WOLF-IN-SHEEP’S-CLOTHING

Medium-Size Aberration
Hit Dice: 9d8+18 (58 hp)
Initiative: +4 (+4 Improved Initiative)
Speed: 5 ft
AC: 15 (+5 natural)
Attacks: 7 tentacles +9 melee, bite +4 melee
Damage: Tentacle 1d4+3, bite 2d4+1
Face/Reach: 5 ft by 5 ft/5 ft (10 ft with tentacle)
Special Attacks: Improved grab, constrict, rend
Special Qualities: Lure-growth, all-around vision, darkvision 60 ft
Saves: Fort +5, Ref +2, Will +8
Abilities: Str 17, Dex 10, Con 15, Int 6, Wis 14, Cha 8
Skills: Hide +12*, Listen +4, Search +6, Spot +20
Feats: Alertness, Improved Initiative

Climate/Terrain: Any temperate land and underground
Organization: Solitary
Challenge Rating: 8
Alignment: Always neutral
Treasure: None
Advancement: 10-16 HD (Medium-size); 17-27 HD (Large)

This weird aberration lurks in undergrowth or in grassy meadows. It creeps slowly from place to place, using its 7 root tentacles for locomotion.

The body of the wolf-in-sheep’s-clothing appears to be a grayish-brown tree stump three feet in diameter. It has two 10-foot long eyestalks that are brown at the base and green at the tips. Each eyestalk has a violet flower-like eye on the end. Its root tentacles are blackish-brown and 10 feet long. The vertical maw located in the trunk is lined with jagged teeth and when closed, appears to be an old scar on a normal tree stump.

It has the ability to sprout a growth resembling a small furry creature (such as a rabbit) that it uses to attract prey.

COMBAT
The wolf-in-sheep’s-clothing uses its “lure-growth” ability to draw is prey in. Once in range, it lashes out with a tentacle. If it hits, it drags the prey to its mouth and bites until the creature dies.

Improved Grab (Ex): To use this ability, the wolf-in-sheep’s-clothing must hit an opponent of up to Large size with a tentacle attack. If it gets a hold, it can constrict.

Constrict (Ex): A wolf-in-sheep’s-clothing deals 1d4+3 points of damage with a successful grapple check that does not provoke an attack of opportunity.

A single attack with a slashing weapon that deals at least 10 points of damage severs a tentacle (AC 20). Severed tentacles grow back in 1d4 weeks.

Rend (Ex): A wolf-in-sheep’s-clothing automatically hits a held opponent with its bite attack each round it maintains the hold.

Lure-Growth (Ex): The wolf-in-sheep’s-clothing has the ability to sprout a growth resembling a small furry creature (such as a rabbit) that it uses to attract prey. The growth is “moved” so as to look at approaching prey and then it will “freeze” so as to “hide” from
approaching predators. A creature viewing the lure-growth can make a Will save (DC 16) to detect the deception.

**All-Around Vision (Ex):** The wolf-in-sheep’s-clothing’s 7-foot long eyestalks allow it to look in any direction, bestowing a +4 racial bonus to Spot and Search checks. A wolf-in-sheep’s-clothing cannot be flanked.

**Skills:** A wolf-in-sheep’s-clothing receives a +8 racial bonus to Hide checks when in forested surroundings.

The Wolf-in-Sheep’s-Clothing fist appeared in the 1e MM II (Gary Gygax, 1983).