Nanny persona summons

Level 0: the weakest of the lot, they can be summoned in large groups quite easily

Level 1: the entry level summons of the set, they can be used for dealing with civilians

Level 2: possessing their own magical powers, if only entry level, they often lead groups of level 1 and 0 summons in capturing civilians

Level 3: the first set that possess potent abilities for their level, they draw other nanny creatures to them

Level 4: the group that focuses on raising civilians, they often mirror the nannyfied traits of their sources

Level 5: the standard level of monster for the set, they can be trouble for civilians, though teams of heroes can take them

Level 6: gathering different nanny civilians to build up new safe houses, they often set up different smaller bases

Level 7: the weaker of the higher level summons, they often roam about for times, to gather resources

Level 8: often aiding and guiding weaker nanny babies, they serve as support, chaplain and advisors to keep new nanny babies

Level 9: possessing lots of magical powers and lair making powers themselves, they easily set up bases and groups themselves

Level 10: the hardest of the summons to really get into, their rituals start getting very complex starting with this level

Level 11: the set up for the final levels, they are quite willful and capable of making their own decisions as needed

Level 12: the ones close enough to standard hero power, they can give a lone hero a hard time for a bit with their own abilities

Level 13: the mightiest of the persona summons, they possess potent links to their originators, enough to be like a second copy

Nanny ponies

Unicorn: the magicians of the nannypony’s they handle day to day magical support

Earth pony: the labourer’s of the nanny ponies, they tend to be the physical strongest and toughest

Pegasus: the fastest fliers of the nanny ponies, they often manipulate local weather pattern

Sea pony: travelling across various water ways, they hold elegant and elaborate balls and dress up sessions

Breezie: fairies flitting about the natural world, they like to spy on regular folk and change things for them

Donkey: often living in the regular world in various disguises, they wait and watch and give advice

Yak: musicians and bards, they mostly wander the world, capable of taking various inanimate forms to relax

Cow: gathering different livestock and food sleepered nanny babies, they mostly focus on ensuring food is flowing freely

Griffin: beastly fliers with mighty strength and speed, they tend to live in isolated areas to protect other flying nanny babies

Changeling: capable of impersonating even heroes for a time, they drain energy from others to fuel their transformations

Dragon: gathering all sorts of treasures and messaging other enclaves of Nanny babies, they even summon other nanny babies to their side

Minotaur: defenders and knights of the nanny ponies, they gather in groups to serve and protect

Diamond dog: miners and crystal collectors, they often serve as blacksmiths and vehicle designers

Buffalo: sturdy and defensive, they focus on gathering roaming tribes to their side

Deer: fast and nimble raiders, they often use various shamanistic enhancement abilities

Alicorn: the rulers of the nanny ponies, they tend to have stable courts where they rule over large groups

Draconequi: chaotic wish granters, they go about as they please, chaos childish chaos on a whim

Nanny toons

Comedy camel: masters of laughter and chaos, they make everyone want to forget about troubles and burdens for just awhile

Tragedy tortoise: featuring all kinds of traps and tricks, they hide behind many defenses

Slice of life slime: taking many different normal forms and lurking around different locals, they offer safe bastions for nanny babies in trying areas

Action aardvark: leading others on adventurers, the rewards are all kinds of sleepers and outfits for your hard work

Exploration elk: constantly wandering the air and data waves, they often take a few babies with them for a bit before dropping them off with a nanny lair

Romance raven: bonding two pairs together in holy fusion matrimony, they flit about many different shows

Creature collector cat: easily summoning plushies to their side, these plushies live long after the toon goes down

Nanny roos

Winter romper ramp up: servants of winter gift giving, their pouches sport all manner of yuletide decorations

costumi: all orange and black for the halloween night, they can make all kinds of clothing alterations and have all kinds of plushies come from their pouch

Turkey gifting: a big feathery roo that's quite plump, food and drink flows freely from their pouches with all kinds of stuff

baby day: a babyish plush roo, they make everyone younger when they step into their pouches for extended periods of time

Kissikissgift: pink and white lace sissies that make others wanting to kiss and relax, they reduce people's sense of danger

Soft Padding day: big and padded crinkly roos, they sports big heavy bottoms and pouches to spread crinkly diaper material

circus start day: a colorful dressed clown roo, they sport endless gags from their pouches

