

Satirical Dramatists

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Satyrical Dramatists

Renowned throughout the ancient world, *οἱ Σάτυροι σκηνηκοί*—the Satyrical dramatists—once travelled from land to land, purveying both the raucous and bawdy entertainment beloved by the crowded masses and the many subtly refined theatrical genres of the wealthy classes. References to sublime and even supernaturally inspiring performances by these creatures can be found in numerous surviving manuscripts.

These days, the Satyrs still venture forth from the wooded highlands and mountain valley pastures of the Lands of Arkas, but in much-reduced numbers. The world is no longer as interested in their abilities, nor are they celebrated in many nobles' courts. Indeed, the world has turned them hard, and they have learned to take what they need from humans when they have no way to earn it. Not merely theatrical performers, Satyrs have found their talents make them excellent thieves.

Behaviour

In smaller groups, Satyrical dramatists supplement their performing incomes through petty larceny and pickpocketing, with the occasional daring house robbery, when they feel a rich patron has been inhospitable. On rare occasions, they have attracted retinues of human actors, some little better than brutish thugs. With these large theatre troupes at their disposal, they are not above bullying and extorting money from villages and small towns, like any other gang of bandits.

Though they are humanoid, Satyrs still find it hard to blend in amongst other races. Their bodies are covered in fur, and they have ears like those of donkeys, long tails, and prehensile feet. More often, they try to emphasize their inhuman characteristics to attract patrons interested in more rarefied entertainments. After all, troupes of actors are a dime-a-dozen, but a band of Satyrical dramatists is not so easy to come by. Or that is what they would have you think, at least. Their audience is not as large as it once was—nor as large as they would like it to be.

Society

At home amongst their woods and valleys, the Satyrs do not perform the kind of large-scale, organized theatrical performances that humans are so fond of. Instead, they play many short games with each other and delight in improvised mimicry. Their social structures are rudimentary at best, which makes it hard for them to understand other cultures that live in towns and cities. Satyrs are quick to create cuisines from whatever wild plants and small animals they can find, a gift given them by the god they worship: Bromios, the Thunderer.

Satyrs maintain a less-than-friendly rivalry with the Fauns, those children of the great god Pan who also inhabit Arkas' sylvan highlands. Their true enemy, however, is the werewolf. Satyrs will collaborate with almost anyone, even the Fauns, to fight against lycanthropes, anywhere they can be found. Satyrs who would shirk this duty are roundly mocked by their peers, though they have no compunctions about convincing someone else—heavily-armed adventuring parties, for example—to undertake the slaying of such creatures in their stead.

Situations

A pair of Satyrs, down on their luck, have been contracted to murder one of the PCs. They try to lure their victim into an unfamiliar place, alone, by stealing one of the PC's possessions and running off with it, thus provoking a chase.

The PCs return to town with their loot to find that a company of Satirical dramatists and their thuggish actor cronies have managed to displace the rightful authorities, extorting and embezzling with wild abandon. They do not take kindly to the PCs showing up.

The PCs stop to watch a troupe of Satirical dramatists perform for a small crowd. When they leave, one of the PCs discovers that a prized possession of theirs has been stolen! The Satyrs are hastily beating a retreat, while the crowd disperses slowly...

SATYRICAL DRAMATIST

*Cautious, Devious, Group,
Hoarder, Intelligent, Stealthy.*

Improvised weapon (1d6 damage, close, reach) 6 HP 1 Armour

In a fight, Satyrical dramatists are usually looking to do one of two things: to stymie their foes long enough for them to escape, or to strike a deadly blow by surprise. If they have allies or human actors working for them, they prefer to act as support and encouragement, rather than wade into battle themselves.

Instinct: To live off others parasitically.

- Dodge blows and escape from foes.
- Move silently.
- Palm small objects through sleight of hand tricks.
- Perform amazing acrobatic routines.
- Push or trip a foe.
- Recite popular poetry.

When in the presence of riches: Pilfer something.

When outclassed: Flee to safety.

When surrounded by a retinue of minions: Make demands, take other peoples' things from them.

THUGGISH ACTOR

Horde, Intelligent, Organized.

Dagger (1d6 damage, hand) 3 HP 0 Armour

If the Satyrical dramatists have employed a troupe of human actors, they will use them for extortion rackets more often than theatrical performances.

Instinct: To bully others.

- Demand payment.
- Make threats.
- Obey the Satyrs.

When bored: Get drunk and throw your weight around.

When people give in to extortion: Live the high life.

When the Satyrs are defeated: Surrender and switch sides.

Satyr Player Characters

The following classes may choose Satyr for their race and gain the corresponding move:

Bard

Add this question to the charming and open list:

- What do you possess that is valuable?

They cannot ask this question of you.

Cleric

Your holy symbol can turn away werewolves and others cursed to wear the forms of animals, not just the undead.

Druid

Like the elves, the Great Forest is always considered your land.

Ranger

Your animal companion is trained to perform, in addition to the other trainings it knows.

Thief

When you defy danger by acting or performing, take +1.

Satyr Compendium Class

If you are a Satyr, you may choose one of the following moves when you level up between level 2-5, instead of a class move:

Acting, Thank You!

You can mimic the moves that others make, after you have observed them and spent time practicing. As long as you keep up your practice, you can use one move that you have seen another PC or a monster make. If you miss a roll while using this move (whether it requires a roll or not), you cannot use it again until you have observed it and practised it anew. You can only be practicing one move at a time, but you can change which one whenever you have some time to practice.

Thuggish Actors

You are accompanied by a retinue of thuggish actors. When your retinue fights for you, deal +1d4 damage.

If you are a Satyr, you may choose one of the following moves when you level up between levels 6-10, or one of the level 2-5 moves above, instead of a class move:

Master Thespian

Requires: Acting, Thank You!

You can practice two moves that you have observed at a time, instead of just one.

Thespian Guard

Requires: Thuggish Actors

When you are surrounded by your retinue of thuggish actors, you get +1 armour.