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[The original “sheepsquatch” report was basically a woolly hodag. I much prefer the wampa-esque direction it’s taken in cryptid culture since then.]

Sheepsquatch

This hulking, roughly humanoid figure has a fanged maw and curling horns. Thick white wool covers its body.

Sheepsquatches represent a failure of abyssal magic and selective breeding. The goal was to create a creature that combined the might of a sasquatch with the group instincts and easily led personalities of a beast of burden. Unfortunately, sheepsquatches inherited all of the brains of their ovine predecessors, making them docile and stupid. Some cults keep sheepsquatches for their wool and imposing forms, but many have been let free to roam the wilderness.

Sheepsquatches have the herding instincts of sheep, but lack their fecundity—sheepsquatch herds are typically small in size. They are omnivorous, capable of eating animal and plant matter in equal proportions. The natural musk of a sasquatch has been amplified into a sulfurous reek that repels predators and prevents their prey from fighting back.

A sheepsquatch stands nine feet tall when on its back legs, but they typically move around on all fours. They hate their sasquatch relatives, possibly out of some atavistic memory of their origins, and kill them whenever possible.

Demonic Sheepsquatch

A few sheepsquatches have been further altered by monster cults through infusions of demon blood, returning to them a measure of intelligence and all the belligerence of a proper carnivore. A demonic sheepsquatch has an Int of 8, resist cold, electricity and fire 10, and loses the docile special quality. A demonic sheepsquatch is CR 6.

Sheepsquatch CR 5

XP 1,600

N Large magical beast

Init +4; **Senses** darkvision 60 ft., low-light vision, Perception +10

Aura stench (30 ft., DC 17)

Defense

AC 15, touch 9, flat-footed 15 (-1 size, +6 natural)

hp 57 (6d10+24)

Fort +9, **Ref** +5, **Will** +3

DR 10/melee

Offense

Speed 40 ft.

Melee 2 claws +8 (1d6+4), bite +8 (1d6+4)

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

Statistics

Str 27, **Dex** 11, **Con** 18, **Int** 2, **Wis** 12, **Cha** 11

Base Atk +6; **CMB** +15; **CMD** 25

Feats Improved Initiative, Power Attack, Skill Focus (Stealth)

Skills Perception +10, Stealth +8 (+12 in forest), Survival +10; **Racial Modifiers** +4 Perception, +4 Stealth (+8 in forests), +4 Survival

SQ docile, improved woodland stride

Ecology

Environment temperate and cold forests and plains

Organization solitary, pair or herd (3-12)

Treasure none

Special Abilities

Damage Reduction (Ex) A sheepsquatch's damage reduction protects the creature from ranged weapon attacks. Oversized ranged weapons, like siege weapons and the rocks of a giant, are not impeded by this damage reduction.

Docile (Ex) A sheepsquatch treats all its natural weapons as if they were secondary attacks.

Improved Woodland Stride (Su) A sheepsquatch can move through any sort of natural or magically altered undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at normal speed and without taking damage or suffering any other impairment.