Firework friendshow: a roo with all sorts of colorful rockets and streamers, it also has bottomless buffets of food

Nanny students

Werewulf: long howling pack animals, they gather different victims to their side and teach them their cycles of corruption

Franky: a big muscled stitched up plushie suit, they draw energy from victims that wear them for a time

Sandy curse: a big sandy bandaged sleepered animal masked creature, they curse others with nanny curses with a mere touch

snowfur: a big white furred snowman, they tend to be the biggest, toughest, and most elusive of the nanny students

Alavine: a set of animated crinkly leafy vines, they wrap around a target to form a talking elaborate plant sleeper that dramatically strengthens their abilities

Vampwing: a bat winged energy drainer with a hypnotic gaze, they love to join different groups of people to take in new pets

Merpamp: a big tailed fish man, they gather in large schools, singing hypnotic lullabies and long dress up sessions

dead un: a nanny student that continously revives, they spread a plushifying babyfication disease with their touch and bite

imp: a flitting about little bat winged sprite, they like to prank others and hex random objects

Skelebone: skeleton dressed bone sleepers, they can generate sleepers like second skins to give them powers for a time and leave them for others to reanimate as plushies

Centini: a fast and agile raider and shaman, they gather different victims to mentor in their new powers

minoguard: a big burly guardian of different paths, they teach other babies how to handle weapons

Witchiecoo: a spell slinging caster, they fly through the night with ease with the gifts they offer

Nanny planets

Sun: a font of life and light, they draw other satellites to them as they encourage the growth of nanny energy

Moon: a font of cycles of darkness, dreams and tides, they cause changes and mystery

Star: circling the void of dimensions, they trail other nanny planets as messages

Mercury: agents of wisdom, ice and knowledge, they cause problem to just melt away

Venus: creating many new nanny HERO’s and nanny seals, all kinds of items come from them

Earth: servants of life and duty, nanny plushies follow their every movements as they are born

Mars: seers of prophecy and flame, they warp and control magic with ease and appear in dreams

Asteroid: swarms of small and medium gatherings they generate chaotic bursts of creation and destruction

Jupiter: generating bursts of wealth and flashes of lightning, the are the front line leaders of the nanny planets

Saturn: devising many gadgets and causing death and rebirth, the circle the cosmos and void

Neptune: lurking in the depths of the ocean, the build vast wealthy cities of nanny babies to live in peace

Uranus: watchers of the wind, they cycle and whirl through the skies without a care in the world

Pluto: guardians of death and time, they cycle new souls to be reincarnated into their new life as servants of nanny

Nanny gyms

Rainbow league: the set of gyms focused on different colors and setting shop in different cities with puzzles for each

Time passage league: the gyms focused on different events at certain times of the days, weeks, months and year, they have very set patterns

Element league: focused on different elements, they set up different themed gyms in locations suited for each element

Urbani league: gyms set up in all kinds of developed areas, they gather different lots of petty crooks to them to power them up

Colosseum league: a set of gyms focused on fighting different heroes and villains, they tend to be the most combat happy of the group

Travel league: focused on endless travel across lands, oceans, sky, regions and dimensions, they form up and break apart quite often

Performance league: focused on various different performance arts to hypnotize and entrance

Pet league: focused on handling various animal partners, they gather different teams of beasts to train

Beauty league: focused on endless forms of beauty treatments and improvement, they all focus on different transformations

Tribal league: a set of masked performers, they focus on entertainment and storytelling

Quest league: focused on various long running goals of different types, they are rather wide ranging and hard working

Schooling academy league: focused on different studies of science and schooling both real and made up, they have many tests

Nanny adventurers

Martial: the weapon’s masters of the group, they lean hard into exploration and fighting

Arcane: the controllers and masters of magic, they focus on all manner of tricks to handle opponents

Divine: healers and supporters no matter how tough they are or how hard they hit, the are bulwarks

Primal: drawing upon the power of the natural world and infusing it with Nanny’s love, they draw on different beasts and plants

Psionic: masters of the mind, planes and dreams, they infuse their powers with chaotic bursts of psychic energy

Shadow: sapping the energy of others and replacing it with nanny energy, they easily vanish into the night without a sound

Science: focusing on all manner of different gadgets and designs, they excel at building all manner of things

Nanny teams

Rocket over team: focused on petty crime and other standard villain activities, they often focus on the usual job of dealing with heroes

Magma over team: focusing on the earth, fire and metal, they are hard hitting raiders who are often on the move.

