

THE SYLVARI



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THE SYLVARI

Long ago a group of Elven druids sought to awaken an ancient tree that they considered to be sacred. During the ritual though, the Archdruid was struck down by a group of Drow that had come to stop the awakening ritual. They had come too late though, and as the Archdruid lay dying on the ground, he whispered the final words of the ritual and then passed from the world. In dying he imparted more of his power to the ancient tree than he had intended. The tree, already possessing powerful magics within it, awoke with many of the Archdruid's powers and with Wisdom far beyond that of the other druids that were present. The great tree lashed out at the Drow driving them off and protecting the remaining Elven druids.

Many decades later the great tree, now named Allaris, combined its powers with the Elven druids who lived under its protection and brought to life a new being which it called, Sylvari. The Sylvari are humanoid plants that possess sentience. The Sylvari body looks like a beautiful collection of leaves, flowers, bark, and vines. They can appear to have hair though it is simply leaves, flowers, bark, or leaves that forms on their heads. The Sylvari often have pointed ears formed of various plant material, thus giving them a slightly Elven appearance. They also tend to follow the traditions and customs of Wood Elves, as they are the people that taught them about the world when they came into existence.

The first Sylvari were grown from plant matter and the druidic magic the Elves and Allaris possessed. When they were formed they were fully grown and possessed minds similar to an adult of other races. These Sylvari, like Allaris were immortal beings, and are called the First Born. The process of creating the Sylvari had left Allaris drained though, and the First Born feared that the great tree would die. In order to save Allaris and the Sylvari race, the First Born gave up their immortality, using it to heal Allaris and imbue her with the ability to grow new Sylvari. The First Born were successful, and from that day forward, all new Sylvari emerge from the ground near Allaris as small sproutlings that gradually grow to adulthood. They reach maturity around the same age as Humans, but live for approximately 200 years. As they are plant like they age much slower than Humans after maturity. All modern Sylvari are created within Allaris as sproutlings, and none like the First Born have ever again been created.

Since Allaris is the source of all Sylvari, they see themselves as members of one giant family, though the subraces divide them into smaller families that have more in common with one another. As sproutlings Sylvari are taken in by the others of their subrace and are normally raised by one particular Sylvari that is like a parent to them. Though all Sylvari view Allaris as their mother. The subraces of Sylvari are the Silvermorn (Morning), the Brighten (Midday), the Shadoweve (Evening) and the Umbral (Night).

SYLVARI TRAITS:

Sylvari are a very diverse race, consisting of the four subraces, or family divisions which denote the time of day that a Sylvari was born.

No one is quite sure why the time of their birth has such a drastic impact on their appearance, abilities, and mentality of the Sylvari. Even Allaris is not sure, as the First Born were only diverse in their personalities. Even though they can differ greatly, the Sylvari care very much for each other, Allaris, and often life in general.

Ability Scores. Your Constitution score increases by 2.

Age. Sylvari reach maturity around the same age as Humans, but live for approximately 200 years. As they are plant like they age much slower than Humans.

Alignment. Sylvari, like Elves, love freedom, variety, and self-expression, so they lean strongly toward the gentler aspects of chaos. They value and protect others' freedom as well as their own, and they are more often good than not.

Size. Sylvari range from under 5 to over 6 feet tall and have slender builds. Your size is Medium.

Speed. Your base walking speed is 30 feet.

Natural Light. You can produce natural light from glowing points on your body as an action. This creates bright light in a 20 foot radius around you, and dim light for an additional 20 feet. The color of the light is determined by your subrace. You can stop producing the light as an action.

Plant Cunning. Whenever you make an Intelligence (Nature) check related to the plant life of a particular environment, you are considered proficient in the Nature skill and add double your proficiency bonus to the check, instead of your normal proficiency bonus.

Forever Awakened. For spells and abilities that gain additional effects against plants and magical plants you do not suffer from the additional effects. Your body, while made of plant material has been magically imbued and crafted to be like the body of a flesh and blood humanoid.

Revitalization. You need only sleep for 4 hours. When you sleep you draw nutrients from the environment around you to revitalize your body. These nutrients help revitalize you but they do not count as sustenance. You must still eat and drink each day like other humanoids.

Languages. You can speak, read, and write Common and Sylvan. Your people were taught Sylvan and Common by Allaris long ago, and newborn sproutlings are born with a basic knowledge of both that becomes more advanced as they get older.

Subraces. There are four subraces of Sylvari that are all equally as common. The type of Sylvari is determined by what time of day they emerge from Allaris.

