

Roleplaying Satyr
Heroes in the Fifth Age

Beneath THE BOUGHS

Despite the ravages of the Great Dragons, a whole society of woodland beings continues to survive deep within the forests of Ansalon. Among them are the half-human, half-goat beings known as satyrs.

Joyful creatures, the satyrs live for pleasure. Old tales describe their all-night celebrations filled with dancing, drinking, eating, and reverie. Those same stories also detail a more dangerous side to the satyrs, who are said to protect their territory vigorously against defilement.

As with their female counterparts, the dryads, satyrs recently fell victim to the changing ecologies imposed by the Great Dragons. Unlike the dryads, however, the satyrs were not bound to their home woods. According to a recent tale, most satyrs chose to search out new stomping grounds, while a few died with their wood. A rarer few chose a different path: restoring the natural balance.

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Birth

With the recent sightings of satyrs, more has been learned about their society. While some sages insist that satyrs mate with dryads to produce satyr and dryad offspring, their claims are only partially true according to recent investigations.

A scholar currently within the Qualinesti Forest recently reported that matings between satyrs and dryads always produce a satyr offspring, while dryads are born only from their parent trees.

This source also claims that these matings occur during satyr woodland celebrations and result in a satyr births in early spring or late summer. (Dryads attached to trees tend to be less active during the winter months; thus they don't "celebrate" much during that season.) The dryad has an extremely easy labor compared to that of most humanlike creatures, and a satyr the size of a human baby is born within minutes.

Growing Up

It takes several days for the hooves of a satyr to harden, so the dryad mother keeps the child within her tree during that time. Afterward, the dryad contacts the father (or an uncle) and presents the baby to him. According to the prevalent tales, the baby satyr has no horns yet, and its furry legs have more hair than its head for the first few months, although one can tell by looking at the child whether it will have tan, light brown, or red skin. Once within his father's arms, the baby is taken to the local satyr colony.

Although the natural lifespan of a satyr is still a mystery to outsiders, it's clear that a satyr grows to adulthood much sooner than does a human. Within a year, the satyr child has grown the beginnings of his black horns, and he stands about 3 feet tall. He cannot yet grow a beard, but his hair is coarse, curly, and long. Within the next year, his beard fills in, his horns are fully developed, and he has attained his full height but not his full musculature. By the third year, the satyr is at full maturity and must find his own hollow tree, unless his colony resides in a cave.

While the more poetic sages comment wistfully about the brevity of satyr childhood, the creatures' behavior throughout their lives shows that they never truly grow up.

Satyr Milestones

During the 3 years that it takes to grow to adulthood, the young satyr passes through several rites of passage. From the moment he becomes part of a colony, he takes part in woodland celebrations, usually taking his place in the merry chases around the woods or in the dances that invariably occur. These pursuits grant him speed and a familiarity with the local terrain. The young satyr also takes his child-name during his first woodland celebration. Examples of child-names include Red-tail, Deer-stalker, or other conjoined terms that describe appearance or demeanor. By the end of the first year, the young satyr has learned how to hide traces of his passing, to blend into the forest, to move silently through the wood, and similar skills.

During the young satyr's second year, the colony elders watch him to determine his musical and magical talent. While all satyrs have an innate ability for music, certain satyrs can combine this talent

with an inner magic. This ability usually shows itself in subtle ways, such as when the young satyr hums to the piping of an elder and increases the magical enchantment of the tune, allowing even the trees to move in time to the music.

If a youngster shows such a talent, then his father or other mentor takes the satyr on a quest to create his own set of *satyr pipes*. Although the components for the *pipes* are usually easily located, the journey and construction of the *pipes* is harder. Usually the young satyr must vanquish a foe before the *pipes* can be completed. The exact nature of such quests is a well-kept secret among the satyrs, for nothing more about them is known. Once the *pipes* are finished, the satyr begins to learn to play them.

By the end of the third year, the young satyr is given an adult name (such as Krellen or Mikos) and presides over a woodland celebration. If he has *pipes*, he also leads the music for the evening. Once the celebration is over (usually at dawn), the satyr is considered an adult and can actively take part in dealings within the forest, including the defense against intruders.

Satyrs in the Fifth Age

Although some wooded areas of Ansalon have been unchanged over the last 30 or so years, several others have not been as lucky. The depredations of the Great Dragons have left many satyrs homeless. Consequently, they have either moved into intact wooded areas (Darken Wood, for example, now has a population that resembles the days before the War of the Lance), or they have become wanderers. In time, these wanderers find a place to settle down, preferably near a dryad grove, or their travels change them into something more than their forebears: heroes.

