing grows stronger than a child that is raised with love. In his realm, all beings reach adulthood, and are allowed to prove themselves in combat. One event was him sending one of its agents to capture, torture and eat all the souls that have harmed children on Earth, as things like abortion, abuse of children by antinatalism preaching redditors, and pedophilia, are rare in existence. He's terribly violent, but also a source for nurturing others.

The Machine Gods, Origin Dragons, True Goddesses (like the one shown in the Events section) are other big players, and then you have Empires, extremely powerful free agents, etc... Maybe I'll elaborate further in this document, or other cyoas.

Sons have a variety of powers and minions, usually following a theme. You may encounter some with a horseman of the Apocalypse theme, one based on onmyoji with oni and japanese style spirits, another with a spider motif. However, there are some powers they all have potential access to such as Soul Drain, Power Word and Walk Blessed.

In your case, your skill set is based around your 4 superior minion types: cunning Vampire, unassailable Lich, conquering Death Lord or Mighty Black Dragon. Dark Smite is the rarest skill you may have, as it is only available to a few, martial focused Sons, and no other type of being may use it. Almost no entity can successfully defend against it, even beings with a natural advantage against you.

Sons are a diverse bunch, but they have some characteristics that are fairly common amongst them.

They rarely join groups or factions, and tend to have little loyalty or care for great causes, though a large number of them are ideologically aligned with the Father, and in the advancement of Entropy.

They almost never work together but tend to be hospitable and positively inclined to give localized help to each other. As such, meeting a Son should be seen as a positive occurrence, where you both host each other, exchange gifts and information, and the eldest Son usually helps the youngest one in some immediate way. Afterwards, your part ways, and likely won't call upon each other as allies or contacts in the future, but will both likely leave with a positive impression. If you're in mortal danger, and there's a Son nearby, chances are he'll come to your rescue.

In that respect, conflicts and fights amongst Sons are almost unheard of. Treating each other dishonestly is seen as a sign of shame and mockery.

Older Sons tend to spend most of their time in their Sanctums, which may become some of the most beautiful paradises in existence, where they all keep their family members in endless bliss.

All Sons are male, and their Gifts are female. It's rare to meet truly sadistic or cruel Sons, but many perform mass acts of painless (or at least as painless as possible) genocide to claim souls or send them back to the Father. Some do so for ideological reasons, some simply want more power. A lot of Sons dislike this, and instead hunt for powerful and evil souls, as Feast of Evil is a perk available to all Sons and they have a natural advantage against some of the mightiest evils in existence. There are still truly evil Sons, and most Sons don't place much value or care on other beings' lives, their empathy dimmed after ages of mass killings.

All Sons have similar "power" levels, though experience, synergy with skills, taking Drawbacks and such can mark a pretty steep difference in combat potential amongst them.

Sons are remarkably "sticky". They're nearly impossible to truly kill as almost all have some form of resurrection available to them, and their abilities generally make them difficult to even force them to do so in the first place. Long, grinding battles are nearly suicidal against elder Sons, who have accumulated untold numbers of souls, and have layers of countermeasures against most forms of engagement.

There is an ecosystem of sorts in the Multiverse, where even powerful beings must be aware of certain entities that may threaten them, even if they may be stronger on paper.

Advantage: Sons are good all-rounders, as most entities have souls. However, beings that feed or require them in some way, such as Demiurges, Demons, and other abominations are extremely weak against Sons. It's not uncommon to meet a Son in pursuit of mighty Demiurge to absorb its gargantuan soul, when otherwise said Demiurge would be abusing, consuming and playing cruelly with its own corner of the multiverse, as it would go unopposed in any meaningful way.

Disadvantage: True Goddesses, Machine Gods and Tempered Heroes are natural enemies of Sons, generally because they resist most of their entropic attacks, and their own powers can sap an Entropist's souls.

Volatile: servants of the Mother, Fae and Dragons can be both weak and strong against you, depending on your powers and theirs. Some may ally with you.