SILVERMORN

Silvermorn Sylvari are born during the early hours of the morning when the dew sets upon the leaves and the sun has barely crested the horizon. They are very optimistic and cheerful, and sometimes seen as naïve. They believe that all should be given new beginnings and it is very rare for them to hold grudges.

Due their positive attitude towards life they are generally liked and trusted by all races, and as such are very skilled at persuading others. They are also often the caretakers of the great gardens of Allaris, and they are the Sylvari that help with the awakening of the new Sylvari sproutlings. Silvermorn have pine green skin and their Natural Light ability produces a lilac colored light.

Ability Score Increase. Your Charisma score increases by 1.

Easily Trusted. You have proficiency in the Persuasion skill.

Keepers of the Gardens. You can cast *spike growth*, once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for this spell.

BRIGHTEN

Brighten Sylvari are born when the day is brightest and many living things are very active. Brighten believe in taking action and doing what must be done. Many Brighten take up the adventuring life as they are constantly seeking great deeds and quests to complete.

Of all the Sylvari the Brighten are also the most aggressive. They have skin made of dark brown bark, and they are capable of hardening it in order to protect themselves. Brighten are the soldiers and protectors of the Sylvari and will do whatever it takes to protect their people and Allaris. Brighten have bark brown skin and their Natural Light ability produces a light green colored light.

Ability Score Increase. Your Strength score increases by 1.

Strength of Form. You have proficiency in the Athletics skill.

Thick Bark. You can cast *barkskin* on yourself, once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for this spell.

SHADOWEVE

Shadoweve Sylvari are born during the twilight hours of the day. Just as this time of day is mystical and filled with much mystery so too are the Shadoweve. They revel in the study of arcane magics and seek to learn all that they can about the world. Shadoweve are the knowledge keepers of the Sylvari, and they seek to protect and learn all they can from Allaris.

While the Brighten are the protectors of all Sylvari and Allaris, the Shadoweve are guardians of the lands that the Sylvari and Allaris live in. They have spent centuries placing great protective wards and other such spells upon the land as well as training in combative magics to fend off those who would dare to try and harm their home. The Shadoweve are also capable of distorting their image in order to protect themselves from attacks. Shadoweve have deep purple skin and their Natural Light ability produces a bright orange colored light.

Ability Score Increase. Your Intelligence score increases by 1. Knowledge Seekers. You gain proficiency in the Arcana skill.

Illusionary Defense. You can cast *blur* on yourself, once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for this spell.

UMBRAL

Umbral Sylvari are born during the hours in which the moon and stars rule the sky. Where Brighten are the soldiers of the Sylvari, Umbral are the scouts, spies, and assassins of the Sylvari.

Umbral are agile and possess stealth abilities beyond that of all of Sylvari, including the ability to turn invisible. While not common, it is not unheard of for Umbral to become adventurers as they often do so to complete tasks set forth for them by Allaris.

Umbral are the most mistrusted of the Sylvari among outside races, as others mistrust their secretive nature. Among the Sylvari though they are as accepted as any of the other subraces, and the Umbral themselves trust other Sylvari completely. Umbral have charcoal black skin and their Natural Light ability produces a deep red colored light.

Ability Score Increase. Your Dexterity score increases by 1.

Shadow in the Night. You have proficiency in the Stealth skill.

Fade into Darkness. You can cast *invisibility* on yourself, once with this trait, requiring no material components, and you regain the ability to cast it this way when you finish a long rest. Constitution is your spellcasting ability for this spell.

CREATION NOTES:

Here I include a few notes about my homebrew, as well as credit to those whom I have borrowed material from.

Inspiration: The Sylvari are heavily influenced by the Sylvari from Guild Wars 2, and I am still trying to come up with a name that sounds as good as Guild Wars 2's Sylvari. Until then though, I am just sticking with Sylvari and giving credit to Guild Wars 2 for the idea.

Work in progress: This is an update of the Sylvari homebrew race I presented in /r/DnD about 9 months ago. I am just now getting back to it, but I have already made some fairly drastic changes. I may make more changes in the future, depending on the feedback I receive.

My biggest concerns right now is whether the once a day spells are balanced and whether the skill proficiency trait is a good idea for some, all, or none of the subraces. The once per day spells were an idea I borrowed from the Genasi in the Elemental Evil Player's Companion, and I believe they are balanced especially since the Sylvari have an ability similar to the *light* cantrip already.

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