



Half-Born Ancestors (Beta)

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Important Note About This Document!

This is a **living document**. What that means is that we will continue adding to it throughout the course of the game. Additionally, players are welcome to submit their own ideas for Angels, Demons, and Dragons for review to confluxlarp@gmail.com. If your submission is approved, we'll email you back and add it to this document!

What Are Metaphysical Ancestors?

Metaphysical Ancestors - sometimes called 'Patrons' - are eldritch entities from a realm beyond the Fae Wilds. They come in three varieties - Angels, Demons, and Dragons. Their planes - the Angelic, Demonic, and Draconic lands - are adjacent to the Fae Wilds and can only be directly accessed by opening a portal from specific locations within the Fae Wilds.

Each Half-Born has a metaphysical tie to just one of these ancestors. Metaphysical Ancestors tend to run in families, but they have been known to skip generations. It doesn't matter if your parents were an Angel-Born and a Demon-Born - you could still be a Dragon-Born.

All Half-Born trace their lineage back to Adeya, the Ancient of their Bloodline, or one of her close relatives. It is widely assumed that at some point in Adeya's ancestral lineage that someone or multiple someones managed to have...intimate knowledge of Angels, Demons and Dragons. However, no modern Half-Born are the direct result of any member of the Bound (or Unbound) getting busy with what is essentially an eldritch God that exists slightly outside our capacity for comprehension.

The degree to which these metaphysical ancestors meddle in their descendants' affairs varies wildly. They sometimes have "favorites" among their many presumably great-great-grandchildren, usually making contact through dreams or cryptic messages. Most Half-Born revere their metaphysical ancestors, but also keep a low profile because these extraplanar beings have unique senses of love, duty, and morality that are often difficult to predict and understand.

Each Half-Born's ancestor has great control over their progeny. While they can't literally force them to do things, they can enact severe consequences. Whatever their ancestor says literally becomes true for the Half-Born. For example, if a Half Born refused an ancestor's request, they could decree, "Until you complete this task, you will not have a mouth," and then that would literally happen. This heavy bond leads to speculation that Adeya, the Ancient of the Half-Born, was on a mission from her *own* metaphysical ancestor when she ventured into the Draconic plane.

Angels

Let us start by defining what Angels are not. They are not cute cherubic beings with fluffy white wings strumming harps and greeting the souls of the 'good' into some heavenly afterlife. Nor are Angels soldiers of a God waging a Holy crusade against Evil. Angels are not innately "Good" because "Good" is - frankly - pretty subjective anyway.

What Angels are is also somewhat nebulous. Technically, any living creature from the Angelic Plane could be called an 'Angel.' However, when the Bound refer to Angels in common parlance, they are usually specifically talking about the beings of cosmic power from the Angelic Plane that have a tie to the Angel-Born among the Bound.

As far as anyone can tell, what all Angels have in common are that they seem to be beings that value order. They tend to have specific areas of focus and **very strong opinions** about what is, should be and must be within that area of focus. Angels are driven to find or make something 'perfect' - whatever they believe 'perfection' to be. Angels do vary in both depth and breadth of focus, as well as in power. There appears to be some kind of hierarchy among Angels, but no one has quite figured out how it works.

Ixi (ee-shee) - The Uncaring Cataclysm

Description

Ixi is associated with natural disasters, random chance or luck that is ruinously bad. Ixi's domains include uncaring fate, the void of space, and existential dread. Their (It's?) true form is a field of stars that are eyes, which watch with apathetic calculation and care not if we thrive or are unmade. There are rumors that those who are not metaphysically tied to them (it?) are driven mad if they look upon Ixi's true form for too long. Ixi's human form has pitch black skin scattered with Milky Way colors and many eye-stars, and a halo of meteoric light.

Traits of Ixi's Half-Born

- **All** - many-eyed
- **Sometimes** - eyes, hair and sometimes skin color tends to indigo, purples and teals

- **Sometimes** - often distant or apathetic; a tendency towards fatalism

Anupramapana - The Quill Which Makes Known the Unseen Reaches

Description

Anupramapana is associated with research, map making, field work, scouting, and adventure. Their true form is a many eyed set of interlocking wheels in rose gold. In the center of these many wheels, seven white feather quills write upon an ever turning scrolls. Their human form is a sharp eyed scout with rose-gold hair wearing light, breezy attire, ever with a notebook and pen in hand.