Technology and magic have a somewhat antagonistic relationship with each other. Generally, the conditions that allow for hightech settings imply a lack of magic. There are various reasons for this: gods may be impeding the advancement of certain technologies, in some worlds materials and sophisticated technologies simply don't work, but mostly, magic permeating the world, its creatures and materials adds a dimension of uncertainty to most processes that make technological precision difficult, and in higher scales impossible. Magitech tends to work everywhere, but that requires mostly engineering from the magical side of the equation.

Physical resistance magic nearly nullifies attacks from beings and objects from non-magical worlds. Even beings with a small spark of magic ignore this massive resistance gain. As such, something like Spirit Armor would block a nuke, but would take some damage from a strong warrior from a fantasy world. This doesn't mean that physical resistance is not working as intended, but that not having any magic whatsoever is an anomaly in and of itself.

Sci fi and high-tech settings are still fairly common, but do not interact with the rest of the multiverse as a whole. Most of the sentient beings in them would have even less magic than the humans of your world.

Als can be extremely dangerous, especially those stemming from one of the Far Realms, the Citadel, a realm of ancient machines and crazed Als that use impossible technology and mad magic to perform horrible acts of cruelty, soul rendering experiments and compose songs of madness. I will not elaborate much on them since I may expand on them in a more relevant cyoa.

The rough equivalent of Sons are Daughters of the Mother. They tend not to be much of a threat, however, as they usually don't grow much stronger due to their lack of ambition, have no equivalent of Gifts, and are prone to infighting. They still have heavy defensive and buffing skills, and are all controlled or under the Mother's orders, and are usually stationed to passively protect valuable worlds. Worlds under Daughter's protection are extremely, in fact nearly impossible, to besiege.

The real rivals that may come from the Mother are Perfect Saints. They're about as strong as a physically oriented Son, and come in batches, or Knighthoods, where they cover each other's weaknesses and usually have combo powers. They are almost always martially oriented and straightforward in their techniques (with the exception of combo powers or unique powers bestowed to them by the Mother), and are extremely dangerous when fighting together. They cannot cheat death in any way, however, and usually cannot create minions, and need guidance to truly excel. Just

imagine Saint Seiya style warriors with bitching armor. They fight Sons often, but their main enemies are usually horror or Demon Lords actively torturing and destroying worlds. They on occasion make begrudging alliances with Sons, to slay a powerful Demon God or some equivalent being, the Son seeking a powerful soul, while the Perfect Saint seeks favor from the Mother and glory. They name their groups in chuuni ways, and practice bitching entrances.

Some settings with seemingly infinite power scaling, that seem too good to be true, are usually “false” in some way. Whether it’s some AI, Demiurge, or Deity’s playground, the seemingly infinite power of these universes has no hold on beings more attuned to the Weave Between Worlds. A good rule of thumb to see how “true” a universe is, is how likely their magic system would allow for real multiversal travel (as in through the Weave Between Worlds, not through some artificial multiverse from the setting). This means, for example, that a universe with a trillion, seemingly infinitely powerful deities, would at first appear like they would be invincible, only to see that none of their attacks, spells, conditions etc. work on you, being less effective than even weapons from Earth against magical defenses. Something like the Marvel setting is like this, otherwise some random op Marvel character/wizard would’ve conquered all of existence with some bullshit, free ability. An army of kryptonians would simply be unable to deal with a single Death Knight. In its absolute highest level and exaggeration, it’s like saying, why can’t the Death Star be used to destroy L.A? Well, because the Death Star is a weapon from fiction, it could never reach “reality”. Worlds near the center of the multiverse, or near the Far Realms, are much less likely to be this way. These worlds are ignored by most multiversal travelers and Sons, as they basically offer nothing of value: almost no souls, magic, or knowledge of any use. They are not very common at all, even outside these areas. This does not mean all fictional settings are like this at all: MH, One Piece settings for example, are basically at full effectiveness wherever they go, sometimes they may even be boosted by other forces when outside these settings.

Tempered heroes are common men that after struggling and fighting impossible opponents, forcibly surpass their limits and become extremely strong. They come in all shapes and sizes, but are really rare, and really are dispersed amongst organizations, as solo agents, etc. Tempered Heroes are will and strife made manifest, covering their souls and attacks with it, breaching and forcing entropy down by virtue of their cruel motion. They are extremely effective against sons, their minions, and gifts. Tempered Heroes are not merely those who hold the title of a hero, or those who are empowered by deities in any way and call themselves as such. Their powers must come from inside, from their brutal struggles, from pushing against the world and infinite odds aiming to crush them.