Those who follow the latter path still maintain their former playfulness, but it is tempered even more with the purpose of actively seeking balance in the world. They might impel themselves to protect nature wherever it needs protection, or they can simply help others utilize nature without destroying its balance. They can obsessively pursue the destruction of the Great Dragons, or they can choose goals that serve to lessen the impact of other evil forces upon the land (such as mini-

mizing the impact of the minotaurs' logging practices up in Endscape in Kern). How each satyr accomplishes these goals is up to him, but in the end, balance and nature are both served.

In the past, satyrs were not known as travelers, and this is with good reason. Whenever they leave the area that they grew up in and protected, they lose the magical protection that the forest or wood of their birth extended to them. If they ever settle down for more than a year and actively protect the area they live in, this magical protection again takes affect. Essentially, they establish a link to the land they love, and this link (or, in some cases, rapport with one of the setting's nature deities) grants them protection from the magic of others. As a being of nature and of magic, though, the satyr never completely loses a basic protection from magical effects.

Description

Satyrs have the arms, head, and torso of a male human; the rest of their bodies resembles the hindquarters of a goat. Two sharp horns jut out from their head, and their hair tends to be wiry and curly. A satyr's skin coloration can range from tan to light brown, though occasionally a satyr has red skin. Additionally, a satyr's hair color tends toward a medium to dark brown, but some have reddish highlights. Most satyrs have black hooves and horns, and their eye color covers the same range as humans, with a few extraordinary exceptions, such as brilliant green or light amber.

Roleplaying a Satyr

Satyrs are always male. While they do have a festive bent, they don't always think of the next opportunity to celebrate life and carouse. Players should use their own judgment to decide how often their satyr heroes feel the need to start or take part in a woodland celebration. A good rule of thumb is that they instigate a celebration (or go find one) at least every time they accomplish a specific goal. Additionally, satyr heroes are not limited to the woods when it comes time to celebrate life or an accomplishment; they can easily take part in the fun at a local tavern.

Satyrs respect life. They don't normally have problems with those who

need lumber for building or fires or game for food, but the moment someone starts endangering the natural balance of a given area, a satyr hero takes notice. Depending on how the satyr hero is being roleplayed, he might attempt to counsel the ignorant offenders, punish them, or find some solution in between those two extremes. Additionally, they have a great deal of respect for the Kagonesti elves (or wood elves and druids in other campaign settings).

Satyrs as Player Characters

The following description replaces the information on satyrs listed in the *MONSTROUS MANUAL™* tome.

Classes Allowed: Ranger (to 13th level), cleric (to 11th level), cleric/fighter (to 11th/15th level), thief (to 12th level), bard (to 18th level).

Initial Languages: Common, Elf, Dryad, Centaur (if any are near their initial home).

Alignments Allowed: NG, CG, N.

Weapon Proficiencies: As allowed by chosen class.

Special Abilities: Satyr heroes can gain satyr pipes (see magical item description) either automatically or through a quest (DM's discretion). They also gain a +2 bonus on surprise rolls, blend with forest or wood foliage so that they are 90% undetectable (giving opponents a -2 penalty to surprise rolls), and possess infravision to a distance of 60 feet. Satyrs can also attack with their horns, causing 2d4 points of damage. Additionally, satyrs gain a 50% magic resistance when within 10 miles of their birthplace. This bonus fades to 10% once they leave their home forest.

Joining the Adventure

DMs can find several ways to bring a satyr hero into their campaigns. After the players generate their heroes, DMs should speak with any satyr heroes to find out what type of background they wish their heroes to have. Here are some sample guidelines on how to get the hero involved and keep them committed to the current quest:

- DMs can start with a quest for the satyr's *pipes*. If the satyr begins in a village, then his elder can give him a start-

ing point. If not, the DM can introduce another satyr who can guide him, a dryad who points out that he should probably get his *pipes*, or some other story element to get him started. DMs can either introduce the satyr hero to the other heroes quickly (they meet at an appropriate part of the current campaign) or have a solo session with the player to set up the situation beforehand. Sample quests can include persuading a forest creature to help him find deceased large or giant birds so that he can use the bones for his *pipes*, finding some reeds or bamboo and defeating a rabid animal that is lurking in the area, or simply vanquishing a minor foe of the forest and looting his or her goods for useful pieces or tools to make the *pipes*.

- DMs can set up some other interesting situations not involving *pipes* that would allow a satyr hero to join the current campaign, or at least meet the other heroes before the campaign truly gets started. For example, the heroes can meet at a forest or town celebration. Perhaps a local holiday has caused the inhabitants of that area to break out the ale and start singing and dancing. This can easily draw a satyr PC into the party's midst. Many other options exist, of course, and are limited only by the DM's imagination.

