

Satyr

Medium, Fey, Chaotic Neutral

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ARMOR CLASS

14

HIT POINTS

31 (7d8)

CHALLENGE

1/2 | 100 XP

PROFICIENCY

+2

Speed Walk 40 ft.

Initiative +3

Saving Throws N/A

Skills Stealth +5, Perception +2, Performance +6

Senses Passive Perception 12

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Languages Common, Elvish, Sylvan

STR

12
+1

DEX

16
+3

CON

11
+0

INT

12
+1

WIS

10
+0

CHA

14
+2

Traits

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

Actions

Ram. Melee Attack Roll: +3, reach 5 ft. Hit: 6 (2d4 + 1) Bludgeoning damage.

Shortsword. Melee Attack Roll: +5, reach 5 ft. Hit: 6 (1d6 + 3) Piercing damage.

Shortbow. Ranged Attack Roll: +5, range 80/320 ft. Hit: 6 (1d6 + 3) Piercing damage.

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