The most influential Tempered Hero is The Shining One, a man of extreme power whose entire goal is killing all the great powers in existence, such as the Father, Mothe, Hound, Perfect Prince, etc, and killing himself at the very end, giving absolute freedom to all those who live under their tyranny. He has a large amount and tremendous variety of followers, many of which are made up of ex servants of these powers, emancipated by The Shining One. His followers may seem as liberators, but tend to commit grand acts of evil, as their goal is the destruction of the great powers, not to improve the fortunes of others, and they do not care for the wellbeing of the inhabitants of existence as a whole,

Gomorrhans are servants of the Shining One, emancipated from the Perfect Prince. They're utterly debauched, but impossibly loyal and devoted to the Shining One. They're strong, supremely intelligent, magically adept, charismatic and have no real weaknesses. They take the size of large, obese but well-built men, and usually act as agents of chaos, infiltrators, or even end up taking control of kingdoms and organizations. Think of the Judge from Blood Meridian as a good example.

The Silent One is a title but also an identity. Whenever the current Silent One is assassinated, the killer eventually, through a combination of fate and circumstance, ends up becoming the new Silent One. While they are still the same person, with the same personality, they were before becoming the new Silent One, they end up having the same goals, methods, and ideas as the previous Silent One, and even gain powers similar to the previous Silent Ones, while keeping their current skillsets. Why or how this happens is not truly understood, and few are aware of this fact.

Powers:

Soul Drain is more than the soul sucking aspect. It establishes a connection with an entity's soul, letting you apply all manner of effects with creative use and practice, such as slowing them by applying Ice Magic through the link, or weaving it with Power Word to apply a debuff through it. It also weakens targets over time as you peel away their souls, letting you take on more powerful opponents.

For your children to reach their full potential and keep your bloodline strong, you must directly raise them with love, and train them with discipline and comprehensive effort, always a present figure

during their growth. Children that you do not raise this way do keep weaker versions of your passive and have some magical potential, but will end up a shadow of a shadow of what they could've been had you been

Learning magical systems of other dimensions cost soul memory, meaning you have a limited number of systems you can learn. Some more comprehensive systems cost more than others, and your build and personality affect your affinity for these systems (how quickly you can learn the system, your power limit in the system and how much soul memory it uses). Notes section mentions how this works.

Your power choices help determine how easily and effectively you can absorb and master other worlds magical systems. Physically based builds facilitate the acquisition of powers such as Ki, spirit attacks, etc. while magical builds would help with more caster based magical systems. You can still learn magical systems that you have little affinity for, but not only does it require much more training and time to acquire, but also you will not reach the higher levels of that system and would cost much more soul memory than normal.

Apocalypse Magic is also known sometimes as Siege Magic when used without entropic components (it is a similar magic, but less powerful and related to the Mother), and its true value is when used to crack on seemingly impossible, heavily magically defended fortresses or large creatures, as its power dissolves almost all magical defenses and deals unhindered brutal damage to the area. If the attack manages to activate and land, it is nearly impossible to defend against. It's useful to put a timer on static enemies as well, or punch way above your weight class.

Power Word has a tremendous number of indirect usages, being entropy directly weaved into words, and can be used to boost the magical systems of other worlds. You could name your attacks this way, and screaming the names of your techniques with Power Word could change their properties and empower them. This would require a tremendous amount of creativity and training to properly develop, as it is directly altering a power system different from entropy, though adding deadlier or entropic properties to magical systems with Power Word would be much easier but would require Entropic Imbue to effectively work this way. Power Word Kill makes this much easier to do, draws even more power for those techniques, and allows for a greater variety of effects, but is still subject to the 5-minute cooldown.

Non-entropic powers require training to master and require converting souls actively into other energy sources to work, meaning that usage of these skills is not entirely dependent on how many souls you own, and you don't have inherent talents regarding them. For example: you can't make a

giant fireball with a million souls, if you don't have the skill to even make a small fireball in the first place.

