

WALROCK HOMEBREW

SATYR



FIFTH EDITION



SATYR

CHARACTER RACE OPTION

LORD ACHERON GROANS, AND STUMBLES DOWN the hall, wincing at the light.

Gods, what had he drank the night before, and how much? His head throbs with the pain of regret as he gropes forward towards the washroom, stumbling blindly and swearing as a vase clatters with deafening, aching noise to the floor.

Water, he thinks to himself. Water, a cold wet washcloth, and darkness. Then all will be right with the world.

After an eternity of blinding, bone-dry agony punctuated by many clumsy mishaps, Acheron through sheer persistence manages to locate the washroom door. Grasping the doorknob, he turns it. Then rattles it. Then, wrenches it violently.

Stuck. Stuck, and locked.

Moaning pitifully, Acheron slides down the door, depositing himself in a heap upon his lavish marble floor. He weeps, softly, into his lap, his mind laden with remorse at the consequences of his revelry.

"Quite the party, wasn't it?" speaks a brutally loud, if jovial, voice, in what Acheron can only hear as a near-shout.

Cowering against the noise, Acheron squints at a figure seated upon a windowsill, apparently enjoying a glass of wine, an empty green bottle rolling at its feet.

"Of course, I wasn't invited," the figure continues, "It was for the wealthy, well-connected, and noble-blooded, after all. I am none of those things, but I am very, very persuasive."

Rising to its feet, the figure walks slowly toward Acheron, who raises a hand out of pure defensive instinct.

Slowly, he realizes that, perhaps, "feet" isn't the correct word. For, with each step, the figure makes a distinct clomp, like a horse's hoof.

"And here I am, persuading you," the figure says, raising a mock-toast with its wine glass. It could be the drink, but in that moment, Archeron could swear he spies long, curled horns atop its head.

"You kept water from your peasants, unless they worked long, hard hours to earn it back," it speaks, before draining its glass, "Somehow doesn't seem fair. Does it?"

In an instant, Archeron feels a thousand needles of white-hot pain press their way into his temples, as a vicious shattering sound serrates his eardrums. As he clutches his head in anguish, he finds himself only vaguely aware that the creature dashed its wine glass against the ground.

"Now, you might have some work to do for the peasants and I before you can earn your water back," it informs him, with a grin in its voice and a note of grim satisfaction, "And I know just where to start."

Affable and flamboyant, satyrs are denizens of the Feywild that commonly wander other planes, finding something to enjoy wherever they are. To a satyr, every day has a cause for celebration, all of which helps build the legend that is one's own life. Though often irreverent, satyrs care deeply for those by their side, their genuine friendships giving them more enjoyment than any amount of revelry.

FANCIFUL FEY

Satyrs are puckish fey creatures, with a traditionally humanoid torso, pointed ears, and the lower legs and horns of a goat. A satyr has the same variation of skin tones found in a human, in addition to the occasionally more exotic green, bronze, or midnight black of those dwelling deep in the Feywild. Coming in all shapes and sizes, satyrs can be well-muscled and toned just as easily as they can be heavysset and rotund. Typically satyrs weigh between 120-190 pounds, and stand between 5-6 feet tall.

Satyrs prefer lightweight and stylish garb, though they make little clothing themselves, preferring to adopt whatever is fashionable at the moment amongst fey, elves, or humans. Usually, satyrs take a liking to vests, airy shirts, and light armor, all of which allow their movement to feel unconstrained.

CHEERFUL CELEBRANTS

Nearly every satyr is a devoted hedonist, dedicated fully to experiencing every revel, and hearing every song. Satyrs will often arrive uninvited at the celebrations of others, undoubtedly making the scene much more raucous for their presence. Most satyrs are not hedonic by compulsion, but rather by philosophy: it is best, many satyrs believe, to always take the time to add more enjoyment to the rich tapestry of one's life.



The vast majority of satyrs are optimists, choosing to live in the moment, hope for the best, and take things as they come. Satyrs typically don't plan ahead overmuch, preferring to let others do the hard thinking while they focus on enjoying themselves, but satyrs can be surprisingly cunning when given sufficient motivation.

