



FAUN

A RACE OF NATURE'S TRUEST AND WILDEST SPIRITS.

By Christopher Zito



WAIT, WHAT'S THE DIFFERENCE?

Commonly mistaken or mislabeled as Beastmen, Goatmen, or aptly just Satyrs, the one thing the Faun share in common with such races is their physical appearance. In mythology, the Satyr is a derogatory comedy of debauchery, alcoholism, hedonism, and sexual intercourse in men. Such depictions originated in Greek artwork, fiction and theater aptly named "Satyr plays". The Satyr have more humanistic features than animalistic, seen as ugly male buffoons who think for themselves and living their lives as lecherous as possible. Satyrs are physically depicted with snubbed facial features, stubby mangled beards and sport horse goat like legs with horse like tails.

Faun on the other hand originate from the mythology of the Roman god Faunus, depicted as a woodland spirit with goat like horns, ears, legs and hooves who enchanted forests. Unlike the Satyr, the Faun were very secluded and shy, keeping to themselves within their woodland realms. Fauns were created as a cautionary tale to inspire fear in men who traveled alone from doing so for fear of unknown dangers. However Fauns can also be seen as guiding spirits to those who they find favor with while they traversed the woods. It was not until the Romans were exposed to Greek culture that the two race's depictions would share similarities and become almost indistinguishable in the Renaissance era.

TOO LONG, DIDN'T READ...

The following is a gross oversimplification of the difference between a Faun and Satyr in response to a lost traveler asking for assistance, based on their original depictions in fiction.

FAUN

"Oh lost your way, huh? Wow, that kinda sucks."

SATYR

"Oh lost your way, huh? That's hot, wanna do it?"

WHEREVER I MAY ROAM

Faun are spirits of the forest made manifest from nature given flesh, they take the guise of humanoids with animalistic features, commonly as a goat or a deer. Originally from planes of nature like the Beastlands, with the advent of creatures from the Material Planes discovering planar travel, so do did the influences of the forest decide to branch out into other domains. These creatures known as Dryads then began to spread their influence and power into other planes such as the Material and Feywilds. Finding more comfort and hospitality in locations with more wilderness, in a way to appease the Material humanoids, the Dryads would grant places of natural beauty with their own powers bringing their forms into a less intimidating visage.

As ages passed and interactions with the Material beings flourished, some of these spirits left their natural dwellings and the safety of the woods. They would wander into new locations and forging bonds with other like minded individuals in secluded villages. In time their natural magic would dwindle as they distanced themselves from their original homes but those with wanderlust would find comfort in knowing they were becoming closer with the Materials. Though their magic faded, their bodies became stronger are more in tune with the world around them. These wandering Fauns lost their magic but the Dryads hold no ill will to this decision, as in some way the Fauns still gained acceptance from the Materials and peace between the races was achieved with bloodless sacrifice. The Dryads would continue to live in harmony with nature and learn to use their magic to adapt as the Material Faun has learned to adapt with their new homes and new neighbors.

A FRIENDLY FROLIC

Faun are shy and often secluded from most civilizations, however it's not uncommon to find a settlement of either Material or Dryad Faun to interact with other races. The Material Faun find profit in trade and labor with their fellow Materials, while the Dryad empower nature with their magic seeing that it grows and flourishes, often lending their wisdom and aid to other races to the order of such things.

Material Faun are the most common of the Fauns to splinter off into the world and becoming apart of adventuring parties with other humanoids. They are curious and energetic, eager to lend a hand to any task given to them both for good and for glory. Known for their blistering speed and agility, Material Faun are brilliant scouts and couriers known for traveling great distances and traversing dangerous terrain that would otherwise hinder the most well prepared military battalions.

While the Dryad Faun tend to stay close to their homes, when duty or nature beckons for a champion a Dryad will answer the call to adventure, seeking aid from other humanoids with like minded goals. Their very blood is empowered by both the weave and nature granting Dryads unfathomable magic. This magic aids in keeping them hidden and safe while within nature, Dryads are steadfast guides through any wilderness and their presence demands respect from any who understand the beauty and ferocity of nature in any capacity.

HOW MUCH IS TOO MUCH GOAT?

Due to the unlimited varying degrees of physical depictions the Faun could possibly have based on the DM or Player's biases, there is no right or wrong way in how animalistic your Faun should appear. Perhaps a more anthropomorphic Faun with flora growing naturally on their bodies depicts their magical powers, or maybe your Faun's humanoid features are more predominant but still have patches of goat like fur upon their bodies. No matter the choice, if the player or the DM has a specific ruling regarding the physical appearances of the Faun in game, it is always best to discuss the subject before character creation is complete.