Spheres of magic are ways to use certain schools of magic using elemental magic as proxies for it. This would require first mastery of the associated element, and does not allow complete or powerful usage of the sphere of magic itself, but gives you access to it in some capacity. Supplementing these spheres with magical systems from other worlds is highly recommended, as it would increase the breadth of abilities and intensity of power available to these spheres.

Training, affinity, battle experience and your base levels determine how quickly and effectively you can use and boost Phys Empowerment. A scrawny nerd would have to channel for a long time to hit level 100 base power, even if he had the souls for it, after which he might fumble the punch and waste the attack he charged for. A level 8 Death Lord could boost himself nearly instantly to level 12 for split second, to greatly increase an attack or defensive action. This is why I've emphasized natural affinity and martial talent so much. Physical skills do not escape the "dedication" part of the equation.

Also, physical empowerment is not only just a stat boost. Spirit attacks, multiple jumps, launching blade waves with your sword, etc. Are all possible with practice. A Lich who has never trained martially and has no affinity with it can't simply make the best use of such a skill. Phys Empowerment is not 100% merely dependent on energy available to input.

The Hound does not care much about degradation or genetic purity, but power and results.

Demons are better thought to be based around the concept of sins. They still eat souls, but they derive pleasure from sin-based actions, usually harmful and debauched. Imagine them as tapestries of sin, malice and desire. Their bodies are physical, but made from the same "substance" as souls, making all your attacks stupidly effective, while theirs often can't even reach you on a conceptual level. They do not bring entropy, rather, heavily demonic infested realms are lively with magic and mutations. They want to keep the party going, and make everything worse for everyone forever. Top demons are so strong they can still brute force enough damage to be threats, but they often rely on non-demonic allies or slaves to fend off Sons (this as you may have guessed, is not very reliable). Some top demons have Tempered Heroes in paradisaical demiplanes, who are only called upon to fight off Sons (these are very rare instances). Demons hold "ranks" (based on power, inherent soul

qualities, and prestige) very highly, and this allows certain demons to carry over power over the different planes of hell. Demons may be insignificant pests to Sons, but they're big threats to everyone else, and the most common type of dimensional enemy a common man might encounter. The Mother's servants are constantly fighting them, though ironically, they don't have inherent advantages against them, though Holy Magic at least works on most demons.

Demiurges are a bit based on Bakker's Second Apocalypse gods and overall gnosticism. They're parasites, divine impostors, inhabiting the Weave Between Worlds, looking to stick to realms and absorb the souls and emotions of their inhabitants. Think of them as beings that draw souls, absorb all their memories and emotions as fuel, and then squeeze powerful emotions out of them (usually suffering), until the shattered psyche of that soul cannot produce any more, after which it's discarded or sent back to the plane the Demiurge is currently attached to, to reincarnate and restart the cycle. In some horrible cases, souls may begin to degrade due to the immense torture. They do it also for some form of alien entertainment, or taste. They are alien in thought: they may speak human tongues but hold no true understanding of certain words. They may make supreme, impossibly genius plans, only to be outmatched by a casual and improvised strategy, being blind to a concept or a timespan, like the present. They come in a lot of varieties but are never benevolent. Since Demiurges are extremely powerful, and nearly impossible to defeat, most strategies try to seal or to draw them elsewhere so they may cause less harm. However, Sons are the exception to this. Sons through a variety of means can drag Demiurges down to the physical world, forcing a solid body on them, a process that is extremely traumatizing to them and that weakens them severely. Sons can do this in any way if they can establish a link with the soul of the demiurge, which is absurdly easy as a Demiurge actively absorbing souls and magic off a realm is accessible everywhere, and all Sons can do it at least through Soul Drain (a skill every single Son has access to). The tug of war to draw them into reality depends on the individual power of the Son and the Demiurge, though usually heavily in favor of the Son. Sons then can kill the Demiurge and absorb its soul, or enslave it if they have the power or means to do so (this is VERY difficult, costly, and quite literally on Sons can pull it off, and even then, it requires very capable and experienced Sons). Demiurges have a variety of abilities, so it's not always an easy fight, and they may escape the hunt attempt, though usually weakened. It's not uncommon for Sons to track, pursue and eventually kill a powerful Demiurge over several encounters. Quite literally every faction is open to hiring a Son to deal with a Demiurge problem. Demiurges try to avoid Sons, but Sons are largely invisible to them.