SINGING SATIRISTS

All satyrs are born with a predilection for musical talent, which each satyr expresses in a different way. Satyrs are credited with the invention of the pan flute, and indeed many satyrs are talented virtuosos with this instrument. Yet, satyrs adore the customs and culture of other races, and many adopt instruments and songs created by others, mastering the lyre, lute, drums, or many others with a natural grace.

For satyrs, song is a way to tell the world how it truly is. A good song is both beautiful and true, expressing the magnitude of legends, the depth of emotions, and, importantly, the foibles of the powerful and self-serious. Satyrs consider it their gift and their purpose to poke fun at those who deserve it, to give everyone a good laugh at the expense of those who lord themselves over others.

SATYR NAMES

To a satyr, life is an endless string of revels, beginning long before their birth, and ending long after their death. In this spirit, satyrs tend to be named after their forebears, making every new satyr a direct continuation of the life and festivities enjoyed by their ancestors.

Names: Adonis, Amalth, Baccal, Caprico, Dahu, Dione, Faun, Fete, Fife, Gruff, Pan, Puck, Shindig, Sonnet, Takam, Tamarro, Tanng, Vin

SATYR TRAITS

Your satyr character has a number of traits, arising from both natural ability and a longstanding culture of revelry.

Ability Score Increase. Your Charisma score increases by 2, and your Dexterity score increases by 1.

Age. Satyrs are remarkably long-lived, and can live to be 250 years old. A satyr reaches adulthood at 30, and is venerable at 150.

Alignment. Valuing freedom and hedonism above all else, nearly all satyrs are chaotic, and few are evil.

Size. You are barely shorter than an average human. You are size Medium.

Speed. Your base walking speed is 35 feet.

Languages. You can speak, read, and write Common, Elvish, and Sylvan.

Fey Nature. You are a creature of fey magic. You have two creature types: humanoid and fey. You can be affected by a spell or ability if it works on either of your creature types.

Glib Musician. You have proficiency with one musical instrument of your choice, and in your choice of either the Deception or Performance skill. Additionally, you can use musical instruments as a focus for any spell you can cast.

Horns. Your horns are natural weapons, which you can use to make unarmed strikes. When you attack with them, you can use your Dexterity modifier in place of your Strength modifier on the attack roll. If you hit with your horns, you deal bludgeoning damage equal to 1d4 + your choice of either your Strength or Dexterity modifier, instead of the damage normal for an unarmed strike.

SATYRS AND GENDER

In many settings, satyrs are an exclusively male race, both in terms of sex and gender. Where this is the case, satyrs can father offspring with members of other races, typically nymphs, hamadryads, elves, or humans, and the result of such a pairing is always a male satyr.

However, female satyrs (also known as a satyress or fauness) have existed in real-world art and mythology for a considerable time. Though the original Greek (and later Roman) conception of satyrs was male-only, several Renaissance artists depicted works involving satyresses, and the concept of a female satyr dates back at least to the 15th century.

Check with your DM to determine the genders available for satyrs in your setting. Regardless of whichever gender a satyr may be, their character is, in likelihood, fundamentally unaffected by it. Nearly all satyrs enjoy the same predilections, often to a fault, no matter how they identify.





Satyr's Leap. Your long jump is up to 25 feet and your high jump is up to 15 feet, with or without a running start.

Subrace. There are several varieties of satyr, made distinct by culture and magic. Choose one of the following subraces: sybarite satyr, wildheart satyr, or satyr of the night.

SYBARITE SATYR

Most satyrs enjoy a good revel or celebration, but sybarite satyrs are the truest devotees of the arts of festivity. To a sybarite satyr, anything can be made into a party, whether the events are joyous or solemn. Only through the sharing of song, story, and no small amount of wine can people come to terms with their truest feelings, and be freed from the cage they have crafted for themselves.

Magic of Song and Story. You know the *friends* cantrip. At 3rd level, you can cast the *charm person* spell once per day; you must finish a long rest in order to cast the spell again using this trait. When you reach 5th level, you can also cast the *calm emotions* spell once per day; you must finish a long rest in order to cast the spell again using this trait. Charisma is your spellcasting ability for these spells.

Spirituious Soul. You have advantage on saving throws made to resist or overcome being poisoned.