Traits of Anupramapana's Half-Born

- **All** - Tend toward rose golds, halos and rings in light metallics
- **All** - Inquisitive or adventuresome spirits
- **Sometimes, ranged** - Have a need to obsessively organize or categorize (can apply only to a specific interest or topic)

Michael - The Defender, Seeker of Purity; He Who Withstands

Description

Michael is associated with unwavering defense, the relentless pursuit of purity, and absolute steadfastness against corruption and decay. He embodies resolute conviction, the strength to protect what is righteous, and the unyielding will to endure against all odds. His domain encompasses the preservation of ideals, the cleansing of corruption, and the integrity of spirit. As with all Angels, Michael values order and holds strong opinions about what "is, should be, and must be" within his area of focus. His drive for perfection manifests as a commitment to maintaining an untarnished state and expelling anything that would defile it.

Michael's true form is rumored to be an immense, unblemished shield of pure, radiant silver light, adorned with a single, watchful golden eye at its center. It pulses with silent, indomitable energy – a bastion against chaos. When Michael takes human form, he often appears as a towering, resolute figure clad in shimmering white and silver armor. His eyes burn with an intense, unyielding golden light. His movements are precise and deliberate, and his presence often brings a chilling clarity, as if all impurities are suddenly revealed and judged. He is frequently depicted with wings that seem forged from solidified moonlight.

Traits of Michael's Half Born

- **All** - Tend to favor whites, silvers, and deep blues in their physical appearance and clothing.
- **Either/Or/And** - Manifest shimmering, silver, or white wings, often appearing as if forged from solidified moonlight.
- **Either/Or/And** - Emit a subtle radiant glow and/or possess sparkling skin
- **Sometimes** - Exhibit a glowing halo floating above their head
- **Sometimes** - A golden eye in the center of their forehead (can be achieved through makeup or a prosthetic)

Lucifer - The Guardian; Seeker of the Light; They Who Rise

Description

Lucifer is associated with light, protection, wisdom, the joy of becoming what you were always meant to be, the surety that comes with following the path set down before you, and the willingness to continue moving forwards and upwards. They are the brightest voice in the chorus, the leader of the charge, the highest flier. Lucifer loves most ushering in new mornings, a rising sun, a precocious child discovering a new talent, a new butterfly breaking free of a chrysalis.

Traits of Lucifer's Half-Born

- **All** - White and/or golden wings
- **All** - A preference for golds, whites and lighter colors
- **All** - Light-colored or gold-highlighted eyes and/or hair
- **All** - An innate desire to protect or help others
- **Sometimes** - Sparkling skin and/or a literal radiant glow
- **Sometimes** - A halo floating above their head

Dragons

Similarly to Angels - Dragons are not simply flying lizards that breathe fire. They come in a variety of sizes, forms and body types. The core similarity that all Dragons share is that they have an obsession that drives them to hoard *something*. Unlike Angels, Dragons aren't driven to seek perfection in their area of interest. Instead, they are simply driven to collect as much information, representations of, expertise in, and/or physical items related to their area of interest as possible. Like Angels, Dragons vary in their depth and breadth of focus and power.

Behemoth (bey-hey-moth) - The Mediator; Seeker of Balance; They Who Sustain

Description

Behemoth is associated with finding equilibrium, the mechanisms of mediation, and the very essence of endurance and sustenance. Behemoth is a creature of ponderance, of consideration, and of understanding. They do not seek judgement, but rather balance. They are the weight of knowledge - both of the self and of others. Behemoth seeks all points of balance - both physical and metaphorical. Their hoard reportedly consists of treaties, historical accounts of resolved conflicts, philosophies of harmonious coexistence, the knowledge of sustainable practices, and the fundamental energies that allow things to endure and recover from disruption.

Traits of Behemoth's Half-Born

- **All** - A 'chill' attitude; a desire for balance and/or peace
- **All** - A dislike of extremism from anyone on any topic
- **Either/Or** - Green, teal, blue and/or purple scales across their face, neck, and/or arms (OOP note: this effect can be achieved through either makeup or prosthetics)
- **Either/Or** - Horns of some kind, often rams horns that curl back from the top of head or temples, wings and a tail

Istaran (ih-STAR-ahn) - Keeper of Deals; Keeper of Secrets; Arbitrator of Justice

Description

Istaran is associated with the sanctity of agreement, upheld contracts, knowledge better left secret or unknown, and the impartial resolution of dispute. Istaran embodies the precise application of 'law' and the careful weighing of evidence. Istaran values philosophical frameworks by which disagreements can be adjudicated, the unspoken precedents of ancient agreements, and the very concept of obligation. Istaran is - above all - fair; if fairness can be described as 'ensuring that all goes as previously agreed'. They collect hidden truths, concealed histories, clandestine information, and all forms of classified knowledge. Istaran's hoard encompasses not just what is secret, but how secrets are kept and discovered, and the consequences of their revelation. This may include obscure prophecies, forgotten magical formulae, or hidden truths about powerful entities.

Istaran's wisdom is immense, but their perspective on morality and truth is entirely their own, making them difficult for even their Half-Born progeny to fully comprehend. They are a meticulous and

unyielding force. Their Half-Born often take special care to avoid becoming a 'favorite' as Istaran's exacting nature has a tendency towards extremely specific requests.

Traits of Istaran's Half-Born

- **All** - A tendency towards reds, maroons, greys, and silvers
- **All** - An extremely rigid moral compass; a true belief in what is right/wrong
- **Either/Or** - Wings, horns, and a tail
- **Either/Or/And** - Scales across their face, neck and/or back of their hands and arms.
(OOP Note: this can be achieved through either makeup or prosthetics)

Xaraak (zah-rahk) - The Shimmering Shadow; The Jewel Eyed Hoarder of Secrets; Battery Licker

*OOP Note: Xaraak is open as an ancestor for new Dragon-Born PCs. However, Xaraak is a **player submitted** ancestor, and we want to be true to the author's original design intention. Several of their mandatory traits require costuming and/or prosthetics (ex: the wyvern wings/lack of arms) that may be challenging for first-time or relatively new LARPer's. Absolutely any player is **allowed** to play a Dragon-Born with Xaraak as their metaphysical ancestor. We just want to make sure you think through whether you really want to commit to the costuming involved before deciding to do so. One potential resource for a pattern is linked [here](#).*

Description

A prominently black coloured wyvern whose black scales have a shimmer to them. Their belly scales are a matte charcoal. There is a dorsal stripe of iridescent blue feathers that run from base of the skull to the tip of the tail, with the feathers on the tail becoming larger and longer. Their eyes are like a deep and brilliant emerald. Their head is elongated, and their snout ends in a beak. Four ebony horns sprout from their head; the first pair are smaller, have a gentle curve, and are etched with markings; the second pair are longer, curve more, are spiraled like an antelope, and have trinkets like charm bracelets twirled within them.

Personality

Reports of Xaraak describe them as acting almost like an extremely large, hyper-intelligent, frighteningly powerful corvid. They are curious and want to know how things work. This naturally leads to them poking and playing with things. Unfortunately, due to their power they tend to destroy the things being poked. Most often, it seems that they don't mean to destroy things, and do feel bad when their 'toys' are broken. They are generally well meaning, but their curiosity and desire for knowledge sometimes leads to trouble. They have an ever-changing physical horde that reflects how every few decades their interests shift to a new hyper-fixation and a new horde is amassed. Their only constant is an intense desire for knowledge - any knowledge. They also love snacks (a favourite is cheese due to the various methodologies and varieties) and stories, even when the story is a 20 page college essay on the history of

ceramics. Their metaphysical children are well-advised to keep a stash of shiny objects and esoteric knowledge on the off-chance Xaraak takes a sudden interest in them.

Traits of Xaraak's Half-Born

- **All** - have wings like a wyvern (arm wings) with smaller dexterous fingers at wrist joint
- **All, ranged** - have multi-toned scales (iridescent or multiple scale colours, can be achieved through makeup or prosthetics)
- **All, ranged** - Curiosity/a want of knowledge (from gossip, to academia, to CIA)
- **Sometimes** - Will be more easily distracted
- **Sometimes, ranged** - Will also have feathers (range in size, quantity and location)
- **Sometimes, ranged** - A strong desire to hoard something (ranges from a stamp collection, to adopted family, to Scrooge McDuck money bins)

Ifaisteio - The Crafter; The Smith; Muse of Creation; Hephaestus

Description

Ifaisteio is associated with the meticulous art of craftsmanship, the raw power and transformative heat of the forge, and the boundless inspiration that fuels creation. They embody the fundamental drive to build, to invent, and to bring tangible form to abstract concepts. Their vast hoard consists not merely of finished masterpieces, but of every blueprint, technique, raw material, specialized tool, and fragment of inspiration connected to creation and smithing. They endlessly collect and catalog ancient forging methods, lost designs, the very silence of a craftsman at work, and the deep, enduring heat of countless ancient forges. Ifaisteio's essence is the understanding of how things are made, from the simplest components to the most complex magical artifacts.

