



“Beast Sheep” © deviantArt user papillonstudio, accessed at their gallery [here](#)

[Commissioned by @justicegundam82. Sheep with golden fleece are common in Greek and Roman mythology, but their appearance in the “Cupid and Psyche” portion of *The Golden Ass* is notable for making them flesh-eating and venomous. The commissioner suggested I give them a rage ability triggered by sunlight, but I went the opposite direction. Rather than having them buffed by light, I have them weakened by darkness.]

### **Helioprobata**

#### **CR 7 N Magical Beast**

*This giant ram is the size of a horse, with shimmering golden wool. Its mouth is oversized and filled with dripping fangs, and its horns curve menacingly.*

Also known as sun sheep or solar sheep, the helioprobata are sacred creatures of the sun that are violent predators by day and calm herbivores by night. When in the area of any light, their instincts are dominated by aggression, and they roam abroad hunting and killing smaller organisms, including humanoids. As the sun sets, however, they become docile and passive creatures, although they still will defend themselves if attacked first. Helioprobata are migratory by nature, and if left to their own devices will travel great distances over the course of a year, following other herding animals to prey upon.

Some brave and powerful entities keep helioprobata, for the fine quality of their gold fleece. They do not require protection by day, and most herdsmen only tend to them at night, to avoid falling prey to their more belligerent natures. Fey creatures and giants are the most likely to tend helioprobata herds, and some nastier fey are especially fond of using them as “pranks”—encouraging their targets to pet or shear the “sheep” during the day, when they are most savage.

A helioprobata’s fleece is tinged with flecks of real gold. A creature completely shearing a helioprobata (whether it be alive or dead) can harvest gold worth the incidental treasure value for the helioprobata’s CR. If alive, the helioprobata grows enough wool to shear again in six months. With a successful DC 20 Craft (weaving) check, the fleece can be made into fine golden garments

worth the creature's standard treasure value.

**Helioprobata CR 7**

**XP 3,200**

N Large magical beast

**Init** +1; **Senses** darkvision 60 ft., low-light vision, Perception +13

Defense

**AC** 19, touch 10, flat-footed 18 (-1 size, +1 Dex, +9 natural)

**hp** 85 (10d10+30)

**Fort** +10, **Ref** +8, **Will** +5

**Immune** fire, poison; **Weakness** nocturnal docility

Offense

**Speed** 40 ft.

**Melee** gore +13 (1d8+4), bite +13 (1d8+4 plus poison), 2 hooves +8 (1d4+2)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** powerful charge (gore, 2d8+8)

Statistics

**Str** 19, **Dex** 13, **Con** 16, **Int** 2, **Wis** 15, **Cha** 6

**Base Atk** +10; **CMB** +14 (+16 bull rush); **CMD** 25 (27 vs. bull rush, 29 vs. trip)

**Feats** Awesome Blow, Improved Bull Rush, Lightning Reflexes, Power Attack, Skill Focus (Perception)

**Skills** Acrobatics +9 (+13 when jumping), Perception +13

Ecology

**Environment** temperate hills and plains

**Organization** solitary, pair or flock (3-24)

**Treasure** incidental (see above)

Special Abilities

**Nocturnal Docility (Ex)** When in dim light or darkness, a helioprobata gains the docile special quality, making all of its natural weapons count as secondary weapons. In addition, a helioprobata in darkness or dim light cannot attack an opponent that has not attacked it first, and creatures gain a +4 circumstance bonus to all Handle Animal and wild empathy checks made to influence the helioprobata.

**Poison (Ex)** Bite—injury; *save* Fort DC 18; *frequency* 1/round for 4 rounds; *effect* 1d3 Con; *cure* 2 saves. The save DC is Constitution based.