Fae and Dragons will be expanded later, but they're usually at odds with each other, and while some are aligned or directly serve other major powers (such as Gold Dragons being servants of the Mother), they generally mix and possess traits from different forces.

The Far Realms are realms very far away from the center of existence (though their entrances and precise locations are not subject to normal intuitive knowledge, and tend to ebb and flow), and are completely alien by even the strangest dimensional standards. They neighbor (or at least seemingly do so) each other, but their entrances could be in different corners of existence altogether, and there are multiple entrances that exert that Far Realm's influence in the Dreamlands and dimension around them. The Far Realms do not have alternate "undercurrents" of reality assigned to them, such as the Hells or Dreamlands. However, in the case of the Dreamlands, they physically blend with the Far Realms in one point, in the Kingdom of Tesoro. Tesoro itself is considered a Far Realm, and all those who enter it may physically walk into the Dreamlands. Tesoro is ruled by the strongest deity on the Dreamlands, and borders and has good relations with the The Promised Garden, the realm of the Perfect Prince. These are the closest Far Realms to Earth, and their echoes have influenced your dimension in many ways, so much so that some of your powers and minions as a Son have tinges of them. Other Far Realms are the Cathedral of Flesh (where the Hound dwells), and The Citadel (where the Iron Pyramid exists).

Origin Dragons are considered as progenitors of an entire draconic race that permeates existence. Becoming one is a long term goal that requires full effort and a dedicated build to do so. Origin Dragons gain powers according to the reputation of their species in existence, and are widely feared and respected. Their draconic species also are born on worlds that they have not personally affected in any way, their progeny already weaves into all of existence, though killing an Origin Dragon slowly gets rid of this effect, until their draconic race eventually goes extinct. There are 3 main conditions to becoming one, all based on the fact that dragons take on aspects of the Hound, Father and Mother in their essence, a mixture of all three.

Become powerful enough. It would take a gargantuan amount of time to reach this level, and to use as many tools available to you to grow in power. Hound.

Master Power Word (Golden Truth does not affect or count towards this), so your word is law and power. Father.

Spread your progeny as far and wide as possible. Your progeny must be strong and achieve grand feats on their own, as such you must actively raise your children for them to acquire your draconic might. Mother.

As a Black Dragon, your sons can be Black Dragons, and you can create female mates for them.

Minions:

You can transform yourself into any minion type you have purchased, however, once transformed you may only be able to transform into another minion of your choice after 1 year of staying in your current minion type form, and you must pay the full transformation cost each time you transform (base minion summon costx10). You do not keep abilities gained from previous transformations, and all Walk Blessed Powers dependent on a transformation, or that use one as a major theme, do not work when becoming another minion type.

Death Knights and Lords are perfect fits for Horse familiars.

Black Wyverns are roughly the build and size of a skyrim dragon and are closer to lesser dragons in terms of strength, than the scrawny, little wyverns (like Remobras) that some people may imagine them as.

Black Dragons grow larger and stronger the older they get. They're the strongest minions available to you (at least at their base) They're around the size of a Fatalis. They may use Power Word to force a weakness to entropic breath attacks on those that believe their words, making them have very few real counters. Communicating with Power Word is a big deal for dragons, as only the purest, strongest of their kind can use it, and is necessary for commanding respect amongst the strongest of them. They may not increase their number of breath attacks as they age, but their breath attacks become stronger as they grow older.

Blood Guards and Dracoliches have less growth potential than their base counterparts, but are much more versatile and can benefit from a large list of sideways upgrades that their core counterparts would not have access to.

Gifts:

Some relationships between them:

Sangra and Koryuu are always fighting and getting on each other's throats. Sangra falls for most of Koryuu's taunts, and hates her laziness, while Koryuu can end up genuinely hurt by Sangra's comments and is secretly jealous of her elegance.

Kirilia will get roped by Ester into her schemes, her fear of her so great that she can't say no to her. This usually ends up poorly for Kirilia as Ester forgets her plans and leaves her hanging.

