

You hear music drifting through the trees. It's wild and melancholy, joyous and playful, sad, seductive, and mischievous. Upon a stump in a glade of grass and wildflowers sits a satyr, the music from his pipes drifting wild and carefree through the trees. He is slight of build and handsome. He exudes a sweet, musky aroma, and his bright brown eyes sparkle with wit and sensuality.

**He is aware of the party (indeed, he is playing to draw their attention), and if approached in a friendly way will make to them this offer:**

*If ye wish to see a magic trick*

*Most confounding and mysterious,*

*Pass my tests, my silly schtick,*

*And solve riddles gay and serious,*

*Show your feet are lightning quick,*

*And in combat be victorious,*

*If ye wish to learn my secrets come hither and say 'Yea'*

*If not begone, I will play this song and await they who may.*

If they approach, he will tease them until someone says "yea" (eg. "You didn't say the magic woord..." "As adorable as you are, I require some formality."). If they do say "yea" he'll offer them the rhyme below.

**First Riddle:** His first riddle is as follows, and as he recites this first stanza he ostentatiously counts off each line on his fingers:

*Some riddles are heard*

*And some are seen*

*Some are felt*

*And some lay between.*

*Four riddles of different kinds*

*Along with sporting games entwined*

*Pass them all and see my spell*

*And all ends up as all is well*

**(dramatic pause while holding up the first finger)**

*I feed the world but am never tasted.*

*I am felt but never touched.*

*With a gentle kiss upon your brow,*

*I am with you even now.*

*Who am I?*

He will give them 3 chances to answer correctly ("the Sun"). If they do he claps his hands happily and beckons them. He throws gold dust into the air and it drifts into the woods creating a shimmering path, "Another glade lies hither, follow the glittering path, the first to its edge wins!" and runs into the woods. Silenus isn't fast, but he doesn't play fair either.

**The Race:** Announce that this is a skill challenge, where each player is allowed to use a skill they're proficient in once to further the group along the race so long as they can come up with a way that skill would be helpful in this situation. Casting a spell in a plausibly helpful way lowers the difficulty of the corresponding check. The party needs to get 5 successes before they get 3 failed checks to win. Silenus doesn't play fair and the path has silly obstacles.

**Second Riddle:** *You come upon a merry glade, speckled with wildflowers and lush green grass. In the middle is a stony, steaming hot spring pool. Silenus hasn't even broken a sweat from the race, and prances about them. With a wink and a smile, he holds up two fingers and gestures to the open field and the pool within, and while they watch he begins to dance and play a merry jig upon his pipes. His dance traces a winding path through the field, ending by hopping triumphantly onto a rock before lowering himself luxuriously into the steaming pool ("aaaaaah...").*

**Follow the Dancing Satyr:** They must follow his path to the pool. Stepping off the path will cause entangling vines and weeds to sprout from the ground around them. At the same time, fae creatures and woodland beings burst from the grass to attack, prank, and tease them. Creatures that appear this way vanish in a puff of flower petals and musky perfume when killed.

**Three chances:** After all the creatures are vanquished, Silenus will bid them (from his bath) to return to the edge of the field and try again telling them they have "two more chances." Each time they step off his path, they'll have another encounter and have to try again. After the third failure, he'll tell them to forget it, they look terrible, come have a bath, it'll do wonders for their health.

**At the pool:** Silenus will entice them to join him, any who disrobe and slip into the water will find themselves fully healed. He will openly appreciate their physique and attempt to seduce any and all of them. It's very hard to resist the soothing magic of the springs, and those who fail drift into a deep and restful slumber. A sleeping person who's pulled from the pool will awaken in 1 minute. If they all fall asleep, they wake up having had a long rest with all their clothes and equipment gone, and little hoof tracks leading away from the pool where they'll find...

**Third Riddle:** If they resist the pool, he sighs and pulls himself dripping fur and all from the pool, "follow me!" and after shaking himself off a little, he skips and scampers into the woods. Just outside the glade is a cave entrance that is filled with magical darkness (as the 2nd level spell). He holds up three fingers and darts in, playing his pipes.

**The cave** has many winding passages that loop up, around, and under each other. His music echoes from all directions. Some passages end abruptly in falls to other passages. Some have a cold stream trickling through them. There is one exit, the cave is inhabited by a number of creatures with blindsight who they'll disturb if they take a wrong turn. If they're stuff was taken from them, they'll quite literally stumble upon it strewn throughout the dark cave.

**The other side:** If they all fell asleep and lost their clothes, Silenus will admit to them, "Stealing clothes never gets old. Ye mortals always make such a big deal out of hiding from each other." If they're still naked - or partially naked - when they come out, he'll wave them back in "Oh go get your things first, it'd be hardly fair to proceed without them!"

**The "Wrestling" Match:** If they make their way out of the cave, they will find Silenus sitting on a moss covered log with 3 chests before him. He snaps off a small branch, hops cheerfully down and says, "try not to die, you're not half bad for mortals," as he advances. Silenus is a dangerous foe who wields any manner of natural powers. If he's defeated he pretends to die comically (farting as he expires) before springing up and congratulating the party on their victory. When he pops back up, he appears totally uninjured.

**One in between:** Appearing in a poof of glitter are three chests. Silenus holds up 4 fingers and says, "choose one". When a chest is opened, the other two vanish. The two chests on the ends produce a loud and sickening fart cloud. "And some lay between," he'll say mock sympathetically, "You came close, but sadly won't get to see my magic trick.... But you showed great spirit, so here's a consolation prize." He tosses them a pouch containing 100 sparkling yellow seeds, that if planted and watered in sunshine sprout into beautiful and sweet smelling flowers, each turning into a single gold piece with Silenus' face on one side and his butt on the other. The middle chest explodes with golden glitter that covers them and everything around them, blinding them. They hear Silenus' applause and laughter echoing and fading away and when the blindness passes they are naked in the middle of town, with all of their equipment in a pile in front of them and gawking townsfolk standing around. They and all of their equipment are covered in magical glitter for 14d days. A pouch of 200 seeds sits on top of the pile as well as *The Satyr's Pipes* which are magical and wondrous.

**If they piss Silenus off:** Skip to the boss fight but with no prize or chill time afterwards. He also drinks a potion that gives him the size and strength of a giant.



