

Raven (DC) — Canon Survey, Powers, Trigon, and Sibling Variants

Last updated: 2025-09-24 • Built for NotebookLM • Focus: power design for children of Trigon, Raven-Trigon dynamics, and cross-media comparisons.

0) Orientation & Use

- **Identity:** Raven (Rachel Roth) is a half-demon empath-mage from **Azareth**, daughter of **Trigon** (demon lord) and **Arella** (human). Created by Marv Wolfman & George Pérez, she debuts recruiting the Titans against Trigon.
- **Signature mechanic:** the **Soul-Self** (often a giant raven) — an astral/avatar form used for offense, defense, scouting, telepathy/teleportation, and emotion-work.
- **Enduring conflict:** demon-blood destiny vs. self-chosen ethics/family; control/containment vs. compassion/connection.

How to use this doc: Each section is self-contained (comics, Teen Titans 2003, Titans live-action, other media). After Raven's sections, see **§6** for **other children of Trigon** and **§7–§8** for side-by-side comparisons and design tools.

1) Raven — Powers (cross-continuity synthesis)

Empathy & emotion control. Baseline: sense/share/dampen emotions, pain, and illness; escalation: induce or modulate states (with overload risk in high-affect crowds).

Soul-Self (astral avatar). Projects as a combat/utility entity to shield, absorb, grapple, scout, communicate, and traverse/teleport. Early time limits relax in later eras.

Magic/sorcery toolkit. Telekinesis, shadow/darkness constructs, teleportation, hypnosis, ritual magic (chants/sigils), occasional precognition; in some runs, framed as **chaos-magic** proficiency.

Demonic surge/aspect. Red-skinned or multi-eyed “demonic” form boosts durability, strength, and destructive spell output. Some continuities add **Seven Deadly Sins induction** (notably **Pride**) with physiological backlash.

Limiters & weaknesses. Emotional overload; corruption/possession vectors (Trigon, cults, artifacts); susceptibility to great magic; ethics of over-dampening others.

Design cue (for new Trigon-child): Treat **empathy + astral avatar** as the base idiom; layer **chaos-magic utilities**; add a **Demonic Surge** state gated by mantras/rituals with tangible costs (fatigue, visions, attracting Trigon’s gaze).

2) Raven — Relationship with Trigon (story patterns to mine)

1. **Prophecy pressure.** Cults (e.g., Church of Blood; The Organization) work time-tabled rites that need Raven's presence/consent or despair to breach dimensions.
2. **Possession & splitting.** Trigon's influence externalizes as corruption, dark doppelgängers, or a split-off "Evil/Dark Raven," letting inner conflict become set-piece action.
3. **Chosen-family counter-magic.** Titans' trust/friendship provides affective ballast, blocking leverage; intimacy reframes destiny.
4. **Collateral kin.** Rival half-siblings test her autonomy with loyalty/temptation trials; artifacts and sigils escalate or bind.

Plot kit: Make the child a **living seal** (emotions "open" or "close" it). Use **sin-specialists** among siblings; build **cult factionalism** (bind vs. unleash) the PCs can exploit.

3) Raven in Comics (major eras)

Classic / New Teen Titans (1980s). Gothic melodrama + found family. Raven recruits the Titans when the JLA balks (demonic taint). Repeated Trigon-incursion prevention; relapse/possession cycles; Azarath discipline as ethical frame.

Late 80s-90s (Titans Hunt / Evil Raven). Soul-splitting, corruption, and ritual cleansing (Phantasm). "Seed of Trigon" beats weaponize intimacy; wedding-crash arc with Starfire illustrates moral chess Raven plays against her own taint.

2000s (Johns era and adjacent). "Family Lost / Raven Rising," and **half-brothers** arcs. Raven re-joins the Titans with contingency artifacts that can kill her if corrupted — trust-with-safeguards as a motif.

2010s-2020s (New 52 / Prime Earth and later). Re-introduction via **Phantom Stranger** and **Teen Titans (vol. 4)**; visual redesigns; "Black Bird of Terror" epithet; later **Dark Raven/Doctor Hate** threads interrogate autonomy vs. destiny with Lords-of-Chaos artifacts.

