

APEX RAM

Large beast, unaligned

Armor Class 18 (natural armor)

Hit Point 102 (18d10+36)

Speed 40 ft., climb 30 ft.

Str	Dex	Con	Int	Wis	Cha
19 (+4)	15 (+2)	14 (+2)	2 (-4)	12 (+1)	9 (-1)

Saving Throws Str +7, Wis +4, Cha +2

Skills Athletics +10, Intimidation +5, Perception +7

Senses darkvision 60 ft., passive Perception 17

Languages —

Challenge 6 (2,300 xp)

Charge. If the apex ram moves at least 20 feet in a straight line towards a target and then hits it with a horn attack in the same turn, the target takes an additional 13 (3d8) bludgeoning damage. If the target was a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.

Stout. The apex ram has advantage on any saving throw or ability check to avoid being moved, knocked prone, or otherwise displaced by physical means.

Legendary Resistance (1/day). If the apex ram fails a saving throw, it can choose to succeed instead.

ACTIONS

Multiattack. The apex ram makes two attacks: one with its horns, and one with its hooves.

Horn. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 10 (1d12+4) bludgeoning damage.

Hooves. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. Hit: 7 (1d6+4) bludgeoning damage.

LEGENDARY ACTIONS

The apex ram can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The apex ram regains spent legendary actions at the start of its turn.

Move. The apex ram moves up to half its speed.

Hooves. The apex ram makes a hoof attack.

Thunderous Shout (Costs 3 actions). The apex ram lets out a loud bleating sound. Creatures within 30 feet of the apex ram must make a DC 15 Constitution saving throw or become deafened until the end of their next turn. If the saving throw fails by 5 or more, the creature is instead deafened for 1d4 turns, and frightened until the end of their next turn.



TACTICS

Before Combat An apex ram will regularly patrol its territory and seek out danger. It may have up to 3d4 giant goats as part of its pack, but it can sometimes be encountered alone. An apex ram will typically attack anything in its territory, and will attempt to scare such people off if it can, or kill them if it can't.

During Combat Apex rams tend to target the creatures that appear physically strong first, to assert dominance. If it subdues at least one creature, it will attempt to use its thunderous shout to attempt to rout and intimidate its opponents. Otherwise, it will attack relentlessly.

Morale An apex ram rums if its flock is in danger, if its hit points are below half, or if it takes more than 20 points of damage from an obviously magical source. Apex rams dislike magic, and actively try to avoid it.

The apex ram is an amazingly powerful beast that has adapted to hostile environments and even more hostile predators. Although it is primarily herbivorous, it has been known to scavenge meat by scaring lesser predators away from their kills, especially when the apex ram is growing and maturing.

This creature thrives in hostile and deadly environments. However, few know much about the creature's ecology. The apex ram has been known to be so territorial that it either becomes the apex predator in its territory, or dies trying to achieve that goal. When the apex ram is successful, it renders large swaths of its home safe from many predators, as the ram will drive away and even kill hapless humanoids that wander into its territory.

Attempts to domesticate the apex ram have been predictably full of failure and bloodshed for all involved, but there are those convinced that these amazing beasts can be brought to a servile existence.

Author: Ismael Alvarez

Artist: Rick Hershey

Design and Layout: Rick Hershey

Fat Goblin Hoarde: Ismael Alvarez, Jason Owen Black, Geoff Gander, Taylor Hubler, Matt Roth, Lucus Palosaari, Troy Daniels, and Rick Hershey.

Business Manager: Tristan Hershey

Publisher: Rick Hershey of Fat Goblin Games



fatgoblingames.com



Apex Ram © 2020 Fat Goblin Games

Open Game Content: All material — including but not limited to art, place and character names, character and setting descriptions, background, and new class descriptions—is Product Identity. All other content is considered Open Game Content.

Reference in non-Open Game Content (thus not covered by the Open Game License) in this work to content owned by others is not a challenge to their ownership and is used under Fair Use.

Looking for more creatures, items, adventures, player options, and horror for your 5th Edition Fantasy Game?

THEN JOIN OUR PATREON!

patreon.com/vathak5th

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use," "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.0 Copyright 2016, Wizards of the Coast, Inc.; Authors: Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

Shadows over Vathak © 2012, Fat Goblin Games, Authors: Rick Hershey and Jason Stoffa.

Shadows over Vathak: Player's Guide © 2016, Fat Goblin Games; Authors: Ismael Alvarez, Tyler Beck, John Bennett, Jason Owen Black, Troy Daniels, J Gray, Rick Hershey, Taylor Hubler, Lucus Palosaari, Jennifer Povey, Michael Riter, and Matt Roth.

Shadows over Vathak: Explorer's Guide to Vathak © 2016, Fat Goblin Games; Author: Lucus Palosaari

Apex Ram © 2020, Fat Goblin Games; Author: Ismael Alvarez