- Once the satyr has started playing, the DM can continually craft small adventure hooks to keep him involved in the current quest. Perhaps the PCs are trying to save some elves from the evil ogres. (See *Rise of the Titans* for an adventure similar to this.) Before they leave, a scholar could approach the group and request that they help her find a lost tome of Irda lore that lies somewhere inside the nation of Blöde near Hatl (or something similar). The scholar can also hint that she believes that when they find the tome, they'll also find another book with tree lore and magic or old Irda songs. The DM should choose something that will either help the satyr complete a piece of his quest or that simply interests the character. Once the campaign begins, it should be easy to figure out what might tickle the fancy of a particular satyr PC. Of course, the current quest that the PCs are attempting to complete might be enough to keep the satyr PC interested in the game!

== New Magical Items ==

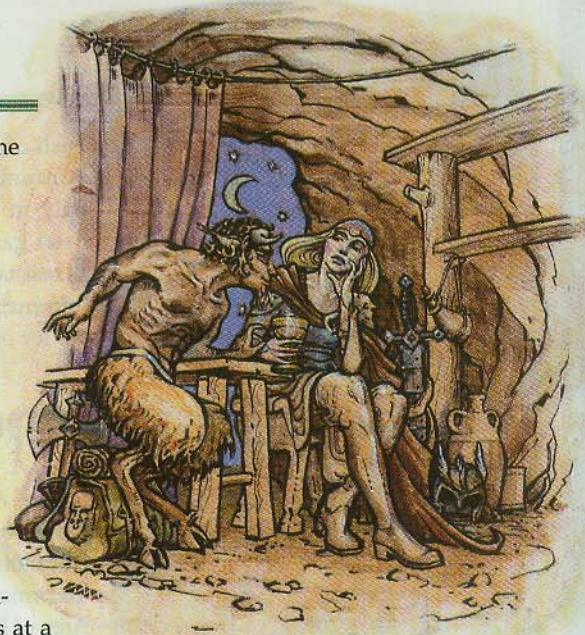
DMs, or even players, can use the rules presented in the *Player's Handbook* or *Heroes of Sorcery* to create the following magical items for satyr PCs. As mentioned earlier, satyrs must quest for their *pipes*, but whether that occurs before or after PC creation is up to the DM and the player. The other items are created using materials found in nature. A search for such items can also create quests for the satyr PC to accomplish during the campaign. If not, a group of satyrs at a woodland celebration can create these items, which lessens the research time by 4 weeks or the spell point cost by 10 points in a SAGA game.

Satyr Pipes

A lot of the satyr's ability to manipulate others comes from the set of *pipes* he uses. When the satyr completes his quest to create these *pipes*, he finds himself with a magical item that allows him to charm others, cause sleep, and inspire fear in others within a 60-foot radius. (These abilities translate to the *charm person*, *sleep*, and *cause fear* spells, respectively, cast at the satyr's level of experience.) Those affected can resist the item's effects with their a saving throw vs. spell or with their Spirit score, so the satyr isn't always successful. The chosen effect lasts 1d6 hours or until dispelled, and if the victim successfully resisted, the *pipes* cannot be used against him or her successfully during that same encounter. Additionally, bards in an AD&D game, who have their own spell-like abilities, can attempt to counteract the *pipes'* effects. (In the SAGA game rules, bard skills have not been established, so DMs can come up with their own rules or simply ask the bard PC to make an *average Presence* (*Presence*) action to see if his or her skills are more effective than the satyr's skills.) Only the satyr who creates these *pipes* can use them.

XP Value (for creation during play only): 2,000

GP Value: 10



Ring of Indefatigable Dancing

Part of the rite that creates this *ring* involves a satyr who can wear this band of ash on his finger and dance from the moment the woodland celebration begins until it ends. The magic created by a set of *satyr pipes* infuses the dancing satyr's energy and dancing skill into the *ring* over the course of the celebration. (DMs can set up a series of actions or checks to see if the dancing satyr can actually do this.) Once created, the *ring* causes anyone who wears it to immediately start dancing much like the satyr did during the celebration. For every minute worn, the character must make a successful saving throw vs. spell (or an *average Willpower* action) or immediately start dancing. One of the boons about this *ring* is that it provides the dancer with the energy needed to dance, so the wearer need never worry about exhaustion while wearing it and dancing. The moment the dancing stops or the moment the wearer takes it off, he or she must succeed at a Constitution or *average Endurance* check or fall asleep within 1–10 minutes. (Roll 1d10 for AD&D games or draw a Fate Card for SAGA games.)

