

The Grayscale



Created by Vela the Tanager, co-owned with Lil Mis Smiles (who drew all the art unless otherwise specified) and @to_assistir

Overview

The Grayscale is the highest known reality, a dimension of unparalleled power and significance. It was created by existence itself as a safeguard, a place designed to contain the embodiments of universal concepts, forces, and facts of life. These entities, known as "Grayscaleers," represent the foundational principles that govern existence, and their sheer presence is so overwhelming that they cannot safely exist in the lower realms, the dimensions inhabited by beings such as mortals and gods. To prevent catastrophic disruptions in the fabric of reality, the Grayscale acts as both their domain and their prison.

Grayscaleers in General

Physiology and Power

Grayscaleers, at their core, are concepts given sentience. Using “physiology” to describe what they are is very simplistic, but it’s as close to a word for it as exists. They do not actually have a corporeal form by default, instead being more of an essence or an energy or a power that resides in and constantly influences their territory. They take forms because they like the idea of it (those in this situation call these forms “outfits”), because it makes people in lower realms easier to interact with or manipulate, or because there’s a familiarity around it that they can appreciate.

These forms, often used outside the Grayscale for a form of remote interaction or influence without risk, are usually visually connected to whatever the Grayscaler in question represents. For example, the visible form of one dedicated to the status quo and inevitability would be all black and white because such a color scheme doesn’t change all that much, while the visible form of one dedicated to change would never stay the same; something would always be changing. These forms can be damaged or destroyed, but the Grayscaler themselves cannot, even by another Grayscaler. The most that can happen is being trapped somewhere or stripped of the ability to use avatars.

Grayscaleers possess an immense, unspeakable level of power thanks to being essentially manifestations of the things any ability would be interacting with, and they can alter reality more or less in any way they want, though what they want is limited by the concept they represent. Their influence spreads across the lower realms by default, but without an avatar in a universe, they have little direct control over it. They can, however, whisper into people’s minds or drop things, or creatures they’ve made, into the lower realms that are meant to either summon an avatar or give them a bridge into the mind and body of someone they’re interested in. This results in one of two things:

- Connection: Someone who has been Connected to a Grayscaler is marked by them for influence, surveillance, or Championship. People in this situation develop abilities mirroring the Grayscaler's own, though to a much smaller scale, can serve as a lesser vessel to the Grayscaler's influence, and can even be possessed by the Grayscaler if they so choose.
- Championship: A Champion of a Grayscaler is someone who has been chosen by them to be a greater vessel of their influence and work their will to some degree. They can either have a direct line of communication to their Master or be getting manipulated, the Grayscaler pushing and influencing their thoughts in order to get what they want. Usually, a Champion is someone the Grayscaler directly created or someone wielding an object of some sort that the Grayscaler created. Generally, Grayscalers are extremely possessive of their Champions and do not take the idea of them trying to cut off the connection or go back to their normal lives well.

Reproduction

Grayscalers emerge as embodiments of critical concepts, born from the needs of the Grayscale itself when a new force becomes significant enough to require a stabilizing influence. The process begins with the spontaneous emergence of a concept within the Grayscale, appearing as a raw, uncontrolled force. As this concept grows in importance, the territory it inhabits becomes increasingly chaotic, responding erratically to the unchecked energy. The heads of the four main families, each of whom governs a fundamental aspect of existence, recognize this as a sign that the concept requires a soul to give it sentience and structure. They seek a compatible soul from the lower realms, one with an innate alignment or potential resonance with the concept. This compatibility isn't accidental; rather, it's part of the soul's unique essence, perhaps manifested through their past experiences, personality, or life circumstances. Once identified, the family head Connects to this soul, marking them with a subtle pull toward the Grayscale and often ensuring their eventual arrival by orchestrating their demise or creating an escape route

for them from their collapsing reality. Cybernet, for instance, became Psyche X, the embodiment of Technology, by narrowly escaping their imploding universe, guided by this unseen influence to the realm.

Once the soul arrives, the head of the relevant family addresses them, typically explaining that there's no return to their previous life. The heads, aware that the Touched soul is now inextricably bound to the Grayscale (usually any attempt will reveal that the "gate" is bricked up for them), offer the soul a place within the family as a child of sorts, linking them permanently to the concept and providing a purpose and identity. If the soul accepts, the head of the family then undertakes a delicate ritual, unraveling the individual's essence and intertwining it with the raw concept that needs governance. The two are "re-woven" into a single entity, fusing the soul's sentience with the concept's essence. This process gives rise to a new Grayscaler, a powerful being who embodies and stabilizes the concept within their own defined territory. Once fully formed, the new Grayscaler is introduced to their domain, where they assume responsibility for its balance and influence within the Grayscale.