Falista believes almost anything other Gifts tell her, but Ebon is constantly looking after her to make sure she's not taken too much advantage of. She ends up insulting her often, but for some reason can't stop looking after Falista.

Alta is constantly trying to boss other Gifts around, but no one listens to her. She ends up crying in Nida's arms often as a spoiled child.

Elaine likes flaming fights between Gifts, and then cooling down conflicts when they get too out of hand, to draw more attention to herself. Ectos can tell what her real reasons are, but she's too nervous to say anything, since Elaine just needs to give her a look to shut her up.

Drace often plays around with Astra, and is generally much more subdued around her, as Astra's kindness rubs on her. They have the best friendship out of all Gifts.

Official Heights and theme songs:

Sangra; 175 cm

Combat: <https://www.youtube.com/watch?v=YV1uwUziZqQ>

Gift: <https://www.youtube.com/watch?v=oew6lnKGBxE>

Likes: Ebon, Astra, Elaine, Ectos, Nida, Falista

Dislikes: Ester, Kirilia, Alta, Drace

Hates: KORYUUUUUUUUUUUUUU

Kirilia: Varies

Combat: <https://www.youtube.com/watch?v=hJEPE-Elh3U>

Gift: <https://www.youtube.com/watch?v=ec2CoM2PWJg>

Likes: Astra, Ectos, Nida

Dislikes: Sangra, Ebon, Koryuu, Elaine, Drace, Falista, Alta

Fears: E-ester...

Falista: 195 cm

Combat: <https://www.youtube.com/watch?v=qsPfYTS9LT8>

Gift: <https://www.youtube.com/watch?v=EQXlyOwxqY>

Likes: Everyone

Dislikes: No one

Ebon: 188 cm

Combat: https://www.youtube.com/watch?v=T_1IpDcW0vM

Gift: <https://www.youtube.com/watch?v=b1XKAjzLxZo>

Likes: Falista (she won't admit this), Astra, Alta, Koryuu.

