

Bariaur

Bariaurs are a unique blend of human and ram or ewe features, hailing from the bustling city of Sigil. These creatures, with their powerful lower bodies resembling rams or ewes and muscular human-like torsos, are known for their love of freedom and wanderlust. Seeking to escape the chaotic life of Sigil, many bariaurs migrate to Alluria, where they can roam freely and enjoy a more peaceful existence.

Physical Description

Bariaurs are typically a half-foot taller than most humans, with males weighing nearly 300 pounds and females around 260 pounds. Their skin ranges from pale tan to dark brown, while the coats of their lower halves are brown or golden. Males have curling horns emerging from their foreheads, while females do not have horns but will often have metal horns made that can be worn instead. Bariaurs often wear clothing on their upper torsos, such as blouses, shirts, vests, or girdles, and they adorn their horns and hair with jewelry. They take great pride in their appearance, often dyeing their fur or shaving their pelts in stylish fashions.

Society

Bariaur society is organized into flocks, which are extended families that roam together. These flocks can contain up to 80 individuals, with a typical flock consisting of 5-20 males, 10-30 females, and up to a dozen young. Flocks are led by a single leader, who can be male or female, and remains in control until being ousted in a formal "clash of horns" competition. Bariaurs are social beings, enjoying contests of all varieties and throwing festivals with singing contests and sports. They are known for their great courage and their desire to defend their home planes from evil.

Relations

Bariaurs get along well with elves, gnomes, halflings, and aasimar who are not too rigid in their outlook. They are willing to work with dwarves but are not overly fond of them. They find half-elves and half-orcs interesting and are suspicious of tieflings. Bariaurs have a hatred for most giants and will sometimes make an effort to destroy their lairs. Despite their carefree attitudes, bariaurs are slow to trust but will give individuals the benefit of the doubt.

Alignment and Religion

Bariaurs tend toward a chaotic good worldview, loving freedom and adventure. They are almost never evil and have a strong desire to defend their home planes from evil. Bariaurs do not have a formal religion, but they revere the principles of freedom, courage, and wanderlust. They enjoy competing in contests and festivals, and they value their social bonds and the well-being of their flock.

Adventurers

Bariaur adventurers are driven by their love of freedom and wanderlust. They excel as rangers, druids, and fighters, using their natural abilities and keen senses to great effect. Bariaurs are also known to become clerics and rogues, using their social skills and courage to aid their allies. Bariaur adventurers are often found roaming the planes, seeking new challenges and defending their home planes from evil.

Bariaur Racial Abilities

Ability Score Modifiers: +2 Strength, +2 Wisdom, -2 Dexterity

Size: Medium

Type: Monstrous Humanoid

Base Speed: 40 ft.

Languages: Bariaurs begin play speaking Common and Celestial. Bariaurs with high Intelligence scores can choose from the following: Elven, Gnomish, Halfling, and Dwarven.

AC: +2 natural armor

Spell Resistance: 10

Charge (Ex): Bariaurs can make a powerful charge attack with their horns, dealing 1d8 damage.

Darkvision (Ex): Bariaurs can see in the dark up to 60 feet.

Keen Senses (Ex): Bariaurs have keen senses, granting them a +2 racial bonus on Perception checks.