

FAUNS

EYES HALF CLOSED IN CONCENTRATION, Laurel began to play the song he had been composing on his pipes. It was almost ready, a little more work and he would be ready to play it for his family. A sudden noise in the underbrush startled him, and he scrambled up the rocky incline at his back, securing a vantage point, and pulling his sling from the pouch he wore around his waist. After a moment of tense silence, a rabbit broke free of the bushes, and dashed across the plain. Laurel laughed at his overreaction, and settled back on his haunches to continue his playing.

– Sumner Brook, *Dungeon Master's Guild*

Fiercely independent and committed to living in harmony with the natural world, you would be forgiven for not knowing there was a faun family living in your back yard. Historically, fauns have shied away from contact with other races, but they have been growing more bold as of late, and it is not unheard of the encounter a faun merchant selling fruit wine at a roadside, or a bard weaving tales in a tavern. Fauns are a private and quiet people, but if you can earn their trust then you will have made a friend for life.

CLOVEN FEET

Fauns blend perfectly into the natural environments which they make their homes. Standing between four and five foot tall, their upper bodies are similar to those of humans, whilst their legs are covered in thick fur and their feet are hooved, resembling the legs of a goat. Once a faun reaches maturity, usually considered to be nine years old, they will also grow horns from the top of their head. These can be little more than rounded nubs on a young faun, but will grow throughout their life, developing into curling rams horns, branching antlers or twisting antelope horns, depending on the climate the faun lives in. Fauns tend to forgo clothing, relying on thick body hair and fur, which can range in colour from blonde to tawny to black, to keep them warm. However, they do like to carry pockets and pouches slung on belts, which they fill with a variety of useful or beautiful tools and trinkets. Fauns that live among other races, in towns and cities, may wear a shirt or jerkin and tie a loincloth around their waist, but this comes more from deference to custom than from a desire for modesty.

FAMILY TIES

While fauns value their independence, and it is not unheard of for a faun to pursue a solitary, hermitic existence, they more usually live in nomadic social groups of fifty to two hundred members. These



groups are referred to as families, regardless of the relationships between the members, and will travel over territories of up to a hundred miles as the seasons change. As they travel, the family may be widely spread, with some members not seeing another faun for several days, but they are still closely bonded to one another, and a faun will not hesitate to help a member of their family who is in need. This loyalty can apply to members of other races, if you are lucky enough to have a faun consider you a member of their family then there is little they will not do to protect you.

NATURALLY INQUISITIVE

By and large, fauns have a curious, inquisitive nature, which makes them well suited to a life of adventuring. Within their family, a faun is likely to adopt a craft or train a skill, and when they travel into other communities they will often try to earn a living with this trade. Common Faun professions are hunters and trappers, craftsmen travelling bards and story tellers, and healers. Fauns make excellent rangers, and their affinity for the natural world means there is much demand for their services as guides for parties traversing unknown territory. Fauns will travel into cities to practise their trade or seek new experiences, but they are unlikely to make a permanent home anywhere too removed from the natural world.

FAUN NAMES

Faun families do not understand gender in the same way as humans, and among other fauns all names and pronouns are considered neutral. When talking to other races, a faun may adopt the pronouns they feel suit them best, these could be male, female or remain neutral, and they may change from day to day or depending on who the faun is talking to. Names are usually taken from nature, though a faun may also adopt a word from another language that they find pleasing to use as their name out in the world.

Traditional Names: Ash, Aspen, Birch, Blossom, Branch, Bud, Cedar, Elm, Forrest, Grove, Jarrah, Lichen, Lief, Marlow, Spruce, Stream, Willow

Adopted Names: Ander, Brocc, Ditch, George, Kansif, Lantern, Spoon, Torrin, West

FAUN TRAITS

Fauns share some standard racial traits.

Ability Score Increase. Your Dexterity increases by 2.

Age. Fauns mature faster than humans, they are considered adults at the age of nine, and live an average of forty years.

Alignment. Fauns have little regard for formal laws or rules, they are usually chaotic, and can be good or neutral. Evil fauns are rare, but not unheard of.

Size. Fauns stand at between four and five foot tall when fully grown. Your size is medium.

Speed. Your base walking speed is 30ft.

Always Armed. Your horns act as natural weapons. Your unarmed strikes deal 1d4 + STR piercing damage. This attack has a five foot range, and cannot be made while prone, or against a creature of a smaller size than you.

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

Natural Camouflage. You have adapted to blend into your environment. You have advantage on stealth checks when in your home terrain.

Sure Footed. Your cloven feet and strong legs mean you rarely lose your footing. You ignore non-magical difficult terrain.

Sub-Race. There are three distinct sub-races of Fauns that hail from different climates. You can belong to any one of these.



WOODLAND FAUN

These Fauns can be found in forests throughout the realms, but they are most at home in temperate climates, where they graze freely and act as stewards of the plants and animals. These fauns are the most fiercely protective of the natural world, and are the most likely to take up arms to defend it.

Forest Born. You gain proficiency in the **nature** skill.

Woodland Magic. Your closeness with the natural world grants you magical abilities. You know the **Druidcraft** cantrip.

MOUNTAIN FAUN

Making their homes in rocky mountain peaks and secluded caves, mountain fauns are built for hardiness. They are often smaller than other fauns, with thicker skin and dense, woolly hair, not just on their legs, but all over their bodies. These fauns are often shy of other races, and less willing to mingle.

Cave Dweller. You are used to taking shelter from blizzards in caves and tunnels. You have **Darkvision**, and can see in dim light as if it were bright light, or darkness as if it were dim light, to a range of 60ft.

Mountaineer. You grew up navigating steep cliffs and sheer inclines. Your climbing speed is 25ft, and you have advantage on STR and DEX checks to climb.

DESERT FAUN

Grazing over vast expanses of sparse desert, these fauns have learnt to do what it takes to survive. Desert fauns are the most likely to be friendly with other races, establishing trading relationships with settlements in their territory, or helping travellers safely navigate their home turf. They tend to have darker skin than other fauns, and keep their hair and fur close cropped to help stay cool.

Dowsing. Once per day, you may make a DC 10 investigation check to find the nearest source of fresh water. You can detect water inside buildings, and up to ten feet underground. You do not require more water in hot weather.

Survivor. You have proficiency in the **survival** skill.

CREDITS

This playable race was designed by Sumner Brook. You can find more of their work at plusthreesword.tumblr.com

Art.

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Happy playing!