



MEDIUM (5'X5')

LEVELS 1 THRU 10

## SATYR

STR <b>13</b> +1	DEX <b>18</b> +4	CON <b>16</b> +3	INT <b>13</b> +1	WIS <b>13</b> +1	CHA <b>17</b> +3
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The Satyr performs **1x Punch** and **1x Kick** per turn plus the following:

The Satyr performs one additional Kick at the end of the 3rd player's turn.

At the end of any turn except his own, the Satyr can charge and **Ram** one target up to 20' away. A failed ST by the target results in full damage and being knocked prone.

When the Satyr plays his flute, creatures within 80' must make a ST vs **Charm** or view the Satyr as a trusted ally. Passed ST results in immunity for 48 hours.

**HOW TO  
AWAKEN YOUR  
INNER GENIUS**

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**Flute Charm:** AOE Magic, 80' radius (see details)

**Punch:** Melee weapon attack, 5' range

**Kick:** Melee weapon attack, 5' range

**Ram:** Ranged weapon attack, 20' range

The Satyr is part of the RPG adventure *The Tailor's Task* from [GlendorsRPGAdventures.com](http://GlendorsRPGAdventures.com)

Level	1	2	3	4	5	6	7	8	9	10
Armor Class	12	12	12	12	13	13	13	13	14	14
Hit Points	37	40	54	61	112	96	72	117	167	230
XP Value	200	440	680	950	1500	2200	2950	3800	4800	5900
Proficiency Bonus	+2	+2	+2	+2	+3	+3	+3	+3	+4	+4

Kick	2	5 (1d6+2)	7 (1d8+3)	10 (2d6+3)	8 (1d10+2)	13 (2d8+4)	20 (4d6+6)	18 (6d4+3)	16 (3D6+6)	13 (2d8+4)
Punch	2	4 (1d6)	5 (1d6+2)	7 (1d8+3)	5 (1d6+2)	9 (1d10+4)	14 (2d8+5)	12 (4d4+2)	11 (1d12+5)	9 (1d10+4)
Ram	1	1	2	3 (1d4+1)	2	3 (1d4+1)	5 (1d6+2)	5 (1d6+2)	4 (1d6)	4 (1d6)

Other \_\_\_\_\_

Other \_\_\_\_\_



MEDIUM (5'x5')

LEVELS 11 THRU 20

## SATYR

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Additional information:

The Satyr can move up to a maximum 60' per turn.



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Level	11	12	13	14	15	16	17	18	19	20
Armor Class	14	14	15	15	15	15	16	16	16	16
Hit Points	261	202	144	120	297	224	239	178	315	250
XP Value	7000	8200	9900	11700	13600	15600	17750	20000	22400	25000
Proficiency Bonus	+4	+4	+5	+5	+5	+5	+6	+6	+6	+6

Kick 12 (4d4+2) 23 (2d12+11) 34 (5d8+11) 42 (6d8+15) 21 (3d8+8) 35 (5d8+13) 38 (3d10+17) 50 (10d6+15) 33 (3d12+14) 46 (5d10+19)

Punch 8 (1d10+2) 15 (3D6+5) 23 (2d12+11) 29 (6d6+8) 14 (2d8+5) 24 (8d4+4) 26 (3d10+9) 34 (5d8+11) 23 (2d12+11) 31 (6d6+11)

Ram 3 (1d4+1) 6 (1d8+1) 9 (1d10+4) 11 (1d12+5) 6 (1d8+1) 10 (2d6+3) 10 (2d6+3) 14 (2d8+5) 9 (1d10+4) 13 (2d8+4)

Other \_\_\_\_\_

Other \_\_\_\_\_