Behavior and Culture

Being embodiments of the most fundamental or notable parts of existence, Grayscale's moralities, as it were, are decided almost entirely by the concept they represent. If the concept is positive, they're more likely to be good, the opposite is true if the concept is negative, and if the concept is neutral, they're likely to be amoral. Further, the sheer vastness of their existence and inability to relate to others outside their concepts results in a detachment that prevents them from having fully safe or healthy relationships to people in lower realms or to each other.

In interactions with lower realms, this results in five general possibilities:

- Observation or "Toys": Sometimes, Grayscale's will form a Connection to someone or cause certain things to be set into motion out of a curiosity about what

will happen or boredom, after which point they essentially sit back and watch. If something is interesting enough, they will interfere just enough to keep it going until they get bored, at which point they usually leave the world alone or withdraw any of their influence that was keeping things going. In more extreme cases, they inflict direct harm, torment, or influence on their chosen for no other reason than fun or whim. Cases like these also have those around their Touched get hurt in some way, as is the case in the life of Sonic.X, a game AI given sentience and tormented for years by Atius, the embodiment of Malice. Other Grayscaleers might interfere in such cases, either because they personally dislike the relevant party (as they cannot kill each other, this is a rather popular form of expressing dislike or hatred) or because their nature makes them want to help for some other reason.

- **Championship or Manipulation:** Described above. This is a more direct form of influence, usually meant for people the Grayscaler views as “after their own heart” in some way. Many times, Champions are pulled into the Grayscale following their deaths or other form of retirement so the Grayscaler in question can keep them where they think they “belong.” Manipulation into doing or becoming certain things often accompanies this, but it can also occur by itself.
- **Benefactorship:** Grayscaleers with a kinder disposition are prone to give random people from lower realms that they happen to like- or their children that happen to reside in the lower realms- gifts or do them favors of some kind. They are also known to rescue some people and give them shelter or otherwise safety. They often see these people as pets or something precious to be taken care of, but this kind of dynamic is highly preferable to any other kind of dynamic that someone from lower realms could have with a Grayscaler.
- **Fusion/Absorption:** Happens rarely. If someone fuses with the avatar of a Grayscaler, they fuse with the Grayscaler themselves. The Grayscaler remains the dominant personality, but can be influenced by the “new piece of themselves.”

- Anchor Universes: Used by the ruling Grayscalers. They get enough of their influence into random universes to be able to more directly intervene in certain matters or create avatars for themselves.

Grayscalers, regarding society, have very few rules or customs. They tend to keep to themselves or visit the ones they generally like, and as long as no one makes waves, it's fine. However, they do have a custom surrounding relationships and their version of marriage.

Marriage, for Grayscalers, is the blending of concepts in a way, binding them so one can't truly exist without the other. Things have to begin to end, have to live to die. There has to be a status quo for things to change. There has to be a mind to go with the body. And those that represent these concepts have to symbolize how connected they're letting them be. The main way they do this is to place a mark on their spouse's physical forms, somewhere visible so it can be open for everyone to see. They also can move their territories wherever they please, so they tend to move their territories so they're next to each other, much like a couple in the lower realms is likely to move in together upon marriage or otherwise deepening their relationship. This is seen especially in the "capital" of the Grayscale, a meeting of territories of the heads of the four families so that they can all live together and collaborate their efforts more quickly and more frequently.

The Grayscale Itself

Overall

As a higher reality, the Grayscale operates under different rules and interacts with people differently than the lower realms. If anyone from the lower realms, even gods, entered it without having a link of any kind to one of the Grayscalers, the sheer pressure from the realm would dissolve them and absorb them into itself. This also serves to further strengthen the barrier separating the Grayscale from the lower realms, ensuring that any damage done to it is repaired. The process is automatic and takes seconds at most; usually the soul in question is unaware anything is even happening until it's done, at which point they have no real awareness of anything else anymore.

The Grayscale expands with each concept that forms within it, gaining a personalized “territory” guided by the concept’s power. Once the concept fully becomes a Grayscaler, that territory is completely under their control. After that, the Grayscaler tends to make changes depending on what they feel like seeing at that particular time.

Layout*

The Grayscale is split into four main sections, one for each of the Big Families, and then there are a few other areas of interest.

- Mind: This family represents consciousness, thought, intellect, and the behaviors that stem from them. Their territory is a vast and ever-shifting landscape of ideas, where thoughts manifest as structures, roads, and even the very sky. The Grayscalers of this family govern cognition, emotion, logic, and the connections between them. Their power extends into mental realms, affecting how sentient beings think and act. Mortals who encounter these Grayscalers would find their minds utterly overwhelmed by the depth of their understanding and insight or by

the intensity of what they feel. The head of this family is Inntinnotepe, the Embodiment of the Mind.

