

Sylvara

Deity

Domain: Tempest, Light, Nature

Pantheon: Court of Light

Alignment: NG

Symbol: A bow with a leaf for an arrowhead

Worshippers

Nature, wild places, both the ferocious and nurturing aspects of the natural world

Sylvara is the daughter of Solgarde and Lunara, and she is the divine patron of elves and wild places -- which is a combination that makes more sense the longer you think about it. Both are beautiful, both are ancient, both are capable of sudden and disproportionate violence when threatened, and neither is particularly interested in being managed.

She is known for emotional volatility that manifests in the physical world: unexpected storms when she is troubled, sudden bounty when she is pleased, weather that does not behave the way the sky suggests it should. Her followers understand this as the natural world expressing her moods rather than as erratic behavior, which is either an accurate theological interpretation or an extremely good coping mechanism, and possibly both.

Her conduct requirements reflect her grief about civilization's expansion into wild places -- her followers are called to protect plants and beasts, to cultivate respect for the natural world, and to lament the slow erasure of the spaces that existed before settlement. This is not a passive mourning. Sylvara's followers are capable of considerable ferocity in defense of what they protect. Her symbol is a bow with a leaf for an arrowhead, which captures the combination accurately.