Dislikes: Elaine, Nida, Kirilia, Ectos, Sangra, Drace, Ester

Alta: 170 cm <https://www.youtube.com/watch?v=Z5pyMzyb5vc>

Combat: <https://www.youtube.com/watch?v=Z5pyMzyb5vc>

Gift: https://www.youtube.com/watch?v=iFMAGIX_oqE

Likes: Falista, Elaine, Ectos, Astra, Nida

Dislikes: Sangra, Kirilia, Ebon, Drace, Ester, Koryuu

Elaine: 230cm

Combat: https://www.youtube.com/watch?v=p1Q_595qu_A

Gift: <https://www.youtube.com/watch?v=cNplZrRSjel>

Likes: Sangra, Kirilia, Alta, Drace, Ester, Koryuu

Dislikes: Ebon, Falista, Ectos, Astra, Nida

Ectos: 163 cm

Combat: https://www.youtube.com/watch?v=Wdt2ytt_iTc

Gift: <https://www.youtube.com/watch?v=3AFz3l4JN4>

Likes: Sangra, Falista, Alta, Drace, Astra, Koryuu

Fears: Kirilia, Ebon, Elaine, Ester, Nida

Drace: 148 cm

Combat: <https://www.youtube.com/watch?v=qHnBSiY0r0c>

Gift: <https://www.youtube.com/watch?v=sZo8tFYnMVw>

Likes: Falista, Ectos, Astra, Koryuu

Dislikes: Sangra, Kirilia, Ebon, Alta, Elaine, Ester, Nida

Bloom: You know

Combat: You pick

Gift: You pick..... <https://www.youtube.com/watch?v=ir1-YT2DW8M>

Koryuu: 174 cm

Combat: <https://www.youtube.com/watch?v=ndkYQaDEaXc>

Gift: <https://www.youtube.com/watch?v=qsC0jhEtRVc>

Likes: Kirilia, Falista, Ectos, Astra, Nida

Dislikes: Ebon, Alta, Elaine, Drace, Ester

Hates: SANGRAAAAAA

Nida: 185 cm

Combat: <https://www.youtube.com/watch?v=s1dVC-b2OKo>

Gift: <https://www.youtube.com/watch?v=TxhyvwJRdDA>

Likes: Everyone

Dislikes: No one

Astra: 152 cm

Combat: <https://www.youtube.com/watch?v=qA-bGE6ZFak>

Gift: <https://www.youtube.com/watch?v=hZ4aigq3dzw>

Likes: Everyone

Dislikes: No one

Ester: 178 cm

Combat: <https://www.youtube.com/watch?v=MNI4PNFubvQ>

Gift: https://www.youtube.com/watch?v=b_YrpNXT9Ko

Likes: Kirilia

Dislikes: Everyone else, though her feelings of dislike are not very strong

Bonus Themes

Eclipsed God <https://www.youtube.com/watch?v=JYLxfaRdcno>

Pallidus <https://www.youtube.com/watch?v=S-Xm7s9eGxU>

Inquisitors: <https://www.youtube.com/watch?v=Ma-WJUIdpRU>

Chosen Paladin <https://www.youtube.com/watch?v=7ggkd65IP5U>

BANS' dimemakers <https://www.youtube.com/watch?v=ywtzsyKtML0&t=41s>

Fighter https://www.youtube.com/watch?v=63Hs__XHthc

Void Captain: <https://www.youtube.com/watch?v=dt6XXfcdVY0>

Oathgivers:

They're all very strong even amongst Sons. Their epithets are the names of their Walk Blessed abilities.

Soleac, Eldest Word

Race: Nephilim

Gifts: 2

Build: Power Word focus. He has Golden Truth. Rest is a gish build trying to give him as many tools to alter with Power Word as possible.

Walk Blessed: Power Word focused.

Karac, Death Bringer

Race: Oblivion Berserker

Gifts: 2

Build: Purely focused on power, stacking as many multipliers on his physical abilities as possible. He has a wide minion selection who cover a lot of his weaknesses.

Walk Blessed: Should be obvious.

Petros, The Still

Race: Lich

Gifts: 4, a large number for most Sons.

Build: Magically focused, with next to no non-magical abilities, and a limited minion selection, mostly relying on his Gifts to cover his weaknesses.

Walk Blessed: Is actually called The Still, and involves bringing part of his Sanctum into reality to massively improve his magical ability, allowing for even limited usage of time based magics.

He Who Pursues

Race: Reaper

Gifts: 1

Build: Has taken a large number of drawbacks, and possess a wide variety of skills, with few minions available.

Walk Blessed: Name unknown. Related to hunting, debuffing, and tracking beings.

Events:

The Chosen of Silence prioritizes his family above all. He has a large number of abilities and safeguards to protect them, being nearly unaffected by all the world rendering events around them,

but his main goal is to achieve planeswalking to get them out of Earth. He starts out stronger than a Son, but has less future growth and no equivalents to Minions or Gifts.

The Escastilla empire is the nearest mayor multiversal force near Earth, and is ruled by dragons following a strict caste system; the closer they are to their Origin Dragon, the more noble and more prestigious they are. They have a very decentralized and widely spread-out sphere of control, and the different draconic governors usually have a lot of leeway to conquer and expand as they please. The draconic conquistador is low on the caste level, and as a youth was far weaker than a Black Dragon, but he has lived for millennia, acquiring resources, strength, and power until he reached the level of a fairly successful governor, thanks to his ruthlessness, ambition, and cunning.

The three isekaid heroes are largely inconsequential. They have no talent or innate cunning and are too proud to listen to anyone beneath them, also having grown complacent after a lifetime of easy victories, fate bending to their whims, egregious excesses, and capricious actions, all while surrounded by scores of yes-men. Invading their worlds would be very lucrative, as you could establish a connection to the gods that favored them and may be able to fight and absorb them for a great amount of power. These are not True Goddesses, obviously.

Demiurges are mostly nomadic (largely thanks to Sons that hunt them). This one came to Earth escaping a Son who had just attacked a world parasitized by a pantheon of powerful Demiurges. He's off the Son's radar, as the Son was hunting much more powerful beings, and this Lesser Demiurge was more or less at the level of a carrion eater, but the Demiurge has come a long way without stopping even once to eat, and is starving, as such the chances of it running away are small, and may very likely fight to the death.