WILDHEART SATYR

Fewer in number than their sybarite kin, wildheart satyrs feel most at home in the depths of the forest or the Feywild. For a wildheart satyr, the best revels are those held with fey, beasts, and the other denizens of the forest, hidden away from those who would impose the iron law of society upon them. A wildheart satyr's truest love is the freedom provided by nature, and they will go to great lengths to preserve it.

Magic of Beast and Wild. You know the *druidcraft* cantrip. At 3rd level, you can cast the *animal friendship* spell once per day; you must finish a long rest in order to cast the spell again using this trait. When you reach 5th level, you can also cast the *animal messenger* spell once per day; you must finish a long rest in order to cast the spell again using this trait. Charisma is your spellcasting ability for these spells.

Heart of Nature. You have advantage on saving throws made to resist or overcome being frightened.

SATYR OF THE NIGHT

Utterly unlike other satyrs, satyrs of the night serve as a dark counterpart to the revelry of the rest of their kin. When satyrs become tainted by shadow magic, usually due to evil artifacts or overlong exposure to the power of the Shadowfell, their body becomes warped and twisted, their skin and fur darkening to pitch black, and their features becoming more bestial. Some satyrs, affected deeply by loss or personal pain, seek out this transformation as a way of coming to terms with their suffering.

Satyrs of the night, also known as dark satyrs, delight only in causing pain and suffering to others, their hedonic spark replaced with subtle sadism. Instead of seeking out celebration, satyrs of the night craft dark rituals to forgotten gods and Unseelie fey, imbuing themselves and others with the power to corrupt life.

Some believe the first satyrs of the night were created by Lolth during her war with Corellon, while others attribute their creation to the meddling magics of hags and

dark witches. It is known that the Unseelie fey actively silence any hint of these satyrs' origin, though as to why, none can guess.

Alignment. Unlike their kin, most satyrs of the night are evil, though some are neutral. Being good or lawful are almost unknown to satyrs of the night.

Claws. In addition to their horns, satyrs of the night also possess wicked, curved claws. These claws function identically to the horns granted by the Horns trait, save that they deal slashing instead of bludgeoning damage.

Magic of Night and Shadow. You know the *thaumaturgy* cantrip. At 3rd level, you can cast the *bane* spell once per day; you must finish a long rest in order to cast the spell again using this trait. When you reach 5th level, you can also cast the *blindness/deafness* spell once per day; you must finish a long rest in order to cast the spell again using this trait. Charisma is your spellcasting ability for these spells.

Dreadful Will. You have advantage on saving throws made to resist or overcome being charmed.

ADDITIONAL FEATS

If your DM allows the use of feats as described in chapter 6 of the *Player's Handbook*, a satyr character has access to the following special feats. If a feat requires a particular subrace, a character must also have that subrace in order to take the feat.

HIGH MAGIC OF BEAST AND WILD

Prerequisite: Satyr (*wildheart satyr*)

The magic inherent in your music resonates with the wild lands. You learn the *speak with animals* spell and can cast it at will, without expending a spell slot. You also learn *spike growth* and *plant growth*, each of which you can cast once without expending a spell slot. You regain the ability to cast those two spells in this way when you finish a long rest. Charisma is your spellcasting ability for all three spells.

CREDITS:

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HIGH MAGIC OF SONG AND STORY

Prerequisite: Satyr (*sybarite satyr*)

You have gained a greater knowledge of magical lore. You learn the *comprehend languages* spell and can cast it at will, without expending a spell slot. You also learn *enthrall* and *sending*, each of which you can cast once without expending a spell slot. You regain the ability to cast those two spells in this way when you finish a long rest. Charisma is your spellcasting ability for all three spells.

HIGH MAGIC OF NIGHT AND SHADOW

Prerequisite: Satyr (*satyr of the night*)

Your music can gently weave the substance of darkness, making it your friend and companion. You learn the *disguise self* spell and can cast it at will, without expending a spell slot. You also learn *darkness* and *spirit guardians*, each of which you can cast once without expending a spell slot. You regain the ability to cast those two spells in this way when you finish a long rest. Charisma is your spellcasting ability for all three spells.