



SHADES OF FEY



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SHADES OF FEY

This batch of iconic campaign plotlines, monster stats, and player character options comes to you courtesy of the fey, shadowy travelers with ambiguous magic.

Who Are These Fey? distinguishes between traditional definitions and our use of the term, which mainly excludes the elves.

Iconic Options offers ten storyline options for integrating the magical fey into the world of the Dragon Empire's icons. It's obviously useful for GMs but it might also work for players who want their characters to draw on unusual backstories that the archetypes wouldn't predict.

Fey by Many Names is a slice of a bestiary. The monster entries come with a unique complication, since certain fey archetypes have multiple expressions each with its own name, appearance, personality traits, and power variants.

The Faun is another option for players, specifically players who want to play someone who looks something like the Crusader-archer on the cover of this issue. We wouldn't say the faun is fey, precisely. More like a midpoint between the world of the fey and the world of the elves.

WHO ARE THESE FEY?

Traditionally, the word "fey" can be used to describe elves as well as a number of other sprites, spirits, pixies, and brownies. For the most part, we're using a narrower definition, because we're happy with our three flavors of elves, their affiliation with the Elf Queen, and their tangled histories with orcs and dwarves.

The shades of fey we're focusing on in this article include mostly non-elfen magical creatures associated with faery. If you want to give your campaign world a big shake, you *could* reinterpret elves along these lines; we're not.

On the other hand, there is a standard *13th Age* race that might accept a gentle push toward the fey. Given how little we have done with gnomes in published *13th Age* materials, it might be fun to apply some of the iconic campaign options appearing below to illusion-loving gnomes. Or tell your players you're going to. But really don't. Tricky!

ICONIC OPTIONS

Fey are traditionally associated with elves, the world of Faery, and the Elven Court. In the Dragon Empire, the Elf Queen is the icon who stands for all things elfen. If you want to stick with the style of archetypal thinking that generated our icons, use the *Aristocrats from Another World* notes a few paragraphs below to associate your fey, whoever they are, to the queen of the elves.

But in a world where elves aren't exactly unified, who says the tricky fey have to be? The nine other icon associations below serve as starting points for plotlines in which the Elf Queen is not

the only icon closely associated with the fey. You could use these connections as surprise plot elements for factions of the fey or use an iconic association as the standard for all fey in your campaign.

A FINE LINE OF NAMING

Names are important, so we avoided using most of the *overtly* Celtic language and terminology in these notes for the Dragon Empire. With the nameplates filed off, you don't have to think of all the original source material unless you want to.

If you're playing in mythic Europe or a Dragon Empire or world of your own creation that has no problem using the original Celtic terms, feel free to use traditional names like the Aos Si, the Seelie Courts, and so on.

MAGIC MADE FLESH

If some of the fey seem obsessively single-minded, it could be that they started "life" as magical spells rather than as normal people like humans and elves. They might have been created as part of the Archmage's attempt to stabilize the world after overthrowing the Wizard King. In this case, not all the magic that matters takes place in Horizon! The **Archmage** may be atypically indulgent of fey whims, excesses, and occasional rampages. Why isn't the Archmage more concerned with the trail of carnage left behind by a run of great hounds and malicious sprites? Because they're part of the grand solution and the damage they're causing is not worse than the alternatives.

Alternatively, these fey could be free-roaming fragments of failing wards. The Archmage isn't exactly hostile to them, but their increased presence in the *13th age* is one more sign that wizardry is not holding the line.

LEFT HAND OF THE DARK GODS

Most of the heroic icons and great powers of the Dragon Empire accept the **Crusader** as the lesser of two evils. The Crusader plays along with that mindset because he knows that not all conquests are achieved by force . . . and he has some unlikely allies.

In this storyline, the nastier fey are part of the Crusader's long-term strategy. He has plenty of frontline warriors. The fey are shadowy allies working to weaken the institutions that could resist the darks gods once the Diabolist and her demons have been taken care of. It's an open question whether the Crusader won these allies himself or whether they have been inherited via unwise pacts between fey bargaining for power and gods that can't be trusted to bargain fair.

If you're using this storyline in your campaign, interpret affected fey in as harsh a light as possible. They're hugely evil, but patient. They don't need to indulge themselves in the types of petty cruelties that might reveal the grand scheme too early.

