

BARIAUR

“BETTER TO WRESTLE WITH A GIANT THAN TO LOCK HORNS WITH A BARIAUR”

– Ysgardian proverb

The bariaur are a tauric people of the Upper Planes. In appearance, it is a combination of man and ram or woman and ewe. Roughly human sized, it has the body of a large goat and the torso and arms of a human. The head is a mixture of human and animal; males typically have a pair of ram's horns, but females often lack them.

ITINERANT OVINES

Bariaur are a carefree lot. They may appear irresponsible, but it is only a powerful wanderlust that stops them from making permanent settlements. There are no known bariaur towns, save for their nomadic flocks. Sedentary bariaur favor a pastoral life of tending sheep flocks, watching over meadows, and acting as guardians of the wilderness. This isn't to say they won't be found in cities, but those sods are usually visiting on business, or purely out of curiosity. The more dauntless bariaur range far and wide on their own or with adventuring parties.

NOT SHEEPISH IN THE LEAST

Most bariaur are found on the plains of Ysgard, with smaller populations on the planes of the Beastlands, Elysium, and Arborea, as well as across the Outlands. Bariaur are outgoing and friendly to strangers, but not foolishly trusting. They're noted for being fierce fighters with a particular hatred for giants, often going out of their way to attack them.

Bariaur need times of play as much as most creatures need times of rest and will find times for games even on the most serious of quests. Bariaur enjoy contests of all kinds, from story-telling competitions to "clashes of horns" where they charge each other in jousting matches. They throw festivals with singing contests and sporting events similar to polo. They enjoy the contests for their entertainment value and do not take the results too seriously. This love of contests extends to an eagerness to "test" visitors with similar games.

GREATEST OF ALL TIME

Bariaur tend to be fussy or outright vain about their appearance. They usually wear shirts, jackets, blouses, vests, and leather girdles, but as matter of personal taste rather than decorum. They also dye, cut, and shave their pelts to make themselves look more attractive, adorning themselves with jewelry hung from horns or woven into woolly hair. Never compare a bariaur to a centaur, they find it highly degrading. All bariaur are herbivorous, even the thought of eating meat is revolting to most.

*For the clueless and
the modrons :
Art from the Planescape
Monstrous Compendium
Appendix I*



Bariaur possess physical traits and abilities that can vary wildly depending on breed or sex. From adolescence horned bariaur are never unarmed. From the time when their horns grow in, they develop a supportive musculature that allows them to run headlong at enemies with little harm to themselves. Polled bariaur, lacking horns, don't have this combat advantage, but are gifted with heightened senses and awareness both physical and spiritual, resulting in a resistance to mental magic. In flocks where these traits are the result of sexual dimorphism (which is not always the case), rams commonly take up warrior roles in a flock, while ewes act as the scouts and mages, though exceptions do exist for these rolls even among bariaur with these traits, such as the Payira, a secret order of hornless bariaur bucks who pursue the path of the mage.

Regardless of sex, there is a single trait of bariaurs that surprises most other races: They are not nearly as dexterous as you're thinking. Their goat-hinds afford them much greater climbing prowess than their equine cousins, but knocking heads together for fun does leave one a bit cross-eyed.

BARIAUR NAMES

Male Names: Bex, Glin, Hul, Jek, Menok, Ril, and Wyk.

Female Names: Daeth, Hysh, Saph, Tyth, and Vash.

BARIAUR TRAITS

Your bariaur character has the following racial traits.

Ability Score Reduction. Your Dexterity score is reduced by 1, but hey at least you're more sure-footed than a centaur.

Age. Bariaurs mature and age at about the same rate as humans, but live well over a century, up to 225 years.

Alignment. The bulk of the race is chaotic good, but can be of any non-evil alignment.

Size. Bariaurs can range from 5'8" to 6'10" for males and 5'4" to 6'6" for females. Males can weigh anywhere from 240 to 370 lbs, and females 200 to 330 lbs. Your size is medium.

Speed Your base walking speed is 35 feet.

Darkvision You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Nomads of the planes. You are proficient in the Survival skill.

Languages. You can speak, read, and write Common and Celestial.

HORNED

Most rams grow in thick curling horns, along with a thicker skull and more robust structure to support them. They ram headlong into problems, hoping a solution presents itself.

Ability Score Increase. Your Strength and Constitution scores each increase by 2.

Ram. You can use your head and horns to make unarmed strikes. If you hit with them, you deal bludgeoning damage equal to 1d4 + your Strength modifier.

Running Headbutt. If you move at least 30 feet straight toward a target and then hit it with a ram attack on the same turn, the target takes an extra 2d4 bludgeoning damage. If the target is a creature of your size or smaller, it must succeed on a Strength saving throw against a DC equal to 8 + your proficiency bonus + your Strength modifier or be pushed up to 10 feet away and knocked prone.

POLLED

Most ewes are born with no horns or very small horns if they do have them. However they are much more aware of their surroundings and clear of thought, some say prescient.

Ability Score Increase. Your Intelligence and Wisdom scores each increase by 2.

Ewe's Intuition. You have advantage on all Intelligence and Wisdom Saving Throws against magic.

Keen Hearing and Smell You have advantage on Wisdom (Perception) checks that rely on hearing or smell.