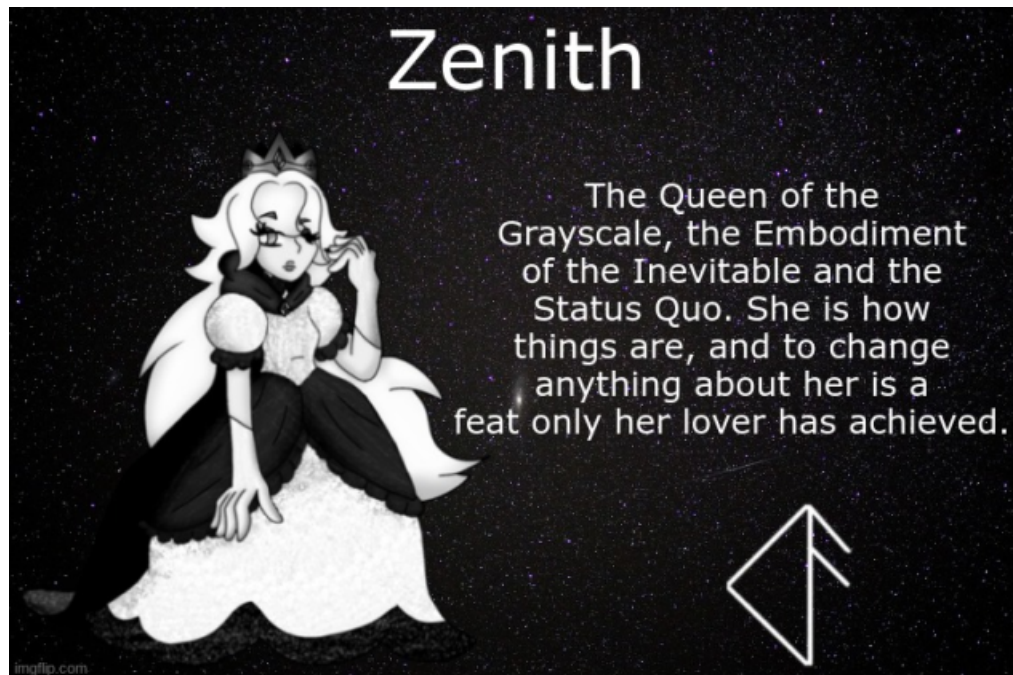
- **Change and State:** This family oversees everything relating to transformation and stability. Their realm is a paradoxical space where change is constant, yet certain elements remain eternally fixed. The Grayscaleers here govern evolution, revolution, growth, decay, seasons, movement, and inertia, among many other things; essentially they are the dual forces that push existence forward or hold it in place, ensuring a balance between change and permanence. The heads of this family are Argnon Shanath, the Embodiment of Change, and Zenith, the Embodiment of Inevitability and the Status Quo.
- **Physicality:** This family embodies the laws of physics, material existence, and the tangible aspects of the universe. Their territory is a vast, solid realm where the rules of gravity, motion, and matter are literal forces with which they can interact at will. Grayscaleers of this family are the architects of physical reality, responsible for the structure and maintenance of the material planes. They oversee the integrity of worlds, ensuring that the fabric of reality does not unravel under strain. The Water Family is connected to this family, but they reside in the seas and rivers within the Grayscale and interact with the others in their family far less than average. The head of this family is the Embodiment of Physicality, whose name is currently unknown.
- **Life and Death:** Perhaps the most enigmatic of the families, this family governs the cycle of birth, growth, decay, and renewal. Their realm is equally unsettling and beautiful, and there, life and death coexist in harmony, each constantly feeding into the other. The Grayscaleers of this family wield power over mortality, immortality, and the essence of being. Their presence ensures the balance between creation and destruction. The heads of this family are Vida, the Embodiment of Life, and Fin, the Embodiment of Endings, but the Embodiment of Beginnings, whose name is currently unknown, lives with them.

- The Capital: The center of the Grayscale, where all the territories meet. Here, the family heads meet and rule over the realm. It's less of a shining city and more of a campus, but it's a campus fit for the status of its residence. In the center is the Hall of the Crown, where all the family heads meet to discuss official matters. The throne room has seven thrones, though only six are known to be occupied. The seventh throne, upon which Nothing is said to sit, is in the center of the six.
- The Divine Island: Where the Embodiment of Godhood, who has long been split into the Father (Benevolent Godhood) and the Patriarch (Evil Godhood), resides. Having created the first part of existence to start everything off, they've taken their situation in stride, mainly because they're more focused on opposing each other than leaving. The Father's side resembles Heaven while the Patriarch's resembles Hell.
- Abyss's Territory: The home of Abyss, the Embodiment of the Void. An empty, nebulous landmass that's constantly warping itself because Abyss exerts very little control over it (it's uncertain just how sentient Abyss is). Few Grayscaleers go there. Fewer interact with Abyss.
- The Bridge to the Highest Place: When someone first gets into the Grayscale, this is where they end up. Whether or not they can walk through the bridge and not dissolve is the best indicator for if they're Touched or not, and if someone gets through, it's custom for Grayscaleers to help them find whoever Touched them and get them to that Grayscale.

