

Satyr

Requirements	Minimum CHA 9
Prime requisite	CHA and CON
Hit Dice	1d8
Maximum level	8
Armour	Leather, wooden shields
Weapons	Spears, clubs, axe, sling made from natural materials
Languages	Alignment, Common, Elf, Pixie, Halfling, orc

Satyrs are horned fey folk with the legs of a goat and the body of a human. They usually weigh about 150 pounds and are around six foot tall. Satyrs live in woodland grottos at one with nature, in hedonistic abandon. They are known to carry magical pipes, the music of which causes madness.

Prime requisites: A Satyr with at least 13 CHA and CON gains a 5% bonus to experience. An Satyr with a CHA of at least 16 and a CON of at least 13 receives a +10% XP bonus.

Horns

Headbutt: A Satyr's horns are a natural weapon, allowing them to butt an enemy for 2d4 damage as a melee attack. If a Satyr moves at least 20 foot in a straight line before making this attack, it does 3d4 damage instead.

Woodland Friend

Beast speech: satyrs can understand birds and animals and communicate basic ideas to them.

Animal Kin: Satyrs have +2 to reactions rolls when encountering animals.

Tough Hide

AC Bonus: Satyrs have thick skin and gain +1 to AC. This increases to +2 at 7th level.

Pan Pipes

Instrument: Satyrs have a set of magical pan pipes usable only by them. They can play these pipes to make beautiful music, and at certain levels cast magic with them. If these pipes are destroyed or lost a Satyr must spend three weeks and 2000gp rebuilding them.

Music Magic: At 2nd level Satyrs can blow 1 magic song a day. At 5th level they can blow 2 magic songs a day. At 8th level they can blow 3 magic songs a day. The songs available are listed below.

Song of Fear: All non-satyrs of 4HD or lower who hear within twenty feet must save vs spells or flee from your music for two turns.

Song Of Dance: All non-satyrs of 4HD or lower who hear within twenty feet must save vs spells or become charmed to dance and see the Satyr as a friend. If they are attacked the charm is broken, but the initial attack has +4 against them. The charm continues so long as the song is played.

Song of Sleep: All non-satyrs of 4HD or lower who hear within twenty feet must save vs spell or fall into a magical slumber.

Hedonist

Spending: Unless the Satyr is spending gold on basic equipment or his pan pipes, all earned treasure must be wasted in hedonistic revelry and excess.

After Reaching Eighth Level

A Satyr can settle into a woodland causing it to grow into a grove. This attracts other Satyrs as followers and causes all fauna within five miles to consider the Satyr a friend.

				Saves					
Level	XP	HD	THACO	D	W	P	B	S	Songs
1	0	1d8	19 [0]	12	13	13	15	15	0
2	2725	2d8	19 [0]	12	13	13	15	15	1
3	5450	3d8	19 [0]	12	13	13	15	15	1
4	10,900	4d8	17 [+2]	10	11	11	13	12	1
5	21,800	5d8	17 [+2]	10	11	11	13	12	2
6	43,600	6d8	17 [+2]	10	11	11	13	12	2
7	87,200	7d8	14 [+5]	8	9	9	10	10	2
8	174,400	8d8	14 [+5]	8	9	9	10	10	3