

# EL-UNORE SATYRS

The satyrs dance, guardians of secrets old as the stars. Through twilight's veil, their songs rise, weaving magic deep where ancient shadows guard.

Satyrs' Song

**I**n the mystical woodlands of El-Unore Reaches, where several fey creatures cohabit and thrive in harmony, the El-Unore satyrs stand out. A distinctive tribe of fey creatures; they maintain the serenity and ancient wisdom of the forest. Unlike their wilder counterparts, these satyrs possess deep emerald fur and twisted, branch-like horns, embodying the tranquility of the land and the wind.

Their moonlit eyes and calming presence seem to command even the winds to hush. They are blessed with high cunning and a deep love for astrology. Tasked by an ancient council of druidic spirits, they protect the sacred groves and heartwoods, masters of old magics that nurture or defend their realm as needed. Their priority is to deal with the corruption that seeps into the world.



## THE SATYRS AND SATYR GROVE

The satyrs live in close-knit communities called Rings, each led by a sage who communicates with the forest spirits and oversees the Great Lore—a living history told through song and dance during high moons.

As vigilant guardians, they ensure that the balance of their enchanted domain remains undisturbed, a silent force preserving the ancient order of nature. The withering of the forest around them assails their very minds.

Although known among other ancestries for their healing and land-purifying rituals, El-Unore Satyrs are secretive, opening their mysteries only to those who truly respect the forest's ways. Most satyrs live in the temple-like Satyr Grove or its immediacies, away from the patchwork of creatures and ancestries that inhabit Y'renlune, the Green Jewel, their largest fey-inhabited neighbor.

### EL-UNORE SATYR

*Medium fey, chaotic neutral*

**Armor Class** 14 (leather armor)

**HP** 31 (7d8)

**Speed** 40 ft.

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

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

**Senses** passive Perception 12

**Languages** Common, Elvish, Sylvan

**Challenge** 2 (450 XP)

**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.

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

**Pan Flute.** The satyr plays a melody that causes all creatures within 30 feet to fall asleep (DC 13 Charisma). This effect lasts for 1 hour or until someone vigorously shakes the target.

**Charm.** Someone within 30 feet is possessed by the satyr for 3 rounds (DC 13 Charisma) to resist this effect.