

# BARIAUR

**B**ariaurs are a centaur-like race hailing from the plane of Ysgard, being half-man with the lower bodies of goats and curved horns. Innate to the bariaur people is their insatiable wanderlust, roving about Ysgard's earthbergs in itinerant flocks numbering up to 80 persons in search of feed and fights; some flocks choose instead to roam the Outlands, eagerly assisting like-minded planar travelers. It is this wanderlust that impels many to undertake adventuring in the hopes of finding thrill and glory, though many equally desire to vanquish evil throughout the planes.

Across the multiverse, bariaurs maintain a reputation as blithe yet obstinate warriors for whom freedom is paramount, reproaching those who seek to lord over them or others. As such, a bariaur's trust is not readily earned, and those foolish enough to draw one's ire quickly learn them to be fierce combatants. Their curling horns are powerful weapons, oftentimes ornamented with expensive jewelry for which many bariaur have acquired a taste. In a similar spirit of decoration, it is not uncommon to see a bariaur whose fur is painted with intricate and colorful designs; despite their nature as fighters, bariaurs love finery, complementary to their mirthful dispositions.

## BARIAUR TRAITS

Bariaur player characters gain the following traits.

**Ability Score Increase.** Your Constitution, Strength, and Wisdom scores each increase by 1.

**Alignment.** As beings influenced by the righteous essence of Ysgard, most bariaur are chaotic good. Neutrality is not unheard of among them, though evil and lawful bariaurs are exceptionally rare and reviled by their kin.

**Ancestral Language.** Celestial, an eerie yet beautiful language spoken by the denizens of the upper planes.

**Average Lifespan.** Bariaurs mature at about the same rate as half-elves, but live a bit longer. They reach old age around 180 years old, and live to be around 250 years old.

**Creature Type.** You are a Celestial.

**Size.** You are Medium. To set your height and weight randomly, start with rolling a size modifier:

Size modifier = 3d6

Height = 5 feet + 4 inches + your size modifier in inches

Weight in pounds = 220 + (2d4 × your size modifier)

**Speed.** Your base walking speed is 40 feet.

**Caprine Build.** You count as one size larger when determining your carrying capacity and the weight you can push or drag.

In addition, when making a climb that requires your hands and feet, each foot of movement costs you 4 extra feet, instead of the normal 1 extra foot.

**Darkvision.** You can see in dim light within 60 feet 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 grey.

**Mighty Leap.** As a bonus action, you can jump up to a number of feet equal to your movement speed. This distance costs movement as normal.

**Ram.** You can use your head and horns to make unarmed strikes. When you hit with them, the strike deals 1d6 + your Strength modifier bludgeoning damage, instead of the bludgeoning damage normal for an unarmed strike.





# EXILED MODRON

**D**enizens of the clockwork plane of Mechanus, the modrons are lawful beings of pure order. Though infallible, the mind of a modron is not impermeable. Sometimes, a modron is faced with irrefutable evidence that not all in the multiverse is lawful. Other times, a modron's mind simply degrades with age, as do all machines. It is in these moments that its mind snaps, and autonomy erupts from the wreckage. These individuals are known as rogue modrons, and they are reviled amongst the ranks of Mechanus.

Any rogue modron who values its newfound individualism lives unnoticed, hidden from the scouring eyes of Mechanus' steel predators and subject modrons. However, some brave rogues may petition the powers of Mechanus for their freedom. Those few whose pleas are appealed have their essence severed from that of Mechanus, transformed into exiled modrons. To the eyes of an outsider, an exiled modron appears identical to a quadrone. To a modron, however, an exile is an entirely different creature towards whom they maintain the same mechanical indifference that they do any other outsider. Unrecognizable by their whilom kin and devoid of any memories of their former life, exiled modrons have no choice but to wander the planes in search of purpose.

## EXILED MODRON TRAITS

Exiled modron player characters gain the following traits.

**Ability Score Increase.** Your Constitution score increases by 2, and your Intelligence score increases by 1.

**Alignment.** Exiled modrons are not beholden to law as are true modrons, and as such can be of any alignment. Regardless, they retain a propensity for order.

**Ancestral Language.** Modron, a language seemingly composed of clicks and whirs.

**Average Lifespan.** Although modrons are known to deteriorate with age, the maximum modron lifespan is unknown.

**Creature Type.** You are a Construct.

**Size.** You are Medium. All exiled modrons are exactly 5 ½ feet tall and weigh 400 pounds.

**Speed.** Your base walking speed is 30 feet.

**Armored Plating.** Your vulnerable, organic components are protected by sturdy plates. While you aren't wearing armor, your base Armor Class is 13 + your Dexterity modifier.

**Living Construct.** You benefit from common spells that preserve life but that normally don't affect Constructs: *cure wounds*, *healing word*, *mass cure wounds*, *mass healing word*, and *spare the dying*.

**Magical Darkvision.** You can see in dim light within 60 feet as if it were bright light, and in darkness—both magical and nonmagical—as if it were dim light. You can't discern color in darkness, only shades of grey.

**Vestigial Truesight.** You retain a flicker of supernatural discernment. You have advantage on saving throws and ability checks to discern or resist illusions.

Starting at 3rd level, you can cast the *See Invisibility* spell with this trait, without requiring a material component. Once you cast the spell with this trait, you can't do so again until you finish a long rest. You can also cast the spell using any spell slots you have of 2nd level or higher. Intelligence, Wisdom, or Charisma is your spellcasting ability for this spell when you cast it with this trait (choose when you select this race).