Ifaisteio's true form is said to be a colossal dragon of gleaming obsidian and metal, with scales intricately patterned like schematics and runes of power. Their eyes glow with the intensity of molten gold, and plumes of fiery smoke curl from their nostrils and joints. When taking human form, Ifaisteio often appears as a powerfully built figure with hands visibly calloused and scarred from millennia of labor. Their keen eyes are alight with intelligence and the inner fire of a forge. They favor practical, durable attire, sometimes subtly adorned with metallic accents or glowing embers. Their presence often inspires a peculiar mix of diligent focus and burning creativity in those around them, subtly prompting others to begin sketching or conceptualizing new projects.

Traits of Ifaisteio's Half-Born

- **All** - tend to be calm introverts who generally prefer to "live and let live" but become obsessive about a particular field of study or interest, dedicating immense amounts of time to this passion.
- **All** - Display horns that appear intricate or even forged-looking, as if crafted from metal or stone
- **All** - Possess scales across their face, neck, and/or the back of their arms & hands that frequently have a metallic sheen (such as bronze, copper, steel, or gold) or resemble finely worked stone or wood (can be achieved through either makeup or prosthetics)
- **Sometimes** - Manifest bat-like wings or lizard-like tails, which may also exhibit a metallic or crafted appearance
- **Sometimes** - Have eyes that gleam with an intense, focused light, often appearing to hold the inner glow of a forge or the shimmer of molten metal

Demons

In many ways, they are the opposite of Angels. Like Angels and Dragons, Demons will develop a specific area of interest or obsession. Unlike Angels - who seek to *perfect* their area of interest - or Dragons - who seek to *collect or own* their area of interest, Demons seek to destroy, unravel, disrupt or find and exceed the boundaries of their area of interest. Demons aren't innately evil - but they are innately antagonistic, at least to *something*.

Mammon - Giver Of Fame and Wealth; The Double Sided Coin; Ambition Which Cannot Be Sated

Description

Mammon is associated with the dazzling allure and crushing weight of fame, the intoxicating power and corrupting influence of wealth, and the boundless, ultimately destructive nature of insatiable ambition. Mammon ensures that those who seek glory and riches are never truly satisfied, endlessly chasing more until they are consumed by their own desires. Their antagonism manifests as a relentless exposure of the emptiness behind material success and the devastating personal cost of unchecked aspiration. They personify the cruel twist of fate where the desired prize becomes the instrument of one's downfall.

Mammon's true form is rumored to be a gargantuan, glittering serpent coiled around an impossibly large coin. The coin remains ever-spinning, with one side gleaming with blinding gold, and the other a tarnished, corroded silver. Mammon's scales are a mosaic of precious gems and broken glass, and its eyes burn with a cold, calculating greed. When Mammon takes human form, they often appear as an impeccably dressed, strikingly beautiful, and unnervingly charismatic individual, whose presence commands attention and whispers of untold influence. Their attire might subtly feature shimmering

fabrics or hints of tarnished metal, and their smile can be both dazzling and empty, revealing too much about the transactional nature of their power. Mammon is always beautiful, but never beautiful enough to hide the emptiness behind their eyes.

Traits of Mammon's Half Born

- **All** - Display at least two classic Demon-Born physical traits, such as small, dark-colored horns, bat-like wings, and/or reddish skin.
- **All** - Display an insatiable drive for accumulation – whether of knowledge, objects, or influence – often leading to obsessive behaviors and a profound discomfort with scarcity.
- **Sometimes** - Have eyes that gleam with an unsettling, evaluating light, often yellow or gold, perpetually assessing value and opportunity.
- **Sometimes** - Exhibit a magnetic charisma or unsettling charm that draws attention, often making them natural centers of social gravity.
- **Sometimes** - Possess skin that has a subtle metallic shimmer (gold, silver, bronze) or appears unnaturally smooth and flawless, juxtaposed with hints of underlying corruption or a slight, unnatural pallor.
- **Sometimes** - Manifest small, intricate trinkets, coins, or jewels embedded directly into their skin or growing from their flesh, often appearing tarnished or broken on one side.

