

SYLADRIN

Syladrin (Plural) / Syladrin (Singular)

sill-AH-dren / sill-AH-dren

The Syladrin are descended from the Fae of, their closest cousins being satyrs and fauns. They are truly a communal society believing “it takes a village” to accomplish most tasks, from defeating a vile foe to raising children. As such they have a strange idea of personal possession compared to other species, finding little reason to hoard wealth when it can be spent for the betterment of the community; be that in arms and equipment or throwing a lavish party to raise everyone’s spirits.

The Syladrin hold the ideal of personal freedom in high esteem, and are reticent to take away that freedom from any sentient beings without due reason. They abhor Command magics, though the strength of their revulsion is different from person-to-person and community-to-community. Their respect for personal freedom is so strong that their wills are notoriously hard to break. They gain access to the Break Command species ability and the Resist Command species ability.

Syladrin cannot help but tinker and learn about the world around them, either dabbling a little in a lot of subjects or becoming experts in their fields. This natural propensity to learning allows them to pay for the Craftsman skill at -1 XP and must purchase at least one level of Craftsman for their first five levels.

Faerie blood courses through their veins, leaving them apart from most of the effects of the passage of time. As such, the Syladrin have no known maximum age, instead dying from other causes such as accidents, disease or war.

If you wish to create a Syladrin character, please contact your local Refuge chapter for their local culture packets.

Society

Syladrin communities are typically tight-knit groups of family units, ranging from tens to hundreds. While this is not required, and Syladrin can be seen among any of the cities or hamlets of the Realms, the average Syladrin can be found in these types of communities known as Vales.

Vales themselves are as different as the individual groups living within them. Some might comprise massive trees hundreds of feet across where families live in houses bored right into the trunks and limbs. Still others might be beautiful oases in the desert where crystal clear water flows amongst roads and buildings made of the most expertly crafted marble. Others might be communal halls and yurts grown from vines and hardened with stone amidst a delicate tundra, the inhabitants wearing thick clothing made of fur to protect against the cold.



As mentioned, each Vale is uniquely different in its composure. In that same way, each Vale has created its own culture based around its environment. Within those distinct cultures, the common threads of respecting each other's personal freedoms, supporting each other for the betterment of the community run true.

The hierarchy in a Vale is vastly different than anywhere else in the Realms. Their innate yearning for knowledge has led them to always look to the oldest and wisest among them. The Elders of each Vale, while not holding any sway over anyone else, are looked up to with reverence. They carry the stories of Syladrin who have passed, and are a living history of the Vale. They are what some of the younger Syladrin dream of becoming.

The youngest of the Syladrin are known as Destined and when they hit adulthood they will leave the Vale and begin their quest for knowledge, learning what they can in the world, to bring back to the Vale. They can return whenever they wish, and will use what they have learned to prepare the next group of Destined to start their own journey.

Growing up within community-focused Vales have left the Syladrin a bit out of touch with what others would consider civilized society. The concepts of nobility, knighthoods, and other titles that would put someone above anyone else can be confusing and foreign to them. The thought of one person ruling over a population of many is hard to grasp.

Many Vales, though not all, are ruled by a committee of chosen Elders. The Elders generally serve the community for a designated period of time, before allowing a new Elder to take their place on the Committee. There is no right or wrong way, as long as the group is well represented and has its need met.

Freedom & Command Magic

The Syladrin hold the ideal of personal freedom in high esteem, and are reticent to take away that freedom from any sentient beings without due reason. They abhor Command magics, though do not find it inherently evil. It's the use against those individuals they consider intelligent or sentient, that creates these objections.

The strength of their revulsion is different from person-to-person and community-to-community. Their respect for personal freedom is so strong that their wills are notoriously hard to break and many are able to resist such effects.

Due to the community mindedness of the Syladrin, if one encounters someone suffering from Command magics they will often break the effect if they are able to. It's not just their own kind they dislike seeing Charm spells, Enslavement elixirs or the like used on, but all creatures. Some Syladrin will use these effects as a last resort to save an ally, but generally only when all other options have been depleted and the ally is facing impending death. It is not something the Syladrin will take lightly, and will generally cause great inner turmoil for the individual.



Covey

Due to their Fae ancestry, Syladrin tend to have personalities that align in general terms with the Fae Courts of Summer and Winter. While the Fae Courts are official and regimented, with royalty and intrigue, pomp and circumstance, the Coveys [kuhv-ee] of the Syladrin are more of a collection of people who align to a set of ideals. There is no requirement in Syladrin communities to align with any of these Coveys, but it is a generality that they can share amongst themselves when talking about each other and their personalities. Coveys are the personal choice of every Syladrin that wishes to make one. It can be common to see a Syladrin change Covey's as they age, as their life experience changes their views.

