

## 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.

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