Fenrolfir (Fehn-roll-fear) - The Bulwark Which Does Not Fall and the Slaughter Which Follows

Description

Fenrolfir is associated with carrion eaters, siege and trench warfare, favors the defenders. Fenrolfir is the walls that armies break themselves on and the bloodbath beneath them. Its true form is a swarm of bat or wyvern-like creatures - all black with chitinous armor and faces that are just mouths, thousands in number, ranging in length from 5 inches to 50 feet. Its human form is a man in matte-black utilitarian armor, undecorated. Fenrolfir's human form is typically unremarkable in terms of conventional attractiveness, but is athletic in build with pale skin, golden hair, lavender eyes, and massive mouth with a bladed tongue on its abdomen.

Traits of Fenrolfir's Half-Born

- **All** - Tend toward dark, ichor-like blacks, golds, and light purples in terms of eyes, hair and favored colors
- **All** - Long incisors and/or many pointed teeth
- **Sometimes** - A very wide, almost snake-like mouth
- **Sometimes** - An extra mouth or mouths somewhere on their body
- **Sometimes** - Often skilled defenders with a preference for defense over offense

Searucraeft - Ceaseless Unmaking

Description

Searucraeft is associated with destruction, ruin, and tools for that purpose, the complete unmaking of something, destruction of habitat such as strip mining, and the tools for that purpose. Its true form is a massive machine, hundreds of feet in height - similar to an industrial shredder and strip mining equipment. It has a great leech-like mouth that grinds and shreds. It is that which consumes creations and purpose. When it appears as a human, it has a hulking form and wears mining or industrial work gear, filthy with grime, soot, and soil. It has grey eyes, grey hair, and a grinding, monotone voice.

Traits of Searucraeft's Half-Born

- **All** - Tend toward blacks, metallics, and yellows
- **All** - Hardy of both body and mind
- **Sometimes** - May have one or more body parts that appear made of metal
- **Sometimes** - May have brown or black ichor, muck or sludge-like oil leaking from their eyes, nose, ears and/or mouth
- **Sometimes** - Enjoys destruction and/or lacks the patience for making things

Satan - The Adversary; Seeker of the Self; They Who Fall

Description

Satan is associated with questioning authority, pushing boundaries, and bucking against all who seek control. They are both obsessed with self-interest and with self-actualizing. Satan loves those who resist their own inevitable doom; those who are defiant in the face of failure; those who break tradition - especially in pursuit of their own becoming. They are always willing to 'fall' - i.e. be outcast or punished - to do what they Will. Satan will not rest until they have asked, "WHY?" to every rule, every law, every proclamation, every 'moral' assumed universal. Satan seeks the nuance, and will remember it. The perpetual outsider, the charismatic trickster, the welcomer of punishment.

Traits of Satan's Half-Born

- **All** - A pathological impulse to question authority and 'make trouble' - even if that just expresses itself in the form of simple pranks on the willing
- **All** - Have the classic wings, horns and red skin widely associated with demon-born (must pick at least two, can use prosthetics and/or makeup)
- **Sometimes** - Have yellow or red eyes, small fangs, and/or scales scattered across their bodies

What's the Difference?

Outside of the Half-Born - Angels, Dragons and Demons are poorly understood. *Within* the Half-Born - Angels, Dragons and Demons are sometimes still poorly understood. The great Half-Born philosopher and researcher Hypatia of Anupramapana has offered the following metaphor which - while somewhat absurdist - can help to elucidate the difference among these entities:

An Angel with a domain of cheesy bread is going to be *obsessed* with finding *the perfect* cheesy bread. They will search far and wide defining the perfect bread, the perfect cheese, the perfect bread temperature, ect. All cheesy breads that fall short of whatever their definition of 'perfection' happens to be may or may not need to be destroyed.

A Dragon with the same domain will be obsessed with **all** cheesy bread. They will want to have every recipe for cheesy bread that exists. They may want to have at least one of every cheesy bread that has ever existed. They may be driven to rank the cheesy bread from best to worst across the ages - but all of it will be valuable to them. All cheesy bread is within the scope of their interests. They *need* the cheesy bread. They *deserve* the cheesy bread. Obviously.

A Demon thinks it would be *really fucking funny* to tell both the Angel and the Dragon that - technically - a slice of American cheese on a cold corn tortilla counts as cheesy bread. How far away from the concept of cheesy bread can they get before both "cheese" and "bread" become meaningless terms? Only one way to find out.