If the person wearing the *ring* has music to dance to, then the music can

Satyrs as Heroes: SAGA Rules

The following description takes the place of that for satyrs in *The Bestiary*.

Ability Scores

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|---------|-----------|
| Agility | 7 minimum |
| Reason | 5 maximum |

Ability Codes

| | |
|------------|-------------|
| Perception | "A" minimum |
| Strength | "D" maximum |
| Spirit | "B" minimum |
| Presence | "C" maximum |

Other Requirements

Satyrs must have access to the mystic sphere of animism, which they access by playing their *pipes*.

Advantages

As heroes, satyrs can utilize their racial ability to camouflage themselves in woodland or forest settings, gaining an automatic trump bonus to any actions in such instances. They can also cast spells that charm others, put others to sleep, or cause fear in others by playing their *pipes* (an *easy Spirit* action). Satyrs can also attack with their horns (a +4 damage rating).

Disadvantages

Satyr heroes must have their *pipes* to cast certain types of spells more easily (see "Advantages"); otherwise all spells follow the normal SAGA spellcasting system. Additionally, because their natural setting is in the woods or forest, satyrs gain no trump bonuses while within cities or towns.

guide the type of dancing that the wearer feels impelled to do. This *ring* doesn't confer knowledge of different styles of dancing, however. Additionally, if a satyr plays *pipes* around a person wearing this *ring*, then 1–10 others find themselves drawn in unless they make a successful saving throw vs. spell or a *challenging Willpower* action. These others are subject to their own Constitution or Endurance scores, though, so if they try to keep up with the wearer of the *ring*, they might find themselves worn out once the party is over.

XP Value: 2,000 **GP Value:** 3,000

New Spells

Each of these spells is specific to satyr PCs; unless otherwise noted, they work only in wooded areas. Players of the SAGA game should read saving throws as resistance checks and note conversion information in parentheses. See the sidebar for other conversion information.

Sharpen Horns

Level: 1

Sphere: Animal

Range: 0

Duration: 1 round + 1 round/level (10 maximum)

Area of Effect: Caster

Components: V, M

Casting Time: 1 round

Saving Throw: None

By stroking a stag's or antelope's bone along his horns and calling upon his god for strength, the satyr can sharpen and strengthen his horns so that they cause an additional 1d4 points of damage to a foe upon a successful hit. This spell works only upon satyrs and it works anywhere.

Woodland Party

Level: 2

Sphere: Animal

Range: 50 yards/3 levels (200 yards maximum)

Duration: 10 rounds

Area of Effect: Special

Components: V, S

Casting Time: 1 turn

Saving Throw: Negates

Originally used to attract denizens of the woodlands for celebrations, this spell can be used by the satyr PC to summon 1–10 intelligent woodland creatures (to a maximum of 2–20 HD or 6–60 Endurance score) for a single purpose (such as attacking a satyr PC's foes). Satyrs must play their *pipes* and dance for the duration of the spell's casting time. The creatures show up within 1–3 rounds and can include dryads, other satyrs, sprites, and other creatures of higher than 3 Intelligence (2 Reason) that live within the spell's range. (DMs can use the table under the *call woodland beings* spell if they wish.)

Those called forth receive a saving

throw or can take a Willpower action to avoid the call, and if one of the PC's party is a known despoiler of nature, then they receive another one to see if they can leave. If the caster personally knows a being in the area, then he can double his range for that one being.

The summoned creatures expect a reward of dancing, singing, and eating afterward, however. If the satyr PC does not provide at least four songs (about 30 minutes) worth of frivolity and joy, the spell will not work for the satyr again until he provides some sort of festivities for the summoned creatures. The party can continue after the satyr PC leaves if the satyr PC called forth another satyr (30% chance to do so or a 1–3 result on a Fate Card draw).

Follow the Music

Level: 3

Sphere: Charm

Range: 10 yards

Duration: 1 hour

Area of Effect: Special

Components: V, S

Casting Time: 1 round

Saving Throw: Negates

By playing the pipes and dancing around in a bit of a jig, the satyr caster can draw away a number of foes and set them on a merry chase. The music first attracts those listening at a rate of 1 Hit Dice per caster level (up to a maximum of 12 HD or a combined 36 Endurance) and mildly distracts them from their fight (adds a –1 cumulative penalty to attack and damage) for the first 5 rounds or minutes. Targets receive a saving throw vs. spell to negate the effects. (Use the victims' Spirit scores or Essence scores to resist the spell in a SAGA campaign.)