MATERIAL FAUN TRAITS

Your Material Faun character will have the following features.

Ability Score Increase. Your Constitution score increases by 2.

Age. Faun are granted longevity from the very essence of nature's magic, however due to being born in the Material Planes that essence of magic is diluted. As such they Material Faun mature at age 16, and can live naturally up to 150 years.

Alignment. Material Faun grown and learn around the company of other races, this means their morals can sway with the social climate of their neighboring countrymen. Material Faun will lean towards self preservation often becoming neutral to most situations.

Size. Material Faun are tall and lithe, while sporting more humanoid features then their Dryad kin. Their animalistic like legs grant them speed and slightly above average height allowing them to stand around 4'6 to 6'8, your Faun is considered a Medium sized creature.

Speed. Your base walking speed is 40 feet.

Artisan. You have proficiency in any one artisan tool kit of your choosing.

Breakneck Speed. Once per short or long rest you can cast the spell *Longstrider* on yourself without the need of arcane components.

Subraces. You must choose one of the following Subraces for your Material Faun character; *Stonehoof* or *Prairie*.

Languages. Faun can read, write and speak Common and Sylvan.

STONEHOOF

Your Stonehoof Faun character will have the following features.

Ability Score Increase. Your Strength score increases by 1.

Athletic. You have proficiency in Athletics.

Climbing. You have a climbing speed of 30 feet.

Horn Attack. Stonehoof Faun are steadfast and burly, sporting gnarled or large horns up top their skulls which they use to bash attackers. You have a natural horn attack that deals 1d8 Bludgeoning damage + your Strength modifier. If you successfully hit a Small or Medium sized target using your horn attack while running more then 10ft of your movement speed, you can shove the target 5ft back.

PRAIRIE

Your Prairie Faun character will have the following features.

Ability Score Increase. Your Dexterity score increases by 1.

Dexterious. You have proficiency in Acrobatics.

Blinding Speed. You gain an extra 5ft of movement speed.

Horn Attack. While Prairie Faun horns are not as strong as a Stonehoove's, with enough speed Prairie Faun horns can puncture through flesh. You have a natural horn attack that deals 1d6 Piercing damage + your Dexterity modifier. If you successfully hit a Small or Medium sized target using your horn attack while running more then 15ft of your movement speed, you can deal an extra 1d4 piercing + your Dexterity modifier.



DRYAD FAUN TRAITS

Your Dryad Faun character will have the following features.

Ability Score Increase. Your Charisma score increases by 2.

Age. Faun are granted longevity from the very essence of nature's magic, being imbued with these essence, Dryad Faun have a longer lifespan. As such they Dryad Faun mature at age 14, and can live naturally up to 200 years.

Alignment. Dryad Faun are druidic and one with nature, their natural environment crafting their sense of morality. Should the wilderness be harsh and unforgiving they can lean towards evil, or should their homelands be peaceful and bountiful they can lean to good.

Size. Dryad Faun are tall and lithe, being born with magic coursing through their bodies and have more animal like features then their Material Plane kin. their animalistic like legs grant them speed and slightly above average height allowing them to stand around 4'6 to 6'8, your Faun is considered a Medium sized creature.

Speed. Your base walking speed is 30 feet.

Musical. You have proficiency in any one musical instrument.

Mask of the Wild. You can attempt to hide even when you are only lightly obscured by foliage, heavy rain, falling snow, mist, and other natural phenomena.

Subraces. You must choose one of the following Subraces for your Dryad Faun character; *Dawn*, or *Dusk*.

Languages. Faun can read, write and speak Common and Sylvan.

DAWN

Your Dawn Faun character will have the following features.

Ability Score Increase. Your Intelligence score increases by 1.

Mystic. You have proficiency in Arcana.

Natural Ancestry. You have advantage on Saving Throws against being Charmed, and magic can't put you to sleep.

Natural Magic. Dawn Faun have one natural magical ability that makes them special. You may know any one Level 1 Spell from the Bard, Druid, or Sorcerer spell list without the use of it's material components, once per day you may cast this spell using Intelligence for spellcasting.



DUSK

Your Dusk Faun character will have the following features.

Ability Score Increase. Your Wisdom score increases by 1.

Magical Darkvision. You have 120ft of Darkvision and can see perfectly within magical darkness.