LEVERAGED DYNASTIES

Hellholes corrupt the land, and the Abyss holds the focus of the Great Gold Wyrms, but the **Diabolist** was not the demonic horde's first attempt to project influence in the Dragon Empire. Ages ago, demonic pacts turned entire bloodlines into powerful beings of magic and madness. These dynasties may now view the Diabolist as the herald of their ascendance, or they might think of her as a usurper, an overly public wielder of demonic power.

These demonic dynasties stay hidden, upholding their agreements with infernal lords and passing their knowledge down to their children. "Eccentric" and "reclusive" are the adjectives often used to describe these wealthy families by outsiders. Occasional suspicions of demonic influence come to naught, because while these families aren't precisely human, they're not demons either. Yes, they're fey, and the illusions that cloak them in the human world aren't evil, per se, so they've managed to stay hidden through the centuries.

Of course, player characters tend to trample through circles of secrecy, so if these dynasties enter your campaign, they're probably going to be earning some new adjectives!

ARISTOCRATS FROM ANOTHER WORLD

The fey may not entirely look like it when they've translated into this world, but they're actually the immortal rulers of a verdant realm that mirrors the mortal world. Time flows in odd cycles for these fey, they can't quite see the world as mortals see it, and in this case, the elves are the most relevant mortals.

These Faerie courts claim they seldom interfere in the affairs of their mortal kin; history begs to differ. Allegedly, the **Elf Queen** is descended from refugees, exiles, and adventurous types that left the courts behind aeons ago.

Visitors from the Spring Court are flighty, easily distracted, and especially close to nature. Courtiers of the Summer Court are strong in magic and the most receptive to assisting mortals. The Autumn Court distrusts the shorter-lived races and seems to take delight in driving home their mortality. The most dangerous are those beholden to the Winter Court, because what's pleasure for them feels like pain and despair to everyone else.

MANIFESTATIONS OF A VERY SPECIFIC DREAM WORLD

Dreams are wondrous things, but some dreams always balance on the edge of nightmare. Such are the ways of these mercurial beings, pulled to the world by the straining magic of the **Great Gold Wyrms**. These dream fey aren't deliberately malicious, at least not for long. But you can't count on them staying helpful; they're by-products of the waking dreams of a dragon beset by

demons, and they change from helpful and insightful to horrid and deadly with no notice.

Even if you don't use this idea for all it's worth, how could you resist enlisting a few pixie knights in the quest to restore the Golden Citadel?

ELEMENTAL EXPRESSIONS OF THE LAND

Natural spirits have always been here and always will be. Their forms are many and their minds are as fluid as the winds. The old ways are returning to these lands, and these creatures are among the first to return, often in the lands closest to the Koru migration path.

Nature cares little for mortal plans, and even the mightiest tower will crumble with time. These creatures are just more direct about it. Apparently, the **High Druid** agrees.

ETERNAL LIFE, AT A PRICE

Remnants of the **Lich King's** servants in ages past await the reclamation of his Empire, protecting sources of ancient power from those who would trespass. Masters of illusion, they appear as normal people or even function as beneficial spirits until it's time to rise in the service of their true king.

If you take this approach, the fey often manifest as ghosts before they take physical form. Slain once, they may well return for a rematch.

SINISTER REFLECTIONS OF SAVAGERY

Odds are that at least one of the PCs is aware that the elves created the first Orc Lord. If you want to tie some fey to the Orc Lord, complicate his origin story. The Orc Lord was the terrible physical result of the elven magic; these fey were the spiritual result of the rituals. Unlike the Orc Lord, the savage fey possessed magic power and mercurial intelligence—they hid in the shadow of the great orc and have lain dormant in the generations and centuries of the Orc Lord's disappearance.

But with the return of the **Orc Lord**, these savage changelings are gaining strength. While the Orc Lord musters hordes, the savage fey tear communities apart from the inside. They've been successful while they've remained mostly hidden, but increasing power is going to blow their cover. Now that they're fully awake, the savage fey are probably too bloodthirsty to stay hidden for long.

BENEVOLENT TRICKSTERS

The **Priestess** recognizes these fey as favored children of long-forgotten gods. She may be especially fond of the simpler and more joyous sprites and brownies. Their circles act as holy sites, and their tricks are reminders that life is never as it seems. They also tend to congregate at the intersection of magical currents, so any perturbations in their circles quickly reaches the Priestess' ears.

Various temples and orders serving the Priestess often ask travelers to check in on certain fey circles to ensure their welfare. There may even be a mushroom path hidden in the side ways of the Cathedral itself.