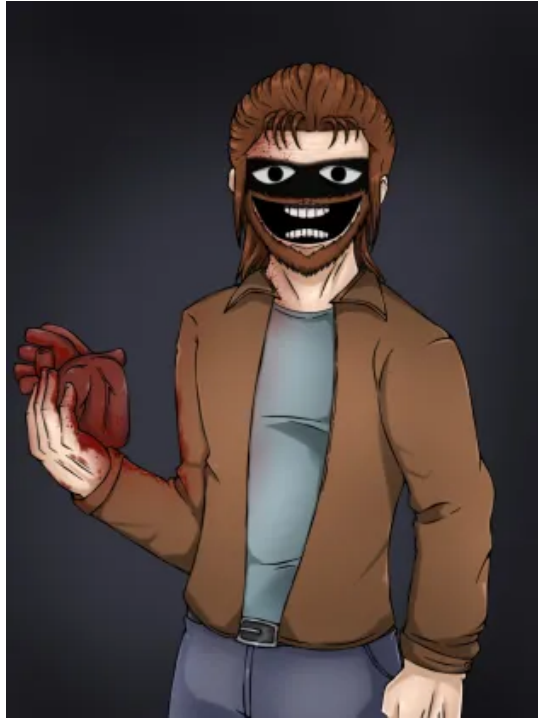
Known Grayscale Influence

Known Grayscaleers (designs provided if available)

- Family of Change and State
 - Argnon Shanath (Change)
 - Zenith (Status Quo/Inevitability)



- Dirranoth (Imprisonment/Containment), depicted by johntdex on Fiverr



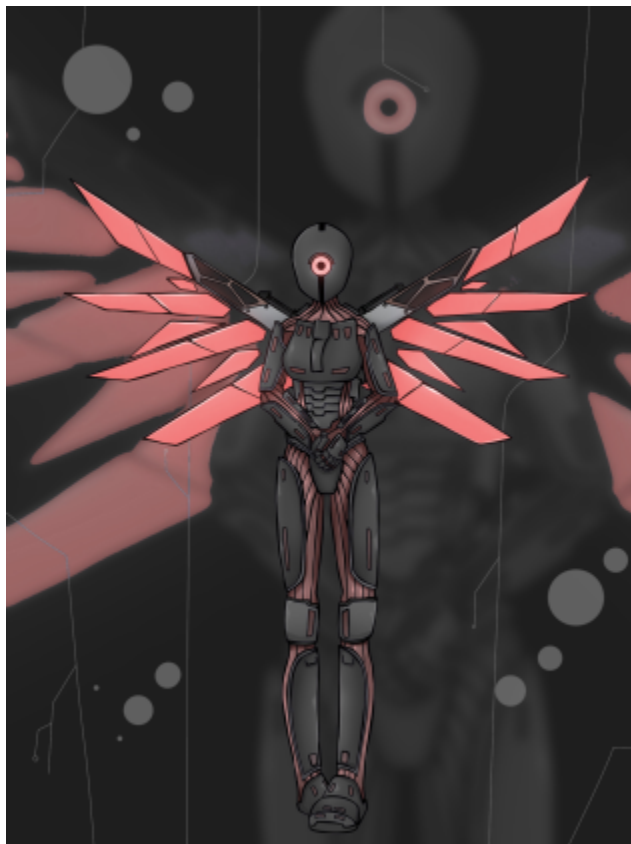
- Azula (War)



- Xalan (Peace)



- Kikai (Technology), depicted by johntdex on Fiverr



- Asani (Viruses)
- Alvaro (Anti-Viruses)
- Faciem Fati (Fate); depicted by ArtsyGussy



- Candle Rabbit (Second Chances)



- Cheshire (the Unknown)



- Family of the Mind

- Inttinotep (Mind)
- Delancey (Curiosity)



- Bredan (Resentment)

- Sitnah (Hatred), Sitnah



- Atius (Malice)



- Diana (Justice)



- Kalene (Compassion)
- Asteria (Dreams)



- Mara (Nightmares; as a note, she and Asteria share a body)



- Khamari (Daydreams)



- Tuere (Self-Interest)