4) Raven in Teen Titans (2003-2006)

Characterization. Guarded, sardonic, tender beneath discipline. The series foregrounds **emotion-regulation** as the visible limiter (focus mantra "**Azarath Metrion Zinthos**").

On-screen power language. Telekinesis (debris swarms), force shields/absorption, phasing, short-hop teleport, soul-avatar strikes — all explicitly keyed to emotional control.

Trigon arc (Season 4). Prophecy pressure and catastrophic coming-of-age; team-as-family breaks fatalism. Raven's culminating state (often dubbed "**White Raven**" by fans) channels full power without surrendering compassion.

Design cue: Implement **focus checks/mantra tokens** to gate large-scale effects; failure spawns uncontrollable shadow phenomena the party must contain.

5) Raven in Titans (2018–2023, live-action)

Premise. Rachel Roth as runaway empath haunted by a monster-in-the-mirror; the Titans function as guardians before peers.

Cults & kin. The **Organization** and **Church of Blood** drive grooming/prophecy plots; later seasons add **Sebastian Sanger** (Brother Blood), another child of Trigon, to contrast Raven's refusal with sibling embrace of destiny.

Powers on screen. Early volatility (prophetic/trauma-keyed outbursts) that consolidate into intentional magic; the show also nods to the "**White Raven**" metamorphosis as an achieved confidence/state.

Design cue: Early play uses **noisy, prophetic, hard-to-aim** manifestations; later arcs reward investment in bonds/rituals with precision and breadth.

6) Other Children of Trigon (by continuity / medium)

6.1 New Earth (pre-Flashpoint) — The Sons of Trigon (Seven Sins)

- **Jared (Wrath).** Induces murderous rage; leadership push among brothers. Typical mission: weaponize riots/warbands.
- **Jacob (Lust).** Induces compulsive desire/obsession; excels at infiltration and corruption of alliances.
- **Jesse (Envy).** Induces corrosive jealousy; specializes in breaking trust networks (teams, courts, churches).
- **James (Greed).** Induces avarice; logistics/treasure and artifact-hunting anchor.
- **Jack (Sloth).** Induces apathy; targeted demoralization of defenders and institutions.
- **"Gluttony."** The gluttonous aspect appears variably named in adaptations; often used for grotesque body-horror escalation and mass-consumption set pieces.

Mechanic. The brothers typically **induce/weaponize** their sin in others; they also corrupt Raven or try to use her as a **key**. Motive varies between unleashing Trigon and **usurping** him by siphoning his power.

6.2 Prime Earth / New 52 (2010s-) — Belial, Ruskoff, Suge

- **Belial.** Eldest/ambitious half-demon prince; wartime organizer among siblings; frequently the field commander in assaults to reclaim Raven.
- **Ruskoff.** Loyalist lieutenant; demon-physiology powerhouse (brute force, resilience).
- **Suge.** Loyalist lieutenant; demon-physiology with battlefield cunning; sometimes linked to broader Hell politics.

Mechanic. Less "sin-induction," more **direct demonic power** (strength, durability, sorcery) with coordinated assaults on Titans; theme: **dynastic succession** in Hell vs. Raven's autonomy.

6.3 Prime Earth (2023-) — Trilogy (Liam) and Brothers

- **Trilogy (Liam).** Half-human child awakened by **Lazarus rain**; powers include **possession, shapeshifting, superhuman physicals**; defined by **mistrust** and grim piety. His two unnamed brothers manifest, but are killed early by Trigon in a manipulative recruitment scene.

Mechanic. Post-Lazarus Planet framing: ambient magical catastrophe **activates dormant demonic lineages**, creating “wild” heirs with unstable ethics and power expression.

6.4 Titans (live-action) — Sebastian Sanger (Brother Blood)

- **Identity.** Human cult-raised son of Trigon (with May Bennett/Mother Mayhem); ascends as **Brother Blood**.
- **Powers.** Blood-magic amplification, ritual empowerment keyed to prophecy, leadership of the Church of Blood; contrasted with Raven’s empathy/containment ethic.