SHAPESHIFTING BRIGANDS

Everyone's heard of the Dark Ones—mystical beings of untold power that will let you live if you pay tribute. Taverns along every main trade route are full of merchants with writs of passage that ensure their goods make it to market.

That's the public story, anyway. Initiates into the Dragon Empire's largest protection racket are taught the illusion magic needed to maintain the ruse and avoid Imperial retribution. Besides, this way the **Prince of Shadows** gets paid twice.

FEY BY MANY NAMES

The fey bear many faces and many names. There could be room for an entire book of fey creatures, or at least a substantial portion of a bestiary! We don't have a full book, so to maximize the utility of this section of text, and because we have spotted some archetypes beneath ever-shifting fey illusions, we've added a new mechanic to several of the monsters that follow—*power of a name*.

Creatures with this ability have differing effects that depend on which name they are using. Names are both fluid and eternal—you're meant to make the most of their possibilities. Clever fey might masquerade as another form to throw off heroes who think they know the score. For example, a banshee may cast a glamour spell upon herself and pretend to be a siren tied to another icon. When a certain trigger is met, or deception is no longer needed, she will revert to her base form and powers.

You'll see that some of the names invoked by creatures with the *Power of a name* ability have been used elsewhere, or are going to be used again in products appearing soon. There's more than one way to skin a pixie. . . .

GAMEMASTER

The monster stat blocks below default to treating the fey as humanoid, but that's written in wind, not stone. The Iconic Options section may have pointed you in a new direction. If your version of the fey would make more sense as spirits, constructs, undead, or even demon types, go for it.

THE RASCAL

Mischievous imps that amuse or terrorize.

Small, often working with others of its kind, and with a puckish sensibility, the rascal takes one of three forms: the helpful-unless-slighted brownie, the persistent boggart, and the saboteur gremlin. Brandishing tiny hammers and bars, rascals work together to complete their tasks. Brownies and gremlins are more likely to inhabit homes and structures in cities, while boggarts love swamps and dark places.

3rd level mook [HUMANOID]

Initiative +9

Small tool +10 vs. AC—4 damage

Ankle-biters: The rascal's opportunity attacks deal 3 additional damage.

Power of a name: This creature gains different abilities based on which name it has taken.

Brownie: When the rascal rolls a natural even hit with its *small tool* attack, one nearby ally can roll a save.

Boggart: The rascal deals additional damage equal to the escalation die with its *small tool* attack.

Gremlin: When the rascal gets a natural even roll with its *small tool* attack, the target takes a –2 penalty to AC if it's wearing heavy armor (save ends; non-cumulative but it does apply to that attack).

AC 18

PD 14

MD 17

HP 11 (mook)

Mook: Kill one rascal mook for every 11 damage you deal to the mob.

WHAT YOU'LL FIND IN THEIR LAIRS

Brownies will have hobnails and thread in their pouches. Boggarts hoard trinkets taken from fallen travelers. Gremlins always take a trophy from their work, usually a crucial bolt or pin.

ADVENTURE HOOKS

Demonic Sappers—As the Crusader's army assaults a hellhole, impish beings cripple the siege equipment and hinder the cleansing. The sapper tunnels are the obvious point of entry. Somebody needs to take care of the pests.

A Missing Child—A child has disappeared from a small town along the northern edge of the Fangs. Her mother disappeared while searching for her, and the rumors have it that she offended a nature spirit nearby and that creature's boggart minions originally took the child. The father is frantically asking for help in finding his family from the nearby temple.



SPRITE

Tiny winged humanoids that punch far above their weight.

Sprites tend to be effervescent and bubbly. Many are natural pacifists, preferring to put their attackers to sleep and restrain them for everyone's safety. In game mechanic terms, this may mean their psychic damage is drowsiness and being dropped to 0 hp means you've fallen asleep.

But some sprite laughter is cruel. Sprites' darkest incarnations are as malicious pranksters who delight in toying with their victims until madness or death takes them. Unless you're a supremely good judge of character, you're not likely to know which type of sprite you're dealing with until they hand you a fresh strawberry or feed you a knife. (Watch out for knives concealed in strawberries.)

4th level caster [HUMANOID]

Initiative +11

Tiny knives +9 vs. AC (2 attacks)—7 damage

R: Whispered song +9 vs. MD (one nearby enemy)—14 psychic damage

Fluttering: The sprite flies, but never too far from the ground.

