SHEEP

Medium-Size Animal

Hit Dice: 2d8+2 (11 hp)
Initiative: +1 (Dex)
Speed: 30 ft
AC: 13 (+1 Dex, +2 natural)
Attacks: Bite +1 melee
Damage: Bite 1d4
Face/Reach: 5 ft by 5 ft/5 ft
Saves: Fort +4, Ref +1, Will +0
Abilities: Str 10, Dex 13, Con 12, Int 1, Wis 11, Cha 4
Skills: Listen +5, Spot +5

Climate/Terrain: Any land
Organization: Herd (10-100)
Challenge Rating: 1/6
Treasure: None
Alignment: Always neutral
Advancement: 3 HD (Medium-size)

The statistics here describe the common sheep.

COMBAT

Sheep generally flee from danger and avoid combat if possible. If cornered, they will attack by biting.

The Sheep first appeared in the MC 1 (TSR, 1989).