



FLOATING DEATH SHEEP

Those of you that have read the **Rancid Canyons of the Floating Death Sheep** will have found that the titled protagonists, the Floating Death Sheep, are little more than a confused interpretation of what the terrified villagers thought they saw in the Rancid Canyon.

However, we thought it might be fun to give Game Masters the option of having some usable creature information available to add some actual Floating Death Sheep into the adventure, hence this additional digital content.

Weaving Them In

Floating Death Sheep are highly unusual creatures twisted into shape by the evil of **Baamratha**. Their main purpose is to protect Vyle as needed and they can be encountered whenever Vyle is on the verge of being captured in order to prevent it. It should be noted that these creatures are a particularly deadly addition to the adventure, and almost certainly capable of wiping out the party, so care should be taken if you decide to add them in, possibly warning PCs of the possible lethality.

We present the creature statistics as follows based on the three systems available for the adventure: *Swords & Wizardry* (S&W), *Dungeon Crawl Classics* (DCC), and *Fifth Edition* (5E).

Statistics

Floating Death Sheep (S&W)

HD: 3

Armour Class: 8 [11]

Attacks: bite (1d4), or headbutt (1d6), or searing gaze (1d8), or deathly gaze.

Saving Throw: 13

Special: Command Black Death Sheep; searing gaze; deathly gaze (1/day).

Move: 12/6 Flying

Alignment: Chaos

Challenge Level/XP: 6/400

Description: Floating Death Sheep are mangy sheep permanently twisted by the evils of **Baamratha**, the Black Sheep.

They are slightly larger than normal sheep, bloated by devilry and have bright red pupiless eyes. They can float in the air and move slowly, but are unable to headbutt unless on the ground.

During their creation, they are instructed with a goal, such as to protect a location or individual, take a message, or kill a target.

Floating Death Sheep can emit a searing gaze forming an intense beam of red light in a 60-foot range. On a successful to-hit roll, the target's flesh is seared for 1d8 points of damage.

Once per day, a Floating Death Sheep can use its deathly gaze—a black beam of necrotic light—to stare at a target. The target must make a successful saving throw at +3 or die.

Floating Death Sheep can command Black Death Sheep to aid them in the pursuit of their goals. They are immune to the Black Death Sheep stare.

The fleece of a Floating Death Sheep can be fashioned into a cloak that provides a +1 bonus to Saving Throws.



Floating Death Sheep (DCC)

Init +3; **Atk** bite +3 melee (1d4) or headbutt +4 melee (1d6), or searing gaze +4 ranged (1d8); **AC** 11; **HD** 3d8; **MV** 30'/15' Flying; **Act** 1d20; **SP** *Ovine Goal*, *Command Black Death Sheep*, *Searing Gaze*, *Deathly Gaze*; **SV** Fort +4, Ref +1, Will +3; **AL** C

Ovine Goal: During their creation, they are instructed with a goal, such as to protect a location or individual, take a message, or kill a target.

Command Black Death Sheep: Floating Death Sheep can command Black Death Sheep to aid them in the pursuit of their goals. They are immune to the Black Death Sheep stare.

Searing Gaze: Floating Death Sheep can emit a searing gaze forming an intense beam of red light in a 60-foot range. On a successful to-hit roll, the target's flesh is seared for 1d8 points of damage.

Deathly Gaze: Once per day, a Floating Death Sheep can use its deathly gaze—a black beam of necrotic light—to stare at a target. The target must make a successful Fort saving throw at +3 or die.

Description: Floating Death Sheep are mangy sheep permanently twisted by the evils of **Baamratha**, the Black Sheep.

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Floating Death Sheep (5E)

Medium aberration, chaotic evil

Armour Class 11 (natural armour)
Hit Points 20 (3d8 + 8)
Speed 30 ft./15 ft. flying

STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	17 (+3)	5 (-3)	10 (+0)	10 (+0)

Senses darkvision 60 ft.,
 passive Perception 10

Languages understands languages of the
 devils, but cannot speak.

Challenge 3 (300 XP)

Ovine Goal. During their creation, Floating Death Sheep are instructed to carry out a goal, such as to protect a location or individual, take a message, or kill a target.

Command Black Death Sheep. Floating Death Sheep can command Black Death Sheep to aid them in the pursuit of their goals. They are immune to the Black Death Sheep stare.

Actions

Bite. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d4+2) piercing damage.

Headbutt. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 5 (1d6 + 2) bludgeoning damage and the target must succeed on a DC 12 Strength saving throw or be knocked prone.

Searing Gaze. Ranged Weapon Attack: +4 to hit, reach 60 ft., one target. Hit: 4 (1d8) fire damage.

Deathly Gaze. Once per day, a Floating Death Sheep can use its deathly gaze—a black beam of necrotic light—to stare at a target. The target must make a DC10 Constitution saving throw or die.

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