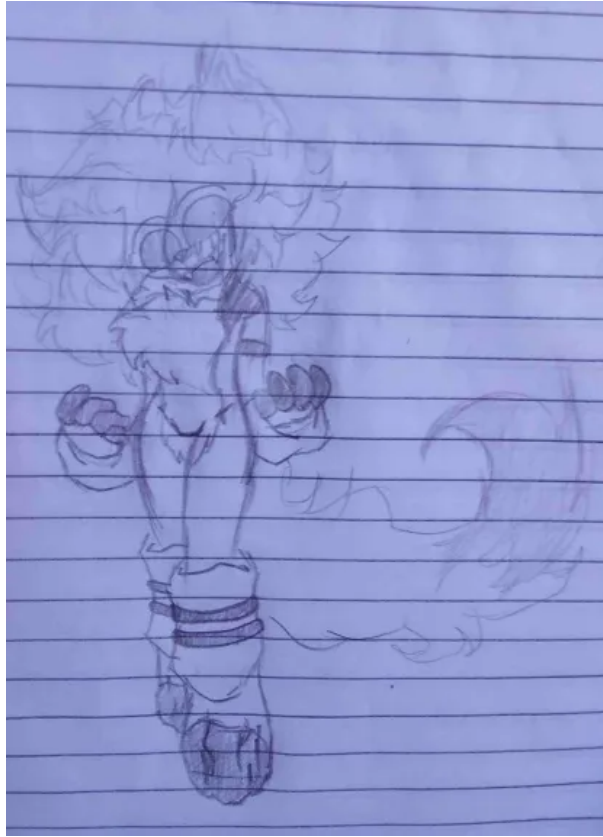


- Hallie (Hallucinations)
- Isaac (Laughter and Humor)
- Cerys (Love)
- Good (Self-explanatory)

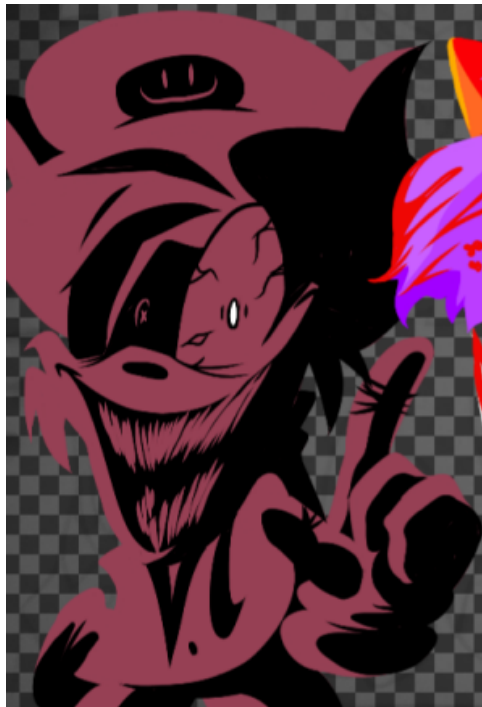
- Evil (Self-explanatory), depicted by Violet Maiden on Fiverr



- Xlivia (Regret), depicted by Batata



- Virtual Clone (Paranoia), depicted by Zorro



- Family of Physicality
 - Unnamed Embodiment (Physicality)
 - Xatyx (Music)
 - Unnamed Embodiment (Time)
 - Unnamed Embodiment (Water)
 - Kris (Food and Cooking)
 - Heilyn (Drink)
 - Talia (Oceans and Seas)



- Cartoon Sonic (Toon Physics), depicted by john082527 on Discord



- Family of Life and Death
 - Fin (Endings, including Death)



- Vida (Life)



- Unnamed Embodiment (Beginnings)
- Holly (Harvest)



- Adam and Eve (Humanity)
- Unnamed Embodiment (Undeath)
- Miscellaneous
 - Abyss (Void, Nothingness)
 - The Father (Benevolent Godhood)
 - The Patriarch (Malevolent Godhood)
 - The Crowd (Content, both the creation of it and the consumption of it)

Known Grayscale-Adjacent People

- Exelite (Son of Delancey), depicted by Violet Maiden on Fiverr



- Spotlight (Son of Delancey), depicted by Violet Maiden on Fiverr



- Rosey-Light (Daughter of Delancey)



