

This document contains the rules for satyrs in DCC. This is the edited, second printing.



## Satyr

**Description:** Satyrs are the Elfland's revelers, ruffians and brewmasters. The King of Elfland loves them dearly, in his own fickle way, for his domain would never be the same without their hoofbeats on the mossy flagstones, and their raucous laughter disturbing the easy trees.

Occasionally, these beings wander out into the world, or are cast out by their peers, from the endless frolics of the Elfland. These individuals often become heroes in their own right, craving a piece of the riches, surprises and revelry of the mundane world.

All for the glory of Elfland, of course.

**Hit Points:** Satyrs gain 1d10 hit points on each level up (roll 0-level HP as normal).

**Weapon training:** Satyrs are trained in the use of staves, spears, polearms, daggers, short swords, scimitars, clubs, maces, flails, mauls, hand axes, battleaxes whips, blowguns, slings, and bows. They can wear anything but the heaviest of armors - no child of the woods would put on plate mail.

**Alignment:** As creatures of the fey, satyrs are generally chaotic. Rumors circulate in the Elflands about neutral or even lawful satyrs, but these must be simply fairy tales for the fey as such creatures would definitely be cast out from their native wilds, to fend for themselves in the mundane world of men.

**Occupations and skills:** Satyrs are the soldiers, ruffians and goons of Elfland’s Court. Roll on the following table (Table A) when determining the occupational background of a satyr:

<b>Table A: Satyr occupations</b>		
<b>Roll D8 + LCK mod.</b>	<b>Occupation</b>	<b>Equipment</b>
1 or less	<b>Master of None:</b> The Judge picks a human occupation from whatever occupation list they choose. Even Elfland needs gongfarmers	As chosen occupation.
2	<b>Reveler:</b> As a winy sot, the reveler knows a lot about drinking, partying and mornings after.	A prodigious goblet (as club, d4) and a full wineskin (2 ½ l).
3	<b>Ruffian:</b> So many bacchanals, so many faces to punch.	A flagon of whiskey (1 l) and brass knucks (d4).
4	<b>Marauder</b> Elfland’s rare ambassadors, experienced in stealing children, grain and the affections of mortal spouses.	A dashing leather jack (AC as padded), and a scimitar (d7).
5	<b>Swindler:</b> Skilled in games of chance and subterfuge, especially proficient in parting fools from their gold.	A pouch of cheater’s dice (as club, d4), a flagon of spiked wine.
6	<b>Craftsman:</b> The rare, almost docile satyr, with a creative mind and able hands. Satyr craftsmen rarely specialize in a single art, rather dabbling in all sorts of things.	A set of craftsman’s tools (includes multiple tools that do d4 damage), and a leather apron (+1 AC).
7	<b>Brewer:</b> At the top of Elfland’s society, many satyrs are master brewers, vintners and distillers, unmatched by any mortal.	Roll d3: (1) keg of beer (5 l); (2) wineskin (2,5 l); 3 a flagon of whiskey (1 l); also, a masher (as mace, 1d6).
8	<b>Jack of Trades:</b> You may pick two human occupations from whatever occupation list your table uses	As chosen occupations, get equipment for both.

**Infravision:** Satyrs are used to raiding in the night, and have a 40’ vision range in the dark.

**Animal empathy:** Satyrs can commune with natural creatures easily. This ability can be used to read, command, woo or frighten animals. Friendly targets are likely to comply easily, while hostile or suspicious targets receive a Will save against the satyr’s check result. See Table D for skill advancement.

Animal empathy is modified by Personality.

**Wildwood stride:** As children of the woods, satyrs are never afflicted by movement penalties in woodland areas.

**Caster level & spell checks:** The King of Elfland grants satyrs a sliver of his magic, as described below. A satyr’s caster level is equal to half their character level (round down, always at least one). Although their magic functionally resembles that of wizards, satyrs roll spell checks as action die + CL + PER modifier.

**Bound to the King<sup>1</sup>:** All satyrs are bound to the King of Elfland<sup>2</sup>. This grants them certain powers, but causes some limitations as well. As a satyr grows in skill and experience, their value to the King grows, and consequently the boons granted by their patron increase. Being bound to the King grants a satyr the following effects:

- *Magic of Elfland:* A satyr may invoke the name of the King of Elfland to produce magical effects. The number of times they can do so depends on their level and their Personality, and the number of possible spells increases as they grow in experience. Effectively, low level satyrs can simply cast *Invoke patron - King of Elfland*, while more famous and skilled ones are granted access to powerful patron spells. Refer to Table B for specifics, and the DCC rulebook for spell descriptions (pgs. 342-347). Satyrs cast spells similarly to wizards, although they cannot spellburn or spend Luck to avoid possible corruption, and their number of casting attempts is limited as indicated below.