Mechanic. Embraces destiny; narrative foil who **chooses the throne** Trigon offers, making family conflict ideological as well as mystical.

6.5 DC Animated Films / Games — Sons of Trigon (adaptational)

- **DCAMU & DC Universe Online** versions often list/badge the brothers by the sins (**Jared/Wrath, Jacob/Lust, Jesse/Envy, James/Greed, Jack/Sloth, Julius/Gluttony**), sometimes treating **Raven as Pride** and plotting reunification.

Continuity caution: Names/rosters vary by medium. Use the **sin-function** as the portable mechanic; treat individual names as **continuity-specific**.

7) Comparison Matrix — Raven vs. Trigon’s Other Children

Character / Continuity	Primary Power Idiom	Limiter / Cost	Typical Relationship to Trigon	Narrative Function
Raven (comics, general)	Empathy + Soul-Self + ritual magic; optional sin-induction (Pride)	Emotional overload; corruption vectors; ethical restraint	Resists/rewrites destiny; oscillates between corruption and purification	Wounded-healer lead; “family counter-magic” anchor
Raven (Teen Titans 2003)	Emotion-gated telekinesis/constructs, shields, teleport; mantra focus	Loss of control if unfocused; social isolation	Opposes Trigon through chosen family; prophecy inversion	Stoic teen learns trust; White Raven catharsis

Character / Continuity	Primary Power Idiom	Limiter / Cost	Typical Relationship to Trigon	Narrative Function
Raven (Titans live-action)	Volatile empathic/mystic bursts → disciplined magic over time	Trauma triggers; trust work with guardians	Recruited then resists; acts as sibling foil to Sebastian	Survivor narrative; guardian-to-peer arc
Jared/Jacob/Jesse (New Earth)	Sin-induction (Wrath/Lust/Envy) to mass-manipulate	Overreach backfires; reliance on victims' susceptibility	Oscillate between unleashing/overthrowing Trigon	Antagonists who corrupt teams and spark inner collapse
James/Jack/Julius (adaptational)	Greed/Sloth/Gluttony expressions; often body-horror or mass sway	Similar to above	Often try to reunite the "seven" (with Raven as Pride)	Escalation set pieces; artifact hunts
Belial/Ruskoff/Suge (Prime Earth)	Direct demonic force (strength, sorcery, command)	Hierarchy infighting; ritual dependencies	Loyal to Trigon or seek succession via conquest	War-arc antagonists; Hell-politics channel
Trilogy (Liam) (Prime Earth)	Possession, shapeshift, super-physicals; Lazarus-triggered	Unstable identity; religious guilt; isolation	Personally courted by Trigon; siblings killed as leverage	Dark mirror of "salvation vs. damnation"
Sebastian Sanger (Titans TV)	Blood magic + cult rites; prophetic empowerment	Dependency on cult; moral descent	Embraces Trigon's plan	Ideological foil; "what if Raven said yes"

8) Design Toolkit — Building Your Child of Trigon

8.1 Power tiers - Tier 1 (always-on): Empathic sense + micro-dampening; Soul-Self scout; shadow wisps (micro-telekinesis). - **Tier 2 (focused):** Barrier "Soul-Shell," short-hop teleport, emotion push/pull with consent mechanics; wards/sigils. - **Tier 3 (Demonic Surge):** Multi-eye sigil opens; chaos-beamwork, sin-specialty, dimension keys (portals/bindings). **Costs:** nausea/visions, exhaustion, pings Trigon/cults.

8.2 Limiters & safeguards - Mantras/rituals (Azarath discipline) as concentration checks; - **Counter-artifacts** (stabilizers that also act as trackers); - **Overload checks** in crowds/trauma zones; - **Trust pacts** with teammates as mechanical buffers.

8.3 Plot engines - Seal mechanics: emotional states open/close gateways; - **Sibling sin-guilds:** each sibling specializes in a sin/emotion; - **Cult schisms:** bind vs. unleash factions the PCs can play off; - **Doppel mechanic:** repression over time sheds a Dark-Self the party must resolve.