Power of a name: This creature gains different abilities based on which name it has taken.

Pixie: When the sprite scores a critical hit with its *whispered song* attack, instead of taking damage, the target falls unconscious (save ends).

Grig: When the sprite rolls a natural odd hit with its *whispered song* attack, the target loses its next move action as it begins dancing uncontrollably.

AC 21

PD 15

MD 17

HP 46

GREAT HOUND

Malice is when it takes out your throat; mockery is when it pretends to fawn for your touch a moment before.

In the shadowlands, terrible dog-like beasts howl omens of death. Some bear grim warnings, others carry raiders and reavers, and the most vicious will simply kill you.

The grim is the herald of death, a dog the size of a horse with long ebony fur; its bite prepares the ill-fated for the cull.

Wargs bear savage riders to battle, but their bloodlust makes fighting while atop one a dangerous proposition.

The barghest is a beast of pure animal hunger known to consume its fallen enemies. When trained, barghests are effective guard animals as long as you don't mind dead intruders (and occasionally, dead handlers).

Large 5th level wrecker [BEAST]

Initiative +10

Savage bite +13 vs. AC—40 damage

Overbear +13 vs. PD—32 damage

Natural 16+: The target is stuck and can't make ranged attacks (save ends).

Power of a name: This creature gains different abilities based on which name it has taken.

Barghest: When the hound scores a critical hit with its *savage bite* attack, it heals 20 hp.

Grim: When the hound hits with its *savage bite* attack, the target is also vulnerable (save ends).

Warg: When the hound rolls a natural even miss with its *savage bite* attack, the target takes half damage and the warg's rider, if any, takes the other half. In addition, a creature riding the hound deals only half damage with natural even misses with melee attacks.

Nastier Special

Dire Feature: Add a dire feature. Roll a d6.

- 1: *Armor plates*—Add +2 to the dire animal's AC, and add +1 to its PD.
- 2: *Spiky bits*—Whenever an enemy hits the hound with a melee attack, deal 10 damage to that attacker.
- 3: *Carnage*—The hound's attacks that miss deal 5 damage. When staggered, its missed attacks deal 10 damage.
- 4: *Poison*—*Savage bite* also deals 10 ongoing poison.
- 5: *Dire regeneration*—When the escalation die is even, the hound heals 15 hp.
- 6: *Fury*—While staggered, the hound gains a +2 attack bonus and deals +4 damage, but at the end of each of its turns it takes 2d6 damage.

