

Satirical Dramatists

A Monthly Monster
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for
Labyrinth Lord.

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NATHAN JONES

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...

Satirical Dramatists

No. Enc.:	1d4+1
Alignment:	Chaotic
Movement:	120' (40')
Armour Class:	Chainmail (but see below)
Hit Dice:	2+2
Attacks:	1 attack, 1 special
Damage:	1d6 or special
Save:	C2
Morale:	8
Hoard Class:	VI / U
XP:	25xp each

A Satyr gets 1 attack with an improvised weapon each round, and can also attempt to disarm a foe or snatch something from their possession (a piece of equipment, a torch, etc). To do this, the Satyr must succeed at a to hit roll, ignoring AC bonuses from worn armour (but not shields).

Thuggish Actors

No. Enc.:	1d6 per Satyr
Alignment:	Neutral
Movement:	90' (30')
Armour Class:	Leather
Hit Dice:	1
Attacks:	1 weapon
Damage:	1d6 or weapon
Save:	F1
Morale:	7
Hoard Class:	None
XP:	10xp each

Successful Satyrs may have a retinue of 1d6 thuggish actors per Satyr. For each four thuggish actors, they will be accompanied by an additional master thespian, with 2HD instead of 1 HD.

Satyr Character Class

Although Satyrs are rare, and those that pursue lifestyles outside the theatre are even rarer, it is not inconceivable that some might take up a life of perilous adventure. The prime requisite for a Satyr character is Dexterity. A Dexterity score of 13-15 will give a Satyr a 5% bonus on earned experience, while a score of 16-18 will give the Satyr a 10% bonus.

Satyrs

Requirements:	DEX 9
Prime Requisite:	DEX
Hit Dice:	1d6
Max. Level:	14

RESTRICTIONS

Satyrs use six-sided dice (d6) to determine their hit points. They may use shields and wear leather armour, but not metal armour. Satyrs can use any hand weapon along with slings and thrown weapons, but may not use bows or crossbows. A Satyr character must have a minimum Dexterity score of 9. They use the same saving throws and attack progression as clerics.

SPECIAL ABILITIES

Satyrs can climb walls, hide in shadows, move silently, and pick pockets like a thief of the same level, and have two additional powers. Because they are so acrobatic, they get a bonus to their AC equal to half their level, rounded down, provided they have room to move around. They can also attempt to disarm a foe or snatch one of their belongings, instead of attacking to do damage. The Satyr player rolls to attack as normal, but if the roll is successful, the foe's weapon is removed or an object is stolen.

At 9th level, a Satyr attracts a retinue of 3d6 thuggish actors with 1HD each, and 1d6 master thespians with 2HD each. These minions come with their own theatrical equipment.

Satyr Level			
Level	Title	Exp. Points	Hit Dice
1	Understudy	0	1d6
2	Actor	2,000	2d6
3	Mime	4,000	3d6
4	Clown	8,000	4d6
5	Thespian	16,000	5d6
6	Protagonist	32,000	6d6
7	Director	64,000	7d6
8	Star	120,000	8d6
9	Satyrical Dramaturge	240,000	9d6
10	10th Level Satyrical Dramaturge	360,000	+1*
11	11th Level Satyrical Dramaturge	480,000	+2*
12	12th Level Satyrical Dramaturge	600,000	+3*
13	13th Level Satyrical Dramaturge	720,000	+4*
14	14th Level Satyrical Dramaturge	840,000	+5*

*Hit point modifiers from Constitution are ignored.

Satyr Race Option

If you are using the Labyrinth Lord Advanced Edition Companion rules, you can choose Satyr as your character's race.

Satyrs

Requirements: DEX 9

Ability Modifiers: CHA -1, DEX +1

Ability Min/Max: STR 3/18, DEX 10/19, CON 3/18, INT 3/18,
WIS 2/17, CHA 3/18

Satyr Classes Available	
Class	Level Limit
Assassin	10
Cleric	8
Fighter	8
Ranger	10
Thief	14