Nightstalker. You may choose two skill proficiencies from the following; Nature, Perception, Sleight of Hand, Stealth or Survival.

Shade Magic. Dusk Faun may use the Hide action while standing within dim light. As a bonus action while standing within dim light or darkness, you may teleport up to 120ft to another that you can see that is within dim light or darkness. You may use your shade magic to teleport again after a short or long rest.



ADDITIONAL RACIAL FEATURES

At certain levels, your class gives you the Ability Score Improvement feature. You can forgo taking that feature to take a feat of your choice instead. You must meet any prerequisite specified in a feat to take that feat.



KICKOFF

(Prerequisite: Material Faun Race, Dexterity 13 or Higher)

Using your environment or even another creature as a vantage point you can leap from one location to another. While moving into a space occupied by a creature, ally, object or wall, as a reaction you can leap up to your movement off a willing ally, an object that is considered half or full cover, or a flat surface. When using Kickoff on an unwilling target, the target must roll an Acrobatics or Athletics vs the Faun's Acrobatics. On success the target knocks the Faun prone.

WILD STEP

(Prerequisite: Material Faun Race, Dexterity 13 or Higher)

Your hooves are accustomed to traversing over terrain that would be otherwise difficult to navigate through. You may move freely while navigating through natural non magical difficult terrain.

PARKOUR

(Prerequisite: Material Faun Race, Kickoff, Dexterity 15 or Higher)

While using the Kickoff feature, you may leap off another willing ally, an object that is considered half cover, or a flat surface up to $1 + \text{your Dexterity modifier}$ times. After expending all uses of your leaps during Parkour, or use an attack or movement action, you fall from your location to solid ground. You lose the ability to leap from another target once you land on solid ground. While using Parkour on an unwilling target, the target must roll a Acrobatics or Athletics vs the Faun's Acrobatics. On success the target knocks the Faun prone. You may use Parkour again after a short or long rest.

NATURAL DIRECTION

(Prerequisite: Any Faun Race, Wisdom 13 or Higher)

With enough time you can learn the lay of your surroundings. You gain +1 to Wisdom, additionally after spending long rest within an unknown environment you gain advantage to your choice of Nature or Perception checks for twelve hours. Spending your long rest within a township or some sort of civilization will not apply this feature.

PACK TACTICS

(Prerequisite: Any Faun Race, Wisdom 13 or Higher)

The Faun have advantage on an attack roll against a creature if at least one of the Faun's allies is within 5 feet of the creature and the ally isn't incapacitated.

ELEGANCE

(Prerequisite: Any Faun Race, Charisma 13 or Higher)

Your charm and grace show not only in your social skills, but also in how you command the battlefield with a weapon. You may instead use your Charisma modifier in place of Strength or Dexterity for making attacks with melee weapons.

KINDRED SPIRIT

(Prerequisite: Dryad Faun Race, Charisma 13 or Higher)

Your connection to nature runs deep in your veins. You gain a +1 to Charisma, additionally you may now speak to and understand beast type creatures and have advantage to all Handle Animal checks.

WILD COMPANION

(Prerequisite: Dryad Faun Race, Charisma 13 or Higher)

Your essence has found a deep connection with the spirits that one such spirit has become a life long companion since birth. You gain +1 Charisma, additionally you can cast the spell *Find Familiar* without the use of components. Your familiar can choose to speak as a beast or in any language you understand and shares the same knowledge and intelligence as you do even while not experiencing events that would otherwise require its participation.

HUMANOID FORM

(Prerequisite: Dryad Faun Race, Wild Companion, Charisma 15 or Higher)

As an action, you can cast a 10 minute long ritual to transform your familiar into another Humanoid race's form of your own or it's choosing. While in this new form, the familiar can either mimic the stats and clothing of yourself, a willing ally, or create a brand new persona while retaining your stats. If the familiar takes the form of their Faun companion or a willing ally it obtains the stats of the mimicked form but none of their actual equipment. While adopting a new form that is not the Faun or a willing Ally, the familiar will assume the stats of the Faun. Using an attack action or receiving damage while in this form will return the familiar back into its original form. Once a familiar's humanoid form is dropped, it can regain a new humanoid form after the Faun has a long rest.

CREDITS

ART CREDITS: ORDER OF APPERANCE

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A WARM THANK YOU TO MY FRIENDS
AND ALL WHO HAVE SUPPORTED
MY WORK ON TEAM FOUR STAR,
THE UNEXPECTABLES,
TWITTER, AND THE KOBOLD DEN
DISCORD.

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