Because the Coveys are not official in any measure of the word, there are hardly any issues between members of the same community who have chosen different Coveys. In fact, it is a source of pride among most Syladrin that they work together for the betterment of the entire community and do not let such things get in their way. The differences between the Coveys are seen as strengthening their community as a whole, leading to a more resolute collective. Child-rearing and even marriage is not uncommon between two members of different Coveys, as opposites frequently attract and form strong interpersonal bonds.

Autumn

Autumn Covey members tend to be more serious and committed than their Spring cousins. They view the world through the lens of ensuring tasks get done for the winter ahead. This isn't to say that they don't also like to laugh, love and attend festivals, but their methodology is more deliberate and calculating. When a member of the Autumn Covey chooses a profession, they lean towards specialization versus trying many things.

Members of the Autumn Covey are more likely to live orderly lives, enjoying the stability that things such as marriage or military service provide.

Spring

Spring Covey members lean towards being outgoing and boisterous, loving raucous parties and meeting lots of new people. They live for the now, enjoying themselves to the fullest. Members of the Spring Covey tend to learn a little about a lot of things, hardly specializing in anything and instead they might find themselves a journeyman gardener, limeburner, troubadour, fisherman and architect, for example.

Members of the Spring Covey are more likely to enjoy lots of travel and experiencing exotic places and peoples. They are less likely to settle down with one person and instead enjoy different types and extremes in their relationships. While they might find themselves in service to a monarch or other such powerful member of the aristocracy or royalty, they are more likely to be in a position of advisor or minstrel than in the role of a Knight or strategist.

Unaligned

There are those Syladrin who do not feel that they are particularly aligned to either of the Coveys. Within Syladrin culture, who value freedom above all things, this is more than acceptable and is not considered taboo.



Special Abilities

1. Resist Command
2. Break Command
3. Craftsman costs -1 XP
4. Must buy one Craftsman rank per level, for the first five levels

Appearance Requirements

Elf ears on the ears and horns on the forehead are required. Horns may be glued on with prosthetic glues, or may be worn on a headband, if that is easier for the player. Elf ears can be any length the player chooses, as long as they are elf ears. Horns can be any color (or colors) and shape of the player's choosing. Please make sure to check with your chapter's campaign that horns are not in a swept back position (arching backwards over the head) as that may cause confusion with the physreps for another species, High Ogres.

There is no requirement that Syladrin wear anything to denote their Covey, but it is common that they do. Autumn Covey members can be seen adorning themselves with simple pins of falling leaves or inscribing turning foliage on their armor or garb or wear more muted colors and a more common styling. Meanwhile, Spring Covey members might adorn themselves with a cloak emblazoned with a budding flower or with a sun rising while wearing bright colors and more outlandish styles. The intricacy and method in which you do this (or if you do this) is up to you, the player. Syladrin may also choose to wear items to denote what type of Vale they are from in addition to any optional Covey items they are wearing.

In terms of non-Covey related garb, there are no restrictions on style or design for the Syladrin. If you are from a Vale of a specific climate, you can use that as a stepping off point for design. A desert dwelling Syladrin would likely wear loose, long layers to allow heat to escape and prevent the sun from burning their skin. Forested Vales might stick to more natural colors of greens, browns, and blacks to stay more camouflaged in the trees, or they could wear more brightly colored clothes so as to not be mistaken for wildlife. If you choose to draw style inspiration from real life cultures, especially outside your own, please do so with caution and care so as to not appropriate another's culture.

Roleplaying a Syladrin

Due to their unlimited life spans, be careful when choosing your age. It is likely that as a beginning adventurer you are at most a couple of hundred years old, having lived through a number of powerful events such as invasions, famine and other upheavals. A good measuring stick is that a major event typically happens every 50 years or so. If you were coming in as a 300-year old Syladrin, then you should have some idea of what six major events that have happened in your life so far were and what you were doing during those events.

If you have chosen to be a part of a Covey, you can use the aspects of either one to help shape your Syladrin's personality. Don't be afraid to play to the extremes, as the Syladrin are a deeply varied species. If you are unaligned, feel free to pull traits from both Coveys, or none at all. It's up to you, as being unaligned is not considered unusual.

Due to their high ideals of personal freedom, command magics are generally considered something that a Syladrin would never use. Some Syladrin are very strict in their beliefs, while others are less so. This is a spectrum, but remember, anything that is going to go against the player's or someone else's personal freedom will cause some sort of a struggle for a Syladrin.