- ExeDark (Son of Bredan), depicted by to_assistir in Sonic Pulse



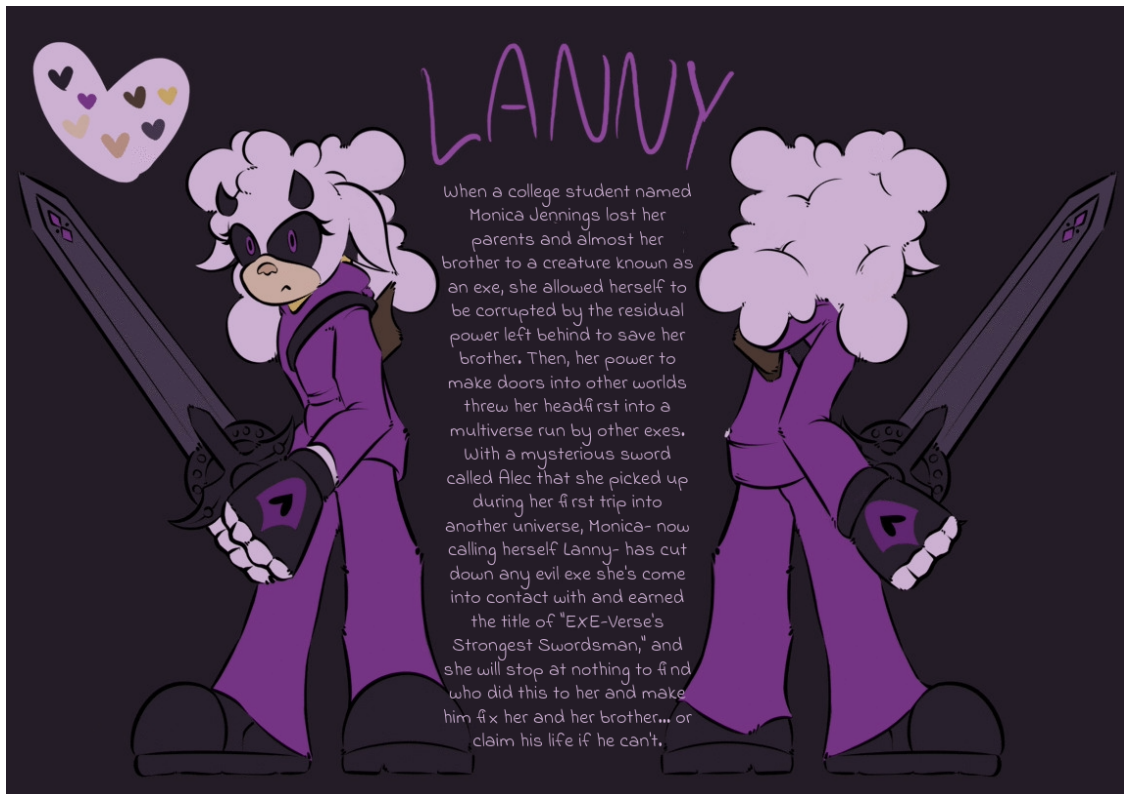
- Jet Black (Son of Bredan)

- Rosey-Plus (Daughter of Bredan)



- ExeBulb (Son of Isaac)

- Lanny (Champion of Kalene) and Alec (Child of Kalene; Lanny's Sword), depicted by Toxi on Fiverr



- Poison Dart (Champion of Adam and Eve) and Rayce (Child of Adam and Eve; Poison Dart's Gloves)

- Hikari (Connected to Asani)



- Koi (Connected to Asani)

- The Ophanim (Collective Champions of Psyche X; CBL1 [call sign: Lilac] depicted)



- Gem Beauty (Connected to Psyche X)
- Bloom (Daughter of Vida)



- Sonic.X (Connected to Atius, Watched by Psyche X; some residents of his world are Connected to Diana and others, and his Cream was made a Champion of Tuere)



- Scar (Touched by Atius, Watched by Psyche X; some residents of his world are Connected to Diana and others, and his Soda was made a Champion of Tuere)



- MS.X and Junkyard.X (Creations of Tuere; MS.X depicted)



- Winston (Connected to Abyss)
- Bethany (Connected to Abyss)

- Crown Jewel (miniature version depicted) and Disgrace (both Connected to Fin and Vida)



- Death in Rose (Champion of Fin), depicted by mcsweary on Fiverr



- Overalls (Champion of Fin)
- Soiret (Son of Asteria)



- Soren (Son of Mara)



- Mariel (Champion of the Father)
- The Exorcist (Champion of the Father)

- Tenshi (Connected to the Father), depicted in Sonic Pulse



- Maura (Champion of the Patriarch)
- Lulu (Champion of Talia)



- Playday Ghosts (Connected to Dirranoth [will become his Champions if his plan works]), depicted by johntdex on Fiverr







