

EL-UNORE SATYRS

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

Satyrs' Song



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

Hairy humanoids with strong goat-like legs. Their appearance suggests a deep connection with nature.

AC: 12

 $HP: 9 \qquad LV_2$

ATK: 1 hoof +1 (1d6) or 1 spell

MV: double near (Walk)

S:+1 D:+2 C:+1 I:+1 W:+2 Ch:+2

Mist (CHA Spell). DC 12. Create heavy mist in a 60-feet radius. It lasts for 5 rounds.

Charm. A humanoid who can see the satyr, DC 13 CHA or under satyr's control for 3 rounds. Once a day. Satyr needs their pan flute to do this.

Pan Flute (CHA Spell). DC 12. Like sleep spell. It affects all creatures that hear the flute.