



SATYRAUR

A close relative of centaurs, satyraurs have the bodies of giant goats or sheep with the head and torso of a human. Their heads combine both ram and humanoid features. Males have large, curled horns, whereas females have horns that jut straight from their heads.

The satyraurs are skilled warriors that travel the Cosmos in flocks, which rarely, if ever, split up. Like the satyrs from whom they borrow their name, satyraurs are known for their playful and raucous attitude, love of merriment, and amorous attitudes. A satyraur will drop everything it is doing to cheer a sad companion.

Satyraurs are the natural enemies of giants, whom they see as owning a despicable and unnatural existence that they owe to the titans. Whenever a flock of satyraur discover a giant's den, they work together to raid and wipe out all giants inside. This feeling extends to the "good" giant races, too, however, they have been known to offer peace treaties toward good cloud giants and storm giants.

The majority of satyraurs on Omeria left for extraplanar travel roughly 1,000 years ago. Before then, they roamed the endless seas of grass that now make up the Desolation of Ditimaya.

SATYRAUR

Large monstrosity, chaotic good

Armor Class 11
Hit Points 45 (7d10 + 7)
Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	12 (+1)	12 (+1)	13 (+1)	12 (+1)	11 (+0)

Skills Insight +3, Perception +3
Senses passive Perception 11
Languages Common, Celestial
Challenge 2 (450 XP)

Charge. If the satyraur moves at least 20 feet straight toward a target and then hits it with a horns attack on the same turn, the target takes an extra 9 (2d8) bludgeoning damage. If the target is a creature, it must succeed on a DC 13 Strength saving throw or be knocked prone.

Magic Resistance. The satyraur has advantage on saving throws against spells and other magical effect.

Sure-Footed. The satyraur has advantage on Strength and Dexterity saving throws made against effects that would knock it prone.

Actions

Multiattack. The satyraur makes one attack with its great club and one attack with its horns.

Greatclub. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) bludgeoning damage.

Horns. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (2d4 + 3) bludgeoning damage.

Javelin. *Melee or Ranged Weapon Attack:* +5 to hit, reach 5 ft. or ranged 30/120 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage.