

## Sentinels

### (Stone/Giant creature)

Ok, here goes. While the Scions are cool, they are nothing compared to the Sentinels. While each of the Scions represent their Focus, and exhibit power and influence over their associated domains, the Sentinels exhibit power and influence over the Scions. While the scions can be thought of as tending to their own domains (mountains, sky, forest, desert); Sentinels would be thought of as tending to the Scions.

The sentinels are originally very benevolent calm creatures, but they evolve over thousands of years, and ultimately become the main threat to all Emyrnea. There are 5 classes of Sentinel. Sentinels are essentially rock golems. Sentinels CANNOT be mounted.

### Class 1 Sentinel

At Class 1 (C1), the sentinel is just a baby and stands about waist high to the Emyrneans (lets say about 3 to 4 feet tall). When I see this little rock guy in my mind, he is full of energy, and has many fragments of rock orbiting around him. I think of Rayman the video game character as a reference to how the appendages would appear when it is moving around. If the C1 gets excited or scared though it can just go into Tasmanian Devil mode, and lose all form into a whirlwind of stones. The C1 has no visible Ylem gem in its face yet, and shows no facial features. He's basically a collection of self organizing stones in the formation of a limbless bipedal system.

### Class 2 Sentinel

At this stage, the Sentinel is now an adolescent. To reach this size takes the course of roughly 500 years, standing the height of a large Emyrnean man (9 to 10 feet). We can now see the Ylem blue Gemstone in the middle of its face (which is the defining characteristic of the Sentinel, its face is essentially a gemstone). The Sentinel has grown into a limb based system, and no longer enjoys the freedom of all hovering body parts, and the evolution of this can be seen as a struggle that the Sentinel has in its movement as it becomes more acclimated to this form. One possibility of this is perhaps having the entire length of one of its arms semi-permanently pressed against its torso (or some other deformation) until it can finally break free into having all of its limbs functional. The reason for this is stones that have formed into the empty space haven't completely oriented yet. The C2 Sentinel is a very gentle, slow moving creature, ~~and is helpful to humans~~, although it is a bit clumsy. Between C2 and C3 the Sentinel will have gained full use of its limbs.

NOTE: even while C2 has limbs now, there may still be some orbiting stones around its body.

### Class 3 Sentinel

After another 500 years or so, the Sentinel grows to a much larger, imposing size. Standing approximately 30 to 40 feet tall, the C3 Sentinel has taken on a lot of mass. One of the ways this mass is noticeable for this size is that the creature seems to have taken on too much stone

too fast, and would appear to be hunched over somewhat. Like a gorilla in terms of pose, the Sentinel may use its arms to support itself from falling forward because it is more top heavy. Even while this is true though, the sentinel is no longer clumsy, and can move much faster. A C3 is much harder to control, meaning it is not as easily commanded by common Empyrneans. Those more adept in the ways of Ylem can control these, like Apsu or a Magus. Generally a C3 will roam the land watching over other Scions and protecting Empyrnea in general. This creature will be the Sentinel that is depicted on the cards for the Revenant Deck. A C3 has a very pronounced Ylem gem in its face now.

#### **Class 4 Sentinel**

After another 1000 years, the Sentinel will have grown to the size of 160 feet tall. It is now standing completely upright and is in its final basic shape. These Sentinels start to turn against the Scions and lower class Sentinels, start destroying Empyrnea towns, and engaging in general mayhem. This forces Empyrnea into a state of shock and fear that has never occurred in this land before. The Magi step up to teach others how to defeat them. This begins an era of war against the Sentinels. The Empyrneans eventually drive the Sentinels (that they don't kill) out into the sea.

#### **Class 5 Sentinel**

After a period of peace for another 500 years or so, the Class 4 Sentinels return as Class 5. At this point they are completely ridiculous in size, standing as tall as a skyscraper, they are literally able to be seen standing up at a distance in the ocean. That's big. Essentially the C5 Sentinel would be basically the same shape as a C4, it's just now several times larger and looks like it's been in the water for a long time.

The first time we see one of these is in the battle of the "Wayward Sentinel" with Apsu, <spoiler removed>. The story then escalates to a point where the entire continent of Empyrnea is surrounded by these beings, just standing there, and at any moment could start marching in to completely destroy everything <spoiler removed>