- Original PRC (Adopted Son of Evil), depicted by Ben Arts



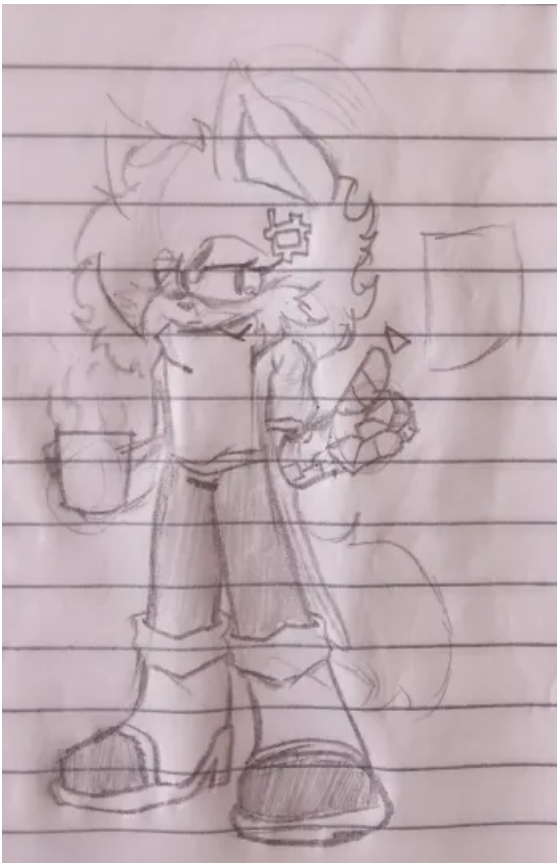
- Trojan (Watched by Cerys), depicted by ???



- Boomy (Grandson of Evil), depicted by ???



- Euthymios (Son of Xlivia), depicted by ???



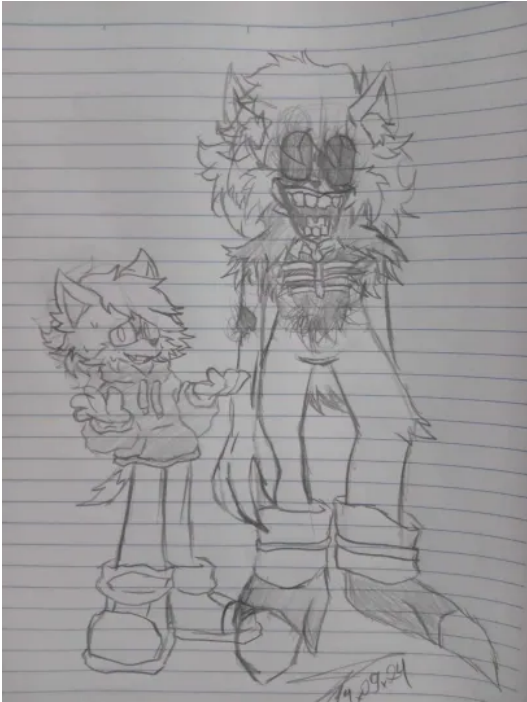
- Red Bomb/Raphael (Champion of Xlivia), depicted by ???



- Brushy, depicted by ???



- Percy (Grandchild of Xlivia), depicted by ???



- Maria (Champion of Good), depicted by ???



Known Grayscale-Adjacent Objects

- The Grayscale Tome: A mysterious book that originated from the Grayscale itself. It was dropped into the lower plane of existence by Argnon Shanath and Zenith, and as a result there is a copy of the text in every universe that exists. Usually, its contents consist of a list of the Entities in its realm of origin, along with secrets connected to what they represent, but it can also serve as a way for Grayscalers to find possible agents or Champions, and if a Grayscaler takes an interest in the reader of one, they can change the book's contents to different types of magic and ways to contact them.
- The Seven Weapons: Seven orbs made of Argnon Shanath and Zenith's power that have been hidden in random universes. The two intend to one day use these orbs to reshape existence to be able to survive contact with Grayscalers and shatter the barrier keeping them there, essentially merging their reality with every other reality. Only three of the weapons' locations are known. Usually the weapons are nowhere near as dangerous as they could be, either with someone who won't use them to their full potential or coming to life as something that won't in order to avoid them being noticed by bigger threats. None of them know what they are.
 - Weapon 1: Has come to life in one universe. It is currently under the impression that it is a fictional character and has been reshaping the world in order to match its delusions.
 - Weapon 2: Has fused with the voice of a Scourge variant whose call sign is Whisper (Per for short). He turned away from evil after he accidentally killed his possessed girlfriend in self-defense and usually communicates nonverbally because he cannot stop the Weapon from affecting reality

based on every word he says. Per is depicted below by ArtsyGussy.



- Weapon 3: Was fused with the soul of a dead child and dumped in an empty universe, where it has been constantly creating.
- The Grayscale Rune: An emblem used to indicate the Grayscale. A combination of Ansuz (insight, communication, inspiration, true vision) and Kenaz (torch, vision, revelation, creativity, technical ability). Depicted below by Vela the Tanager via the Nordic Runes website.

