

Medium Monstrosity, Unaligned

Armor Class	Hit Points	Speed	Challenge	PB	
12 (natural armor)	13 (2d8 + 4)	30 ft., climb 30 ft.	1/4 (50 XP)	+2	
STR	DEX	CON	INT	WIS	CHA
15 (+2)	12 (+1)	14 (+2)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +4, Stealth +5

Senses darkvision 120 ft., passive Perception 14

Languages —

**Extraordinary Leap.** The distance of the steeder's long jumps is tripled; every foot of its walking speed that it spends on the jump allows it to jump 3 feet.

**Spider Climb.** The steeder can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.

ACTIONS

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage plus 4 (1d8) poison damage.

**Sticky Leg.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one Small or Tiny creature. *Hit:* The target is stuck to the steeder's leg and grappled (escape DC 12). The steeder can have only one creature grappled at a time.