

# Amble

*Huge, Monstrosity, Unaligned*

Original Monster Almanac 5e-compatible game statistics. This is not an official SRD stat block. Downloaded from Monster Almanac. Use the online version for linked tools, hunts, fears, and generator prompts.

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**ARMOR CLASS**

15

**HIT POINTS**

95 (10d12 + 30)

**CHALLENGE**

3 | 700 XP

**PROFICIENCY**

+2

**Speed** Swim 20 ft., Walk 30 ft.

**Initiative** +0

**Saving Throws** Con +5, Str +8

**Skills** Perception +3

**Senses** Passive Perception 13

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**Languages** None

**STR**

22  
+6

**DEX**

10  
+0

**CON**

16  
+3

**INT**

3  
-4

**WIS**

12  
+1

**CHA**

6  
-2

## Traits

**Slow Mountain.** The amble has Advantage on saving throws against being pushed, pulled, knocked Prone, or restrained by nonmagical effects.

**Unhurried Bulk.** The amble ignores difficult terrain caused by mud, reeds, shallow water, rubble, and undergrowth.

## Actions

**Multiattack.** The amble makes two Heavy Stomp attacks.

**Heavy Stomp.** Melee Attack Roll: +8, reach 10 ft. Hit: 15 (2d8 + 6) Bludgeoning damage.

**Ground Roll (Recharge 5-6).** Strength Saving Throw: creatures within 15 feet. Failure: 22 (5d8) Bludgeoning damage and the target falls Prone. Success: Half damage.

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## CONTENT NOTICE

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Original Monster Almanac compatible game statistics. This entry is designed for 5e-style tabletop play and does not reproduce closed-book stat block text.

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