AC 18

PD 17

MD 12

HP 140

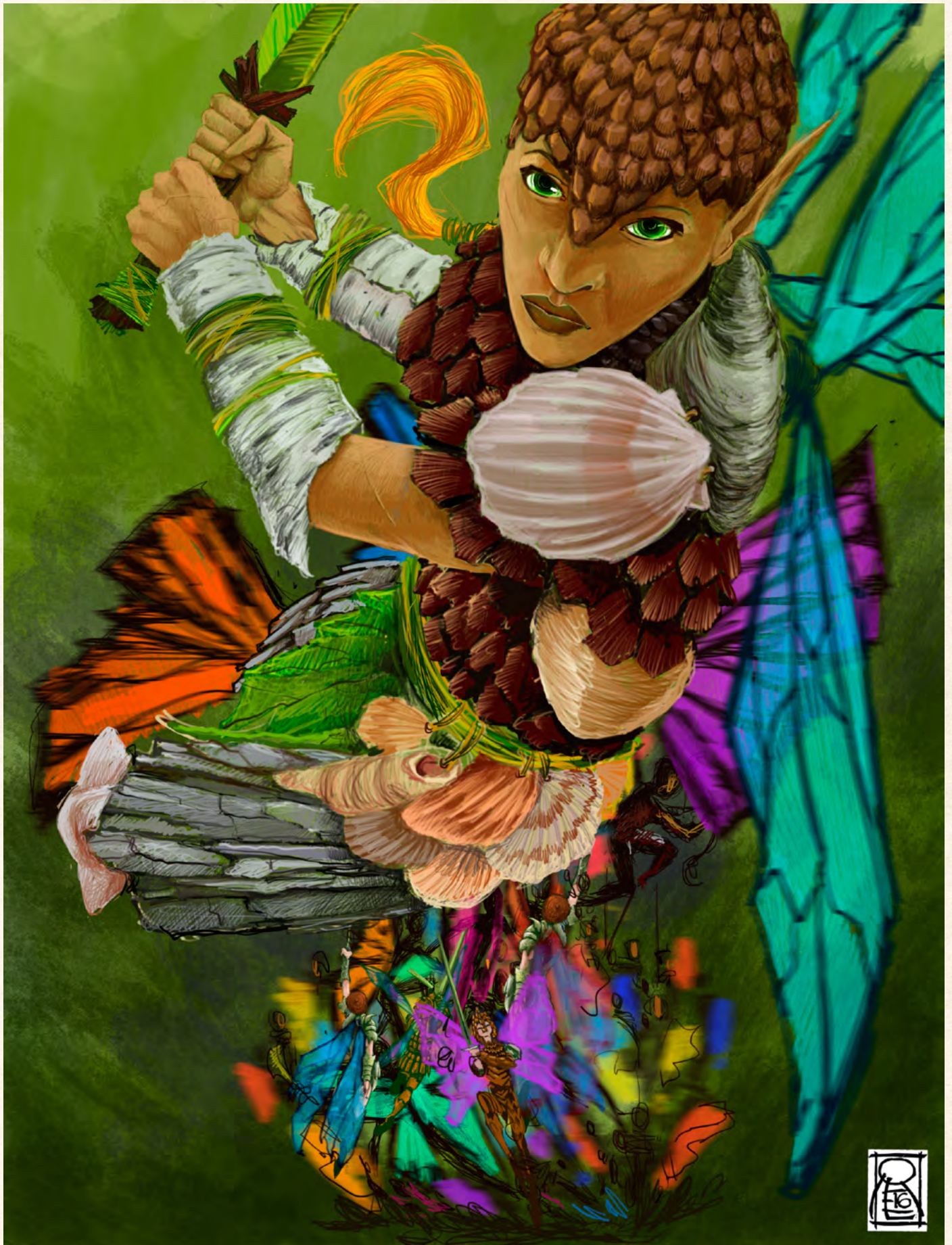
WHAT YOU'LL FIND IN THEIR DENS

When functioning as a harbinger of death, the grim doesn't seem to have anything to call its own, no possessions, no trophies, and no den. Wargs and barghests have bone trinkets and fetishes if they are "domesticated." Otherwise, they have only remnants of their victims.

COLD IRON?

Traditionally, iron and "cold iron" are anathema to faeries, but since we're not dealing with weapon materials in *13th Age*, feel free to ignore them here too.

If you're feeling nasty, want to play off the old faery stories, and want to give specific powerful fey a powerful nastier special, you could use something like this: *Fey resistance:* The fey gains *resist weapon damage 12+* except against iron or cold iron weapons.



PIXIE KNIGHT

No power of a name abilities here: what you see out of the corner of your eye is what's going to hit you.

Champions of the forest or the fey lands, these tiny warriors are less nuanced than their kin. They typically wear armor of snail shells and carry blades of enchanted grass, which would be funny if they didn't seem tougher and sharper than your own magic weapons.

6th level troop [HUMANOID]

Initiative +15

Verdant sword +11 vs. AC—18 damage

Natural even hit: The target takes 5 ongoing damage.

R: Fairy bow +11 vs. AC—18 damage

Fluttering: The pixie knight flies, but never too far from the ground.

Dancing mote: The pixie knight can't be intercepted and doesn't provoke opportunity attacks by moving.

AC 25

PD 19

MD 17

HP 64

WHAT YOU'LL FIND IN A FAIRY CIRCLE

Small coins and wands made of pine needles, lutes made from acorns, and if you're feeling generous, one of the knights might carry a greatsword that could work as a dagger for a halfling or gnome.

ADVENTURE HOOKS

Holy Guardians—In a fairy circle deep in the Bitterwood, sprites and their “Monarch Paladins,” aka pixie knights, defend an ancient temple to the gods of light. Unfortunately, a relic of the 2nd age that they are guarding is the only way to subdue a rampaging living dungeon. Here's hoping they're feeling amenable.

ПО ПУМПС?

We've got a longer treatment of nymphs in the works that's growing along a separate path. It's possible this article's angles on the fey could apply to nymphs when they appear eventually, but the nymphs' story-in-progress has more to do with elven realities, so perhaps not.

SPRIGGAN

Gnome-like guardians with an unsettling trick.