If the combat hasn't ended after these first 5 rounds have passed, the affected individuals get an itchy sense that the foes they're fighting aren't the ones they should be facing. They break off from combat completely and start looking around for their true foes. At that point, the victims are still somewhat aware of the satyr's compatriots, so they avoid blows (no attacks of opportunity) as normal but do not return any. By the seventh round of combat, the satyr can either guide the affected foes away from

Saga Rules for Satyr Spells

Sharpen Horns

Level: 1
Sphere: Alteration
Range: Personal (1)
Duration: 15 minutes (3)
Area of Effect: Individual (1)
Components: V, M
Casting Time: Invocation: 1 minute (4)
Saving Throw: None
Effect: Troublesome (2)
Difficulty/Cost: 11

Woodland Party

Level: 2
Sphere: Mentalism
Range: Near missile (3) to artillery (5)
Duration: 15 minutes (3)
Area of Effect: Large group (4)
Components: V, S
Casting Time: Invocation: 10 minutes (3)
Saving Throw: Negates
Effect: Troublesome (2)
Difficulty/Cost: 15 to 17

Follow the Music

Level: 3
Sphere: Mentalism
Range: Near missile (3)
Duration: 15 minutes (3) to 1 hour (5)
Area of Effect: Individual (1) to small group (3)
Components: V, S
Casting Time: Invocation: 1 minutes (4)
Saving Throw: Negates
Effect: Impeding (4)
Difficulty/Cost: 15 to 19

Forest Feast

Level: 4
Sphere: Mentalism/Animism
Range: Near missile (3) to artillery (5)
Duration: 1 hour (5)
Area of Effect: Crowd (5)
Components: V, S
Casting Time: Invocation: 10 minutes (3)
Saving Throw: Negates
Effect: 1 card/point (1)
Difficulty/Cost: 17 to 19

Miranda continues to wander the continent of Ansalon with her red pen of distinction, though she is often called away to edit adventures and supplements for other worlds under the control of Wizards of the Coast.



-4 penalty to the saving throw or a -2 penalty to their Spirit or Essence score for resisting this spell. All manner of animals bring food for themselves and for one other of their kind. Other satyrs bring wine, dryads gather dead wood for the firepit, nearby nymphs help provide water, and smaller creatures bring forth vegetables, insects, or whatever their own appetites run to. In the end, the spell-casting satyr has enough food and drink to feed everyone roughly twice over.

Any non-forest-dwelling, intelligent in the area might be drawn into the feast by one of the satyrs or dryads so that they can help prepare for the festivities. The only way the satyr will have meat at the feast is if another satyr, humanoid, or carnivorous creature comes forward with a recent kill (or with meat provisions of some sort). There is a flat 30% chance (1-3 result on a Fate Card draw) that someone brings meat. At the feast, everyone is on their honor not to kill another being attending, but if a conflict arises—such as a puma killing an attending rabbit family—the feast immediately falls apart in a rather chaotic manner. Once the spell is cast, the satyr calling the feast can take part in the fun, though he might be called upon to help settle tempers if they start to fray. Thankfully for the forest creatures, this latter situation happens very rarely. Those attending this feast gain not only food and drink, but also heal 1d8+1 points of damage for every two levels of the caster or draw one Hand of Fate card after the feast is over, which usually takes 1d3+1 hours. (In SAGA campaigns, draw a Fate Card: A result of a white aura card equals 3 hours, a red aura equal 2 hours, and a black aura equals 1 hour; add one point to this.) If an evil outsider attempts to break into the feast, every animal attending leaps to the defense, so PCs can also gain the benefits of a temporary safe haven. 🐾

the combat by breaking away himself or simply allow things to stand as they are. If the satyr heads away, still playing, the victims of the spell follow him bemusedly. The spell continues for as long as the satyr plays or until the duration ends, whichever comes first. If the satyr tries to lead the victims to their deaths (by sending them off a cliff or something similar), then the victims receive another saving throw to negate, with a +4 bonus. (SAGA PCs can attempt to resist the spell again with a +4 bonus to their Spirit or Essence scores.) Satyrs can cast this spell anywhere, but they must play their pipes and dance to maintain the spell.

Forest Feast

Level: 4
Sphere: Animal/Summoning
Range: 200 yards
Duration: 1d3+1 hours
Area of Effect: Special
Components: V, S
Casting Time: 1 turn
Saving Throw: Negates

By playing his pipes and dancing, the caster can alert the denizens of the forest that it's time for a feast. Those within the range of the spell can make saving throws to avoid gathering food, drink, or other supplies, but most want to take part in the celebration, so they receive a