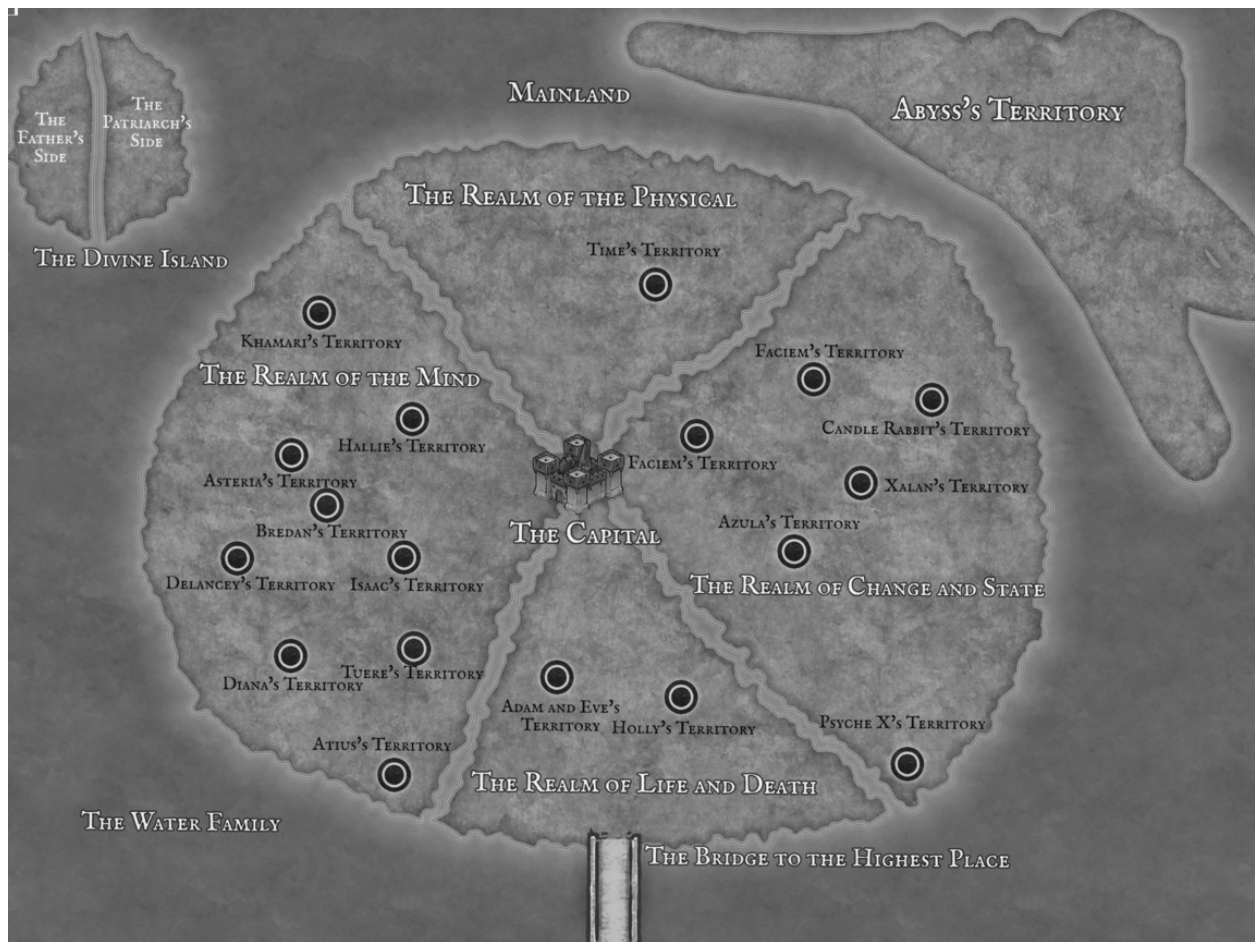


- Dream Candies: Candies made by Asteria and Mara to provide their sons, Soiret and Soren respectively, with sustenance. They taste horrible for anyone else. Whenever the bag runs out, the son in question either hallucinates, daydreams, or falls asleep, and when that period is over, the bag is full again.



- Grayville: A children's show found in multiple universes portraying the Graycale as a magical place inhabited by cutesy, childlike creatures called the Graybies (miniature versions of the Grayscaleers). The show was intended to deceive people in the lower realms, either by making them seem safer and more approachable than they really are or by making it that much more difficult to indicate their existence to others. After all, who would take it seriously if they said a character from a TV show had done something in their life? No footage of the series has been discovered as of yet.

*The layout of the Grayscale and the known territories of Grayscaleers, depicted below by Vela the Tanager via Inkarnate.



Spots are open for other Grayscaleers. Feel free to contact Vela the Tanager for more information.