Satyr

Medium Fey, Chaotic Neutral

Armor Class 14 (armor)

Hit Points 31 (7d8)

Speed 40 ft.

INIT

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 1/2 (100 XP)

Traits

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.

Shortsword. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) piercing damage.

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