9) Literary Lens — Raven as Dark-Heart Healer

- **Archetype braid:** *Wounded Healer* (takes others' pain), *Tempted Scion* (heir to evil), *Psychopomp* (soul-traveler). Soul-Self dramatizes interiority as action.
 - **Ethics of containment:** Azarath training reframes power as **care**, not domination; stories test the line between helping and overriding agency.
 - **Family as counter-spell:** Chosen bonds repeatedly **reprogram prophecy** — intimacy as magic system.
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10) Quick Index (versions at a glance)

- **Comics:** Classic NTT; Titans Hunt/Evil Raven; 2000s half-brothers arcs; New 52/Prime Earth; Dark Raven/Doctor Hate.
 - **Animation:** Teen Titans (2003–06) + *Trouble in Tokyo*; Teen Titans Go! (parodic/elastic); DC Nation shorts.
 - **Films/Games:** DC Animated Movie Universe appearances; **DC Universe Online** "Sons of Trigon."
 - **Live Action:** *Titans* (2018–2023): Trigon, Church of Blood, **Sebastian Sanger**, "White Raven" nods.
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Appendix A — Raven's Common Abilities (roll-up)

Empathy (sense/share/modulate); pain/illness mitigation at cost; Soul-Self (projection, shields/absorption, telepathic link, scouting/transport); shadow/dark constructs; telekinesis; teleportation; ritual/chaos magic (chants/sigils/wards); occasional precognition; demonic-form escalations (multi-eyes sigil, durability/strength/spell output, optional sin-induction). Weaknesses: emotional overload; corruption vectors (Trigon/cults/artifacts); vulnerability to great magic.

Appendix B — Siblings Cheat-Sheet (one-liners)

- **Jared (Wrath):** rage induction commander.
 - **Jacob (Lust):** obsession/corruption infiltrator.
 - **Jesse (Envy):** trust-eroding saboteur.
 - **James (Greed):** avarice-driven artifact hunter (adaptational).
 - **Jack (Sloth):** system-wide demoralizer (adaptational).
 - **Julius (Gluttony):** grotesque consumption escalation (adaptational).
 - **Belial/Ruskoff/Suge:** Prime-Earth demon princes — direct force, succession politics.
 - **Trilogy (Liam):** Lazarus-awakened shapeshifter/possessor courted by Trigon; murdered brothers as leverage.
 - **Sebastian Sanger:** blood-magic heir who **chooses** Trigon's path (*Titans TV*).
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Sources I drew on (selected, for NotebookLM provenance)

- Broad Raven biography, powers, and major arcs (including Evil/Dark Raven, Titans vol. 2 half-brothers, New 52 relaunch details). cite turn2search4 turn1search1
 - Raven's general powers set and Soul-Self mechanics (good cross-check against other summaries). cite turn0search0
 - Trigon overview + breakdowns of the **Sons of Trigon** in New Earth (Jacob/Jared/Jesse) and the New 52 children (Belial/Ruskoff/Suge). cite turn2search5
 - DC Database entries collating continuity-specific details (Prime Earth Raven; Sons of Trigon; Suge; Ruskoff). cite turn0search8 turn1search0 turn2search2 turn2search3
 - "Trilogy (Liam)" from the Lazarus Planet era (powers, origin, status). cite turn5view0
 - **Teen Titans (2003)** Raven focus, mantra use ("Azarath Metrion Zinthos"), and Trigon arc pointers. cite turn1search2 turn0search4
 - **Titans (live-action)** Season 4 context: Sebastian Sanger (Brother Blood) and the show's "White Raven" nod. cite turn0search2 turn0search10 turn0news52
 - Adaptational note on the six named "Sons of Trigon" used in **DC Universe Online** (James/Greed, Jack/Sloth, Julius/Gluttony alongside Jared/Jesse/Jacob). cite turn4search5 turn4search7 turn4search8
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Annotated Sources (single-page oriented)

Curated to be friendly for NotebookLM ingestion (few, high-signal pages). Use these for grounding facts, continuity cross-checks, and episode/issue anchors.

