



Satyr

Medium Fey, Chaotic Neutral

Armor Class 14 (leather armor)

Hit Points 31 (7d8)

Speed 40 ft.

STR	DEX	CON	INT	WIS
12 (+1)	16 (+3)	11 (+0)	12 (+1)	10 (+0)
CHA				
14 (+2)				

Skills [Perception](#) +2, [Performance](#) +6, [Stealth](#) +5

Senses Passive Perception 12

Languages Common, Elvish, Sylvan

Challenge 1/2 (100 XP)

Proficiency Bonus +2

Magic Resistance. The satyr has advantage on saving throws against spells and other magical effects.

Actions

Ram. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target. *Hit:* 6 (2d4 + 1) bludgeoning damage.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Shortbow. *Ranged Weapon Attack:* +5 to hit, range 80/320 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.

Description

Satyrs are raucous fey that resemble stout male humans with the furry lower bodies and cloven hooves of goats. They frolic in wild forests, driven by curiosity and hedonism in equal measure.