Monster Manual Update:

Satyr

By Logan Bonner
Illustration by Eva Widermann

Tricksters and merrymakers, the goat-legged satyrs prefer romance and music over conquest. Yet they always keep an eye out for danger, and they fight viciously.

Satyrs hail from the Feywild but travel to the world to sate their curiosity. Every new experience fills a satyr with a sense of wonder, and constantly seeking out the next big thing can get one into trouble.

Satyrs live in small clans no more than two dozen strong, and rarely are more than one or two satyrs seen at a time. They make their homes at the bases of trees or in burrows. They love creature comforts, so they keep well-stocked larders and stores of wine and mead. Travelers who come upon satyr homes often find them empty because the owner is out exploring or at a woodland revel.

Lovers of Story and Song: A satyr would say that it loves beauty above all things. Each one memorizes hundreds of stories and songs, and invents hundreds more. Anything can be inspiration to a satyr, from the morning mists to a blossoming flower to—especially—an attractive maiden. Every satyr knows how to play at least one instrument. The melodies that satyrs produce haunt forest glades throughout the Feywild, and their tunes are inherently magical. Even a satyr who knows nothing about the arcane arts can charm people and animals with its songs.

Supreme Hedonists: Satyrs tend to think of themselves first, and they have a reputation for being greedy and decadent. They always enjoy the simple pleasures in life—good food, good drink, and good music. They celebrate nearly any holiday or milestone with a feast or a bacchanal, and hold a few impromptu celebrations besides. These revels aren’t constant, but they certainly seem excessive by human standards. Satyrs see nothing wrong with their lifestyle. To them, others take life and its splendor for granted and waste their days in toil and misery. Sometimes, satyrs get other creatures to celebrate with them, by enchantment or even by force.

Habitual Tricksters: Satyrs “befriend” people by plying them with drink, singing songs, or telling sad stories. At first, they seem friendly and shy, even

Come out, young ladies
Among the trees tall—
We fauns have a frolic
In spring or in fall.
Our summers are lovely,
Our winters stay warm;
Among the trees, ladies,
We’ll do you no harm.

—Traditional satyr song
In the Feywild, satyrs often need to disguise themselves when they're in civilized lands. Folklore is full of stories that warn about the dangers of satyrs, but they also imply the creatures are worse than they actually are. Many satyrs do make friends and truly want company (though even they will play pranks and tell white lies). But because the ancient tales give them such a poor reputation, satyrs due to their trickster nature. Satyrs remain vigilant for danger even in the middle of a bacchanal. They trap and tame woodland creatures to serve as guard animals.

When faced with a threat, a satyr quickly assesses the odds of success. It runs if it is outmatched, or stays and fights if it thinks it can win treasure or food for a feast. Though satyrs can get into a fix because of their curiosity, they’re quick to cut their losses once a situation turns sour—even if they need to abandon their companions.

### Satyr Rake

Medium fey humanoid

<table>
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<tr>
<th>HP 80; Bloodied 40</th>
<th>Initiative +9</th>
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<tr>
<td>AC 21, Fortitude 18, Reflex 19, Will 19</td>
<td>Perception +9</td>
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<tr>
<td>Speed 6</td>
<td>Low-light vision</td>
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**Standard Actions**

- **Short Sword (weapon) ★ At-Will**
  - **Attack**: Melee 1 (one creature); +12 vs. AC
  - **Hit**: 2d6 + 8 damage, or 4d6 + 8 damage if the satyr has combat advantage against the target.

- **Shortbow (weapon) ★ At-Will**
  - **Attack**: Ranged 15 (one creature); +12 vs. AC
  - **Hit**: 2d8 + 6 damage, or 4d8 + 4 damage if the satyr has combat advantage against the target.

- **Harrying Attack (weapon) ★ Recharge 5 6**
  - **Effect**: The satyr makes a basic attack, shifts up to 3 squares, and makes another basic attack.

**Move Actions**

- **Feint ★ Recharge** when the satyr hits with a basic attack
  - **Attack**: Melee 1 (one creature); +10 vs. Reflex
  - **Effect**: The satyr can shift 1 square before or after the attack.
  - **Hit**: The satyr gains combat advantage against the target until the end of the satyr’s turn.

**Skills**

- Bluff +12, Nature +9, Stealth +12

**Equipment**

- Leather armor, short sword, shortbow, 30 arrows

### Satyr Piper

Medium fey humanoid

<table>
<thead>
<tr>
<th>HP 86; Bloodied 43</th>
<th>Initiative +8</th>
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<tr>
<td>AC 22, Fortitude 18, Reflex 20, Will 21</td>
<td>Perception +10</td>
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<tr>
<td>Speed 6</td>
<td>Low-light vision</td>
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**Standard Actions**

- **Gore ★ At-Will**
  - **Attack**: Melee 1 (one creature); +13 vs. AC
  - **Hit**: 1d8 + 8 damage, and the target falls prone.

- **Longbow (weapon) ★ At-Will**
  - **Attack**: Ranged 20 (one creature); +13 vs. AC
  - **Hit**: 1d10 + 10 damage.

- **Wooden Pipes (charm) ★ At-Will**
  - **Effect**: The satyr uses one power chosen from the list below.
    - **Dazing Melody**: Close burst 5 (nondeafened enemies in the burst); +11 vs. Will; The target is dazed until the end of the satyr’s next turn.
    - **Feral Overture**: Close burst 5 (nondeafened allies in the burst); The target gains a +1 bonus to attack rolls and a +2 bonus to damage rolls until the end of the satyr’s next turn.
    - **Leaping Stag Dance**: Close burst 5 (nondeafened allies in the burst); The target can shift 2 squares as a free action.
    - **Song of Freedom**: Close burst 5 (nondeafened allies in the burst); The target can make a saving throw against one effect that a save can end.

**Skills**

- Bluff +14, Nature +10, Stealth +13

**Equipment**

- Longbow, 30 arrows, wooden pipes

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About the Author

Logan Bonner’s credits include The Slaying Stone™ and Monster Vault™. He lives in the Seattle area and works as a freelance game designer, writer, and editor. You can follow him on Twitter, where he’s @loganbonner.

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