

The Midnight Sentinel

Forgotten, alone and dismissed from the very world they protect stand a band of souls who have embraced profane, dark magics in a desperate bid to stem the destruction promised by the hordes of Chaos, and their insane God, Discordium. Armor wrapped in the strongest magics imagined, unbound by petty Imperial law that forbids calling upon the aid of other Goddesses, seems to absorb the very light that surrounds a Sentinel. They command the Night; heirs to the light of the stars and moon that heralds their coming to those that would bring harm to the innocent of the world.

Millenia ago, when Celestina declared herself sole deity of a new Empire, all other Goddesses were subjugated or destroyed before her in a pitiless scouring that scarred the land itself. Unmoved by Her sister's hunger for power, Lunaria allowed Herself to be exiled to the outskirts of the realm. For She was singularly focused on the encroaching pressure of the Lord of Chaos, Discordium. To their credit, the entirety of Her royal guard volunteered to trek after their Goddess in Her quest to take the war. With one last long look at their lost home, they sallied forth into the wilderness for many months.

A complete embrace of the gifts their Goddess Lunaria can provide have disfigured her guard to the very core, creating a group of hybrids nick-named 'bat ponies' by fearful peasantry. Feline eyes, with vertical pupils, peer into the inkiest night without fear. Leathery bat wings provide exceptional mobility in full plate-mail with nary a sound. Dark fur seems to slip through the sun's rays without being touched, like it washes off their inky pelts.

The Midnight Sentinel has carried on the fight for thousands of years, through exultant victories and profound defeats. Like ghosts, they materialize at the edges of towns to whisper promises of power in the name of their forbidden Goddess. Recruits come forth from all walks of life: curious ponies who wish to explore the world, those who seek to rid themselves of the past, or even lost souls looking for the truth behind the schism of the Goddesses.

Self-reliance is the most cherished trait for a Sentinel. They are alone in their task, and do little to court the aid of outside forces. Occasionally they do appear within the borders of the Empire for reasons unknown. Whispered rumors speak of their concern for the infiltration of subvertists who wish to spread the religion of Chaos to impressionable minds. Others insist the bat ponies seek to pave way for the reentry of their deity into the pony pantheon as a beleaguered Demi-Goddess.

Little is known. But it can be assured to those that spot these creatures of the night that they are friend to all ponies who wish to enjoy the natural Order of the world.



What it means to be a Midnight Sentinel: Your faction is comprised of ponies who have willingly given up everything to act as a living buffer against the endless siege of the Forces of Chaos. Leathered bat wings, vertical pupils and a lack of shadow in the pallid caress of moonlight hark to your acceptance of unholy magics. For this, you are untrusted by the very souls you protect, and mocked by the very evils who share many the same powers as you. Across The Long Watch, your order's fabled magical barrier they wait for an opportunity to strike. Only through the understanding of the profane teachings brought forth by your patron Demi-Goddess Lunaria can you hope to stand before the tide of destruction Chaos brings.

Alignment: A neutral faction dedicated to holding back the chaos of Discordium, with a leaning towards Lawful Neutral.

Patron Deities: Demi-Goddess Lunaria (Equine Goddess of the Moon and Night)

Combat Role: Magical Juggernaut. Bat ponies have little access to technology, or the teachings of other martial orders. Instead, they rely on the forbidden magics of their Goddess incarnate, Lunaria to charge their claws with enough energy to deliver deadly and precise strikes. Faith works in tandem with heavy, layered plates over jingling chainmail to keep their bodies whole when in combat. Sentinels tend to fight alone against impossible odds; slaying as many as possible until sinking back into the protection of the night to look for another chance to wade into the fray.

Appearance and Symbol: A Midnight Sentinel embraces the grotesque. An emblem of the eye of their eternal Demi-Goddess, Lunaria, with its vertical pupil looks out upon those whom cross a Sentinel's path like an unblinking judge. Purples and blues come together with ebony to help mask the wearer's position when out on patrol. Bat wings draw attention, while glowing green eyes lead an onlooker's gaze to pointed fangs. A Sentinel is a gargoyle against the evils of the wilderness.

Character Creation

Unique Class: May play a Shadow Stalker

Ability Score Bonus: +1 to Friendship on top of regular race stats.

Trainings: You receive free skill training in Sneak (+5). Proficient in Military-Grade Hoof Weapons, and Medium grade armors.

Starting equipment: 10 bits, Choice of one Military-Grade Hoof Weapon, Choice of one Magic Item, Choice of Medium or Heavy grade armor, Saddle-bags, a week's worth of rations, Religious Artifact (Cult of Lunaria).

Faction Strength: Moon Shine – With your transformation into a bat pony, you receive low-light vision (treated as if wearing Night Vision Goggles without penalties)

Faction Weakness: Grim Dark – You have trouble sleeping during the night. All Extended Rests during the hours of sun down to sun up require 8 hours instead of 6