1. **DC.com — Raven (official bio):** <https://www.dc.com/characters/raven>
What it offers: Canonical elevator bio, affiliations, and franchise positioning.
Best for: Quick grounding and language that reflects DC's current house view.
2. **Wikipedia — Raven (DC Comics):** [https://en.wikipedia.org/wiki/Raven_\(DC_Comics\)](https://en.wikipedia.org/wiki/Raven_(DC_Comics))
What it offers: Publication history, major arcs, powers, and "in other media."
Best for: Broad overview + links outward to specific eras and adaptations.
3. **DC Database (Fandom) — Raven (New Earth):** [https://dc.fandom.com/wiki/Raven_\(New_Earth\)](https://dc.fandom.com/wiki/Raven_(New_Earth))
and Raven (Prime Earth): [https://dc.fandom.com/wiki/Raven_\(Prime_Earth\)](https://dc.fandom.com/wiki/Raven_(Prime_Earth))
What it offers: Continuity-specific details (powers, feats, relationships, issue citations).
Best for: Fine-grained cross-checking by continuity.
4. **DC Database — Trigon (New Earth):** [https://dc.fandom.com/wiki/Trigon_\(New_Earth\)](https://dc.fandom.com/wiki/Trigon_(New_Earth))
and Sons of Trigon (New Earth): [https://dc.fandom.com/wiki/Sons_of_Trigon_\(New_Earth\)](https://dc.fandom.com/wiki/Sons_of_Trigon_(New_Earth))
What it offers: Trigon's role across eras + the New Earth "Seven Sins" sons.
Best for: Family tree, sin-induction mechanics, and ritual/prophecy beats.
5. **Teen Titans (2003 TV series) — Wikipedia:** [https://en.wikipedia.org/wiki/Teen_Titans_\(TV_series\)](https://en.wikipedia.org/wiki/Teen_Titans_(TV_series))
What it offers: Series overview and episode lists with summaries; production context.
Best for: Pinpointing Raven-centric episodes and the Season 4 Trigon arc.

6. **Teen Titans Wiki (Fandom) — Raven:** <https://teentitans.fandom.com/wiki/Raven>
What it offers: Character-focused summaries, notable episodes, and mantra/power notes.
Best for: Quick recall of on-screen power expressions and focus-mantra usage.
7. **Titans (2018-2023) — Wikipedia:** [https://en.wikipedia.org/wiki/Titans_\(2018_TV_series\)](https://en.wikipedia.org/wiki/Titans_(2018_TV_series))
What it offers: Season-by-season synopsis including Trigon, the Organization, and Season 4's Sebastian Sanger.
Best for: Live-action continuity beats at a glance.
8. **Brother Blood — Wikipedia (character):** https://en.wikipedia.org/wiki/Brother_Blood
What it offers: Church of Blood context across comics and TV (Sebastian Sanger in *Titans*).
Best for: Cult mechanics, iconography, and how leadership intersects with Trigon plots.
9. **DC Animated Movie Universe — Wikipedia:** https://en.wikipedia.org/wiki/DC_Animated_Movie_Universe
Key Raven films: **Justice League vs. Teen Titans, Teen Titans: The Judas Contract, Justice League Dark: Apokolips War.**
Best for: The DCAMU interpretation of Raven/Trigon and containment motifs (e.g., brow gem).
10. **DC Universe Online Wiki — “Sons of Trigon” DLC:** https://dcuniverseonline.fandom.com/wiki/Sons_of_Trigon
What it offers: Adaptational roster using the Seven Sins naming; mission arcs and boss mechanics.
Best for: Alternate naming and powers flavoring you can borrow for tabletop design.
11. **Lazarus Planet (event) — Wikipedia:** https://en.wikipedia.org/wiki/Lazarus_Planet
What it offers: Context for post-crisis magic changes that awaken/alter demonic lineages (e.g., "Trilogy/Liam").
Best for: Framing new heirs and sudden power manifestations after magical cataclysms.