Aqua over team: focusing on the water, the weather and ice, they disrupt enemy movements and fortify nanny bases

Galactic over team: seekers of the stars, they focus on gathering more and more power for Nanny and her different babies

Mirror over team: endless performers and seekers, they are always traveling and telling other nanny babies the places they have been

Cipher over team: focused on spreading nanny energy around and weakening heroes power bases, any font of power usually piques their interest

Snagem over team: focused on snatching up other gear and creatures, they work as suppliers for other nanny babies

Aether over team: focused on traveling to other worlds and realities through messing with portals

Skull over team: focused on gathering willing recruits, they often roam about in big families

Flare over team: focused on creating more and more nanny forces, they often have various projects running at the same time

Yell over team: focused on supporting other nanny groups, they tend to follow around in large gatherings that disperse into cities fairly easily

Star over team: focused on research and improving other nanny babies, they gather different forms of research together for their own ends

Nanny royal

royal of the desert: wandering the sands, they mainly focus on taking in survivors to serve them in small ports of calm

Royal of the forest: flitting about like the seasons, they change things with the seasons as the mood strikes them

Royal of the jungle: the most beast and plant focused, they mainly focus on taming animals, plants and bugs to serve them

Royal of the plains: shamans and hunters, they lurk on the edges of civilization to snatch up victims for their tribes

Royal of the mountain: highland raiders with secret bases hidden in the peaks, they study lore in various hidden libraries

Royal of the caves: dwelling in deep and vast caves, they gather in great explorations and civilizations to build and create

Royal of the streets: living amongst different urban areas, they sneak victims to them as they live amongst the walls and sewers

Royal of axis: setting up cities of nanny babies, they organize everything to fit their standards

royal of the pit: tantrum throwing brats, they love causing pranks and tricks

Royal of the boneyard: guardians of nanny energy and gathering servants to them, they endlessly seek perfection

Royal of the heaven: innocent and playful, they gather small but very loyal courts of babies to their side to loyally protect them

Royal of the malestrom: chaotic lovers of energy, they are notoriously free spirited agents of change

Royal of the ocean: leaving on the sea floor with potent hypnotic songs they gather in great choirs of hypnotic love

Royal of the swamp: spreading swarms of nanny infused beasts, bugs and plants, they mainly focus on living in nanny energy

Royal of the arctic: living in the icy wastes, they mainly like to spend time with their victims

Royal of the coastline: setting their courts, just on the shore, they mainly focus on gathering different treasures for themselves

Legendary Nannymon

Bird: gatherings of avian elemental energy, they circle in the sky in patterns of migration, focused solely on guarding certain nanny sites

Mew: living avatars of nanny energy and innocence, they flit about different realities to play with others

Creation: twin guardians of support and control, they create all manner of safe haven’s for nanny babies

Golem: constructs of materials, they build all manner of creations to serve Nanny.

Beast: roaming guardians of nanny dungeons, they weaken heroes before they head in and maybe snatch a victim

Timeleaf: endlessly flitting about through time and nature, they are sources of life

Lati: living amongst other nanny babies for a extended period of time, they mainly snatch a victim or two to raise as their own

Tapu: guarding certain types of fonts of energy, they only move on, when it is fully taken by Nanny

Weather: representing forces of nature, they cause the sun, wind, rain, snow and ground to generate sleeper material

Arceus: representing all manner of energy types for Nanny babies in many tablets

Emotion: generating potent and long lasting emotional fields, the make other’s minds much more pliable

Cosmic forces of time and space, they alter places to fit more in with nanny’s vision

Victory: boosting up large gatherings of civilians, they create a feedback of loop of nanny energy that grows exponentially

Sword of justice: questing knights, they mainly focus on dealing with large groups of heroes

Paradox: resembling past and future events, they cycle about in different terrains, destabilizing time and space

Shysprout: little flying sprouts of energy, they draw energy from others and replace it with energy of nanny

Sea child: causing chaos with body and power swaps infused with nanny energy, they flit about endlessly just relaxing on the waves

Energy dragon: fonts of endless sources of life giving nanny energy, their forms are vast and massive with power seeping out from their body

Life death: representing life, death and the balance between, they mainly focus on generating potent but consistent pulses of nanny energy

Ultra portal: residents of Nanny’s personal pocket dimension, Nannyspace, they gather a few victims into Nanny space to play around with them and make them more suitable.