<b>Satyr level</b>	<b>Castings/day</b>	<b>Spells granted</b>
1 - 2	1 + PER mod.	<i>Invoke patron - King of Elfland</i>
3 - 5	2 + PER mod.	<i>Invoke patron - King of Elfland</i> <i>Forest walk</i>
6 - 8	3 + PER mod.	<i>Invoke patron - King of Elfland</i> <i>Forest walk</i> <i>Warhorn of Elfland</i>
9 - 10	4 + PER mod.	<i>Invoke patron - King of Elfland</i> <i>Forest walk</i> <i>Warhorn of Elfland</i> <i>The Dreaming</i>

- *Favour of the King:* Satyrs are followed by the serendipitous fortune of the Elflands. Due to this, they may ask a favour from their patron once each month by rolling a Luck check (aiming for equal or below). For satyrs of levels 1-5 this favour takes on the form of a minor, mundane manifestation, while satyrs of higher levels may receive a major, magical boon. For example, a lowly satyr may find the silver piece they need to pay a ferryman, while a more more prestigious hoofed adventurer and their companions will simply be carried across the river by a flock of singing starlings. The results of this power are determined by the fortunate narrative powers of the Elflands, and are ultimately left up to the Judge's discretion.
- *Bound to One:* Due to their elemental bond to the patron monarch of the Elflands, no satyr may ever be bound to another patron or serve another deity. Should a satyr pledge themselves to another power or be bound to such servitude forcibly they lose all of the above abilities and powers, and court the ire of the King. The results of such transgressions are left up to the Judge, but should be dire indeed.

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1 **Editor's note:** This section has been heavily edited from the previous version of this document in order to increase playability.

2 Clever Judges should note that the below rules can easily be changed to apply to another patron by simply replacing the patron and associated spells.

**Natural attacks:** Hooves, horns, and a rough attitude! Satyrs have a d16 die for additional melee attacks (comparable to the dwarven shield bash, DCC rulebook pg. 52). Hooves and fists have a base damage of d3, headbutts have a base damage of d6 but may be useless against some opponents.

**Drunken revelry<sup>3</sup>:** Satyrs perform much better while drunk! Their natural inclination is to celebrate all the time, and while drunk they are capable of unbelievable feats. Of course, if they consume too much they fall over like mere mortals.

For a satyr, a unit of alcohol equals roughly a bottle of wine or equivalent. They can quaff such an amount exceptionally quickly, in a single action. After finishing a bottle, roll for effect on Table C below. Further consumption during the same day additionally requires a Fort save to be made (DC 5 x bottles emptied previously); should the roll fail, the satyr falls unconscious in a drunken stupour.

<b>Table C: The Drunken Satyr</b>	
<b>D5</b>	<b>Effect</b>
1	<i>Mocking spirits:</i> The fuzzy buzz makes the satyr confused and uncoordinated, causing a -1d to all rolls for 1d3 turns.
2	<i>Watered wine:</i> No effect, apart for a craving for more drink.
3	<i>The drink of the wise:</i> The satyr gets drunk enough to know everything and anything. They gain a +1d to all knowledge checks for 1d3 turns.
4	<i>Loose and limber:</i> The satyr feels empowered to great acts of acrobatics. They gain a +3 bonus to AC and roll all Agility checks and Ref saves on +1d for 1d3 turns.
5	<i>The mead of battle:</i> The satyr gains a d3 deed die for 1d3 turns (like warriors, DCC rulebook 42).
6	<i>A drunkard's luck:</i> The satyr gains a d3 luck die for 1d3 turns (like thieves, DCC rulebook pg. 36). Luck spent in this fashion regenerates the following morning.

**Languages:** Satyrs always speak Common and Elven, and gain an additional language from the following list for every point of Intelligence modifier. Roll d100: (01-10) Alignment tongue; (11-12) Chaotic; (13-14) Lawful; (15-16) Neutral; (17-18) Dwarf; (19-20) Halfling; (21-22) Gnome; (23-24) Centaur; (25-28) Pixie; (29-30) Redcap; (31-32) Harpy; (33-34) Hobgoblin; (35-36) Goblin; (37-38) Lizardman; (39-40) Minotaur; (41-42) Ogre; (43-44) Orc; (45) Gnoll; (46-55) Bugbear; (56-57) Doppelganger; (58-60) Dragon; (61-65) Giant; (66-70) Unicorn; (71-74) Gryphon; (75-76) Pegasus; (77-81) Bear; (82-85) Eagle; (86-88) Owl; (89-92) Horse; (93-96) Ferret; (97-99) Wolf; (100) Spider;

**Action dice:** Satyrs may use their action dice on attacks, actions and the few spells they possess.

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3 **Editor's note:** This section has been extensively rewritten.

**TABLE D: Satyr Advancement**

Level	Attack	Crit die / table	Action die <sup>4</sup>	Ref	Fort	Will	Animal Empathy
1	+1	1d6/II	1d20	+1	+1	+0	+1
2	+2	1d8/III	1d20	+1	+1	+1	+2
3	+2	1d10/III	1d20	+2	+2	+1	+2
4	+3	1d10/IV	1d20	+2	+2	+2	+3
5	+3	1d12/IV	1d20	+3	+3	+2	+4
6	+3	1d12/IV	1d20+1d14	+3	+3	+3	+4
7	+4	1d14/IV	1d20+1d16	+4	+4	+3	+5
8	+5	1d14/V	1d20+1d16	+5	+5	+3	+6
9	+5	1d16/V	1d20+1d20	+5	+5	+4	+7
10	+6	1d20/V	1d24+1d20	+5	+6	+4	+8

**Titles:** The titles of satyrs are entirely dependent on the whims of the King of Elfland.



<sup>4</sup> Satyrs have access to a d16 for natural attacks, as detailed above (see Natural attacks).