The spriggan's unassuming size is its primary weapon, drawing in trespassers and punishing their hubris. Using illusions to hide their appearance until roused, spriggans masquerade as statues, children, gnomes, or halflings. When pressed, their real abilities become clear, usually when the spriggan grows to the size of a small giant and begins tossing enemies like toys.

6th level blocker [HUMANOID]

Initiative +10

Scraggly fist +11 vs. AC—15 damage

Limited use: Only usable when the spriggan is at its normal size.

R: Fairy lights +11 vs. MD (1d3 nearby enemies in a group)—20 damage

Natural 18+: The target is dazed (save ends).

Limited use: Once per battle, with an additional use for each critical hit scored by the spriggan's enemies this battle.

Giant-sized slap +11 vs. PD (each enemy engaged with it, OR one enemy engaged with it and one nearby enemy)—17 damage

Natural odd hit: The target is thrown somewhere far away but non-harmful (like over a cliff) and loses its next move action.

Natural 1–3: The target can make an opportunity attack against the spriggan.

Limited use: Only usable when the spriggan is at its larger size.

Hidden guardian: If a spriggan wants to stay hidden in an illusory form instead of joining a battle, roll initiative for the spriggan as normal. When the spriggan “acts,” by doing nothing, have the most perceptive PC roll a DC 25 Wisdom check, adding +1 for each of their allies in the fight. On a success, the spriggan's illusion is pierced and the spriggan can use a single move action during its turn, but nothing else—it burned its standard action trying to stay hidden.

Embiggen: When the escalation die reaches 2, the spriggan grows in size as a free action, acquiring its *giant-sized slap* attack. Note that as a free action, this transformation can take place any time, usually at the start of a round. If the spriggan was using its *hidden guardian* ability, it's not hidden anymore!

AC 22

PD 20

MD 16

HP 90

WHAT YOU'LL FIND IN THEIR HIDING PLACES

Spriggans are usually guardians. Their personal possessions are few. Whatever they're guarding must be worth it!

RIVER-WOMAN

The river is eternal. You? You are fleeting, mortal.

River-bound beings of ethereal beauty, river-women personify the thrill and peril of rushing water. Since the rivers of the Dragon Empire became deathly dangerous after the monsters of the Midland Sea scrambled out across the land, the river-women fit right in. Maybe the sirens, banshees, and rusalkas were part of the sea once called Stormmaker. Or maybe they were the original embittered inhabitants of a now over-crowded perilous riverine ecosystem!

Sirens call to mortals, drawing them to the shore and enslaving them.

The banshee draws out souls.

The rusalka entangles her victims in her flowing hair.

Double-strength 7th level spoiler [HUMANOID]

Initiative +12

R: Otherworldly aria +12 vs. MD (2d3 nearby or far away enemies)—30 psychic damage

Miss: 10 psychic damage.

Enchanting touch +12 vs. MD (one enemy engaged with it)—

The target is confused (save ends), and two other random nearby enemies take 30 psychic damage.

Miss: 20 psychic damage.

Fear Aura: While engaged with the river-woman, enemies with 36 hp or fewer are dazed (–4 to attack) and do not add the escalation die to their attacks.

Power of a name: This creature gains different abilities based on which name it has taken.

Siren: When the river-woman scores a critical hit with *otherworldly aria*, it also stuns the target (save ends).

Rusalka: Targets hit by the river-woman's *enchanting touch* attack must start rolling last gasp saves instead of being confused. On the fourth failure, they fall into a long sleep that mortals call a coma.

Banshee: The river-woman's *otherworldly aria* attack deals negative energy damage instead, and on a natural 18+, the target is weakened (save ends).

AC 23

PD 19

MD 22

HP 215

WHAT YOU'LL FIND ON THE SHORE

On the banks, you'll find gifts from enchanted suitors, and golden nuggets from the silt. Best not to dawdle long, however: because it's probably true that the river women really are eternal, turning to foam and reforming somewhere downstream after 'death.'

GRANDMOTHER

Whose grandmother? Maybe the world's.

In story and fable, there's usually an old woman of immense magical power. Wisdom and time are a potent combination, and these women have enjoyed both.

GENDER TRICKS

The idea that all the alluring and dangerous magical creatures of the world are female is a heterosexual male fantasy. Of course there are river-men! Or perhaps these fey can choose their sex as they like, depending on their targets. Males, or fey operating as males, aren't hanging around the river banks for publicity. They're happy to keep the focus away from themselves.

Benevolent and kind, the so-called fairy godmother protects and aids her charges.