Loyal chain: each possessing a singular chain, they can link this chain with another to fuel a being, place or thing with nanny and mon energy as well as their own thoughts

Knight hound: endlessly wandering, they spend time with a few babies for a time before moving on

Martial bear: martial artists and fighters, they often seek out heroes to deal with and sleeper so they can retrain them

Magic hoop: capable of generating all manner of portals leading to different places, they link other nanny babies together and transform them with each portal jaunt

Wish: capable of granting all manner of nanny fueled wishes, they are childish and innocent

Volcanic: dwelling deep in the earth, they endlessly tunnel and grab babies to sleeper up and leave in the care of other nanny royals

Forger: capable of mass producing constructs and nanny dress up machines, they build grand palaces

Diamond: princesses of energy, light and transformation, they often transform places into their new palaces

Bugzord: sporting various weapons, they exist to take down various different zords with heavy equipment

Cryptic ape: brawlers and explorers who take in humans to raise as beasts, they love to dance and make music

Thunder tail: thundering apes, they gather in tribes of brawling apes to show who’s the fluffiest, the cuddliest and most electrified

Dark moon: purveyors and dancers of dreams and wishes, they cycle in large circus like gatherings to serve them

Nanny summons

Exodus the pampseer: endlessly drawing energy from powers beyond, they cause nanny energy to appear where none existed

Belia the tantrum: the wrathful rager, he causes anger to spike and minds to cloud and grow more childish

Ultima the motherly: the caregiver of all babies, she hears all their cries and grants them treats and wishes

Pampfrit the endless wet: a gathering dark cloud, he travels constantly to gather different babies before dropping them off

Frightberry, the spy: capable of making babies timid and afraid for a bit, he also causes various costumes and sleepers to form.

Odin, the instant nap: sending babies to peaceful dreams with a swing of his scythe, he travels the void of dreams

Shiva the spanker: dealing with naughty babies, she gets them to obey with all different kinds of punishments and rewards

Dogra the school teacher: teaching hundreds of babies all at once, across dimensions, he gathers energy within their minds to fuel his growth

bahamut the divine dwake: the leader of the summons, he grants magically wishes for those who contact him, making all safe and protected

great nanny beasts

Flame breath: the most common of the group, they have warm and hot breath

Gusting lung: capable of controlling wind, they tend to be notoriously free traveling in their routes with no rhyme or reason to where they go

River tail: possessing potent healing auras, they roam through the rivers and lakes, dispersing their bodies into countless raindrops

Glacier armor: defensive and loners by nature, they often gather large pieces of ice art to themselves

Desert feet: the fastest and most active of the great nanny beasts, they regularly patrol their own turf to keep it to themselves

Cave eye: living deep in the caves and completely blind, they gather collections from the surface world and endlessly keep them safe

Iron skin: the physically strongest and toughest, they tend to be the ones most likely to pay a visit to a local city

Magnetism mind: disrupting magnetic fields, they lurk in one place where there powers are strengthened

Lightning hand: striking in a flash and causing mass devastation, they gather in a cloud and then disperse

Swamp tusk: representing decay, they cause urban areas to decay much faster as they spread blight

Plant root: setting up in large scenes of nature, they gather forests of Nanny creatures to them

Psionics soul: beasts of the mind, they spread through the minds of different victims as they draw power from all of them

Shadow touch: creeping tempters, they often lurk about different haunts to draw others to them to sleeper them

Divine light: carrying large villages of Nanny babies on their backs, they are roaming threats with hoards of babies with them

Power claw: focused on guarding large sites of Nanny power, they mainly focus on drawing this power into themselves and spreading it out

Gravity foot: possessing potent gravity manipulation powers, they focus on taking big blocks of buildings

Plasma horn: possessing searing heat and power, they often stake a claim on a specific territory to claim as their own

Sonic voice: big beasts with potent sonic roars, they fly or jump over the land

Nanny symbols

Crest: representing various virtues, they evolve sleepers to enhance the wearer’s service to Nanny

Artifact piece: opening portals in time, they make time travel for Nanny possible

Golden fruit: generating endless supplies of food making materials, they easily form food based sleepers for anyone who find them that grow and grow

Golden egg: sealing different Nanny babies from the past and future, when it’s released, a wave of nanny energy comes forth

Golden ticket: gathering different Nanny candies to the user, they gather their power into the user

Legendary ticket: different portals to different places, they sleeper you and get you ready for your new role

Castle: great fortresses of Nanny, they represent places that have been thoroughly taken for Nanny

Crystal: capable of calling forth great nanny beasts, they also store up nanny energy to unleash upon the world

Element gem: each based on certain legendary Nannymon, they channel their powers through the user for a time

Kanohi mask: making memories fade away for a time, they all focus on different styles of power to grant

Krata: fueling the creation of nanny dress up machines and nannymon, they manifest sleepers to control themselves

Krahna: each granting shielding powers, they unlock seals for new nanny bases and locate other Nanny symbols

Great kanohi disk: forces of potent creation and glory, they hide themselves in obscure locations where only the boldest of heroes will stumble on them

Gym badge: letting the user control different nannymon, each Nanny team has a few of their own

Contest ribbon: markings of a nannymon’s skill, they ensure they learn all manner of different tricks

Trial mark: representing different places where Nannymon can gather, taking the mark mean Nannymon can really live here

Sanctuary: representing places of power for different nanny adventurers, their guardians will loyally serve you once they are beaten

Needle: sources of power for Nanny HERO, it unleashes their most transformed form

Melody: calling forther nanny minions, nanny plushies and nanny magic plushies in great waves

Triforce: capable of revealing the locations of other Nanny symbols, they alter those who touch them into Nanny babies, even if not visible at first glance

Power star: opening ways between dimensions, they represent sources of nanny energy

Shine sprite: representing the light of creation of Nanny energy, they strengthen all sources of Nanny energy

Power moon: powering up Nanny persona summons and Nanny summons, they reveal future avatars

Magic wand: the mark of a nanny royal, they channel their potent magic through them and those touched by them

Pure Heart: representing different virtues of Nanny, they find different babies to lurk within for a time

Paint star: opening different pathways, they focus on opens for Nanny big and small with various crayola colored constructs

Crystal star: unleashing potent seals on enemies of Nanny, they focus on drawing the sealed victims energy onto themselves to power special moves

Royal sticker: granting sleeperfying wishes to those that stumble upon them, they generate shimmering effects

Star spirit: representing wishes and growth, they channel bursts of nanny transformation on areas when released

Nanny princesses

Amazon Abjuration: proud and defensive, they snatch away opponent’s good boosts and use them for themselves

Conjuration Ceaser: calling all sorts of different babies to their side, they always focus on gathering servants

Delfino Divination: capable of always seeing the future, they plan out moves years ahead in advance

Esperanza Enchantment: hypnotizing others to serve them, they gather all kinds of different victims to serve in their courts

Explosive Evocation: flashing and destructive, they channel potent bursts of elemental energy from within

Illusion street: masters of tricky illusions, they flit about hidden from sight, hearing, smell and touch

Necromancy yard: reviving all manner of different plushies to serve them, they focus on the support role of the group

Transmutation Orleans: capable of transforming and altering different nanny babies, they tend to focus on dizzying altering feats

Master of Universalist: knowing tricks from every other Nanny royal, they have massive courts to learn from as they are taught

Faerie hill Fire: powerful and destructive with their flames, they generate mesmerizing glimmers

Egghill Earth: powerful and mighty, they can withstand and reform from any attack

Wind village: fast flying and traveling, they flit through the air without a care in the world with their courts

Winding Water: versatile and powerful, their magic can be shaped and molded into any construct

Worm-Wood: masters of wood and growing new plantlife, they focus on drawing energy into themselves

Magna Metal: defensive and focused, they manipulate all manner of different metal to shield themselves

Vast void: channeling powers of destruction, future sight and creation, they have a bottomless pit of blacks in their sleepers