Reading the threads of destiny, the fates weave the lives of mortals and heroes into grand or tragic tapestries.

She is not always a singular figure. The grandmother-witch may or may not be reversed. She's certainly feared, granting boons or curses as she chooses. In some worlds, a particularly powerful grandmother witch has been known as Baba Yaga.

Triple-strength 10th level caster [HUMANOID]

Initiative +15

C: Ancient spell +15 vs. PD (2 attacks against nearby or far away enemies)—88 special damage (type determined by the grandmother's name)

Natural odd hit: The target becomes vulnerable to the grandmother's type of special damage until the end of the battle.

Power of a name: This creature gains different abilities based on which name it has taken.

Fairy godmother: *Ancient spell* deals force damage, and when the grandmother scores a critical hit with the attack, the target is weakened (save ends) and 1d4 of the grandmother's nearby allies heal 30 hp.

Fate: *Ancient spell* now targets MD and deals psychic damage. In addition, a target hit by *ancient spell* can't use the escalation die until the end of its next turn.

Grandmother-witch: *Ancient spell* deals negative energy damage, and when grandmother rolls a natural even hit with *ancient spell* against an enemy engaged with her, she can make a *pestle* melee attack as a free action.

Pestle +15 vs. AC—66 damage

Bad idea: When a creature attacks grandmother, it takes 1d6 x 10 damage of the grandmother's special type on a hit, or 1d3 x 5 damage of that type on a miss.

Flight: The grandmother flies somehow, either through a magic item or by using spells that have become second nature.

AC 25

PD 21

MD 25

HP 600

WHAT YOU'LL FIND IN THEIR HUTS

Seriously, you're going into the grandmother's hut without her permission? Even though you're pretty sure you just destroyed her? Huh. Good luck or good bye!

ADVENTURE HOOKS

Discover the Crusader's Origins—When the Crusader appeared in the Dragon Empire, it was a shock to all that someone of that much power had never been heard of before. Now that the dark army has turned against the Emperor, the source of his power must be found. Obscure documents found in the Cathedral tell that in the western reaches of the Knee Deep dwells a “witch” who introduced the Crusader to the dark gods all those years ago.

Altered Fates—High in one of the Archmage's towers in Horizon is one of the near-immortal fates. She has apparently begun to manipulate events in ways that the Archmage can't understand, and now she's gone missing, though all the oracles say that she's still somewhere in Horizon's spiraling towers. Find the fate before fate finds you all. . . .

THE FAUN

Even compared to third-party publishers using the Archmage Engine OGL license, we haven't added many new races and racial options to *13th Age*. Relaxing a touch from our usual position, here's a new character class race for players who want to intersect with story options in this article or to invent their own take on what it might be like to live between the world of the fey and mortals. We'll treat this appearance as a test and do more with the race later.

Depending on how magical you want your fey to be, these fauns don't feel like fey to us, or at least not the type of magical fey we've been covering in most of this issue. Perhaps fauns occupy the halfway point between the fey and the elves, spiritually fey and physically mortal.

FAUN

+2 Dex OR +2 Cha

HEAD BUTT (RACIAL POWER)

Once per battle as a move action, you can deal damage equal to twice your level to one enemy engaged with you and then pop free from it.

Champion Feat: You can now use *head butt* twice per battle.

Fauns are like two-legged centaurs, a human or elven torso, arms, and head (but with horns or antlers), with the hoofed legs of a beast, usually a goat, horse, or deer. Fauns usually have a strong connection to the forest and woods, but like other PCs, your character may be a big exception to the rules!

Some erroneously refer to fauns as satyrs, after a notoriously decadent all-male cult from a prior age. Nope, that's just leftover bad PR. These fauns are not of a single gender, and although they're regarded as a generally good-natured race, satyr-style partying mostly died out with the satyr cult.

Fauns that spend time in stone and cobbled cities frequently choose to wear faun-shoes—iron or bronze footwear for their hooves. That's not necessary in Concord, but walking the other seven cities won't be comfortable for long.



Steven's original ability score assignment for the race provided Wisdom and Charisma bonuses. I get that; it's an ability score grouping we haven't done before. But it didn't feel right to me.

Dexterity and Charisma feels better to me, even though it's a slot occupied by the dark elves. But psychologically, dark elves occupy different terrain, and we're trying out this version of the faun first. If you'd rather do it Steven's way, that's fine.