

Large Monstrosity, Unaligned

Armor Class	Hit Points	Speed	Challenge	PB	
14 (natural armor)	30 (4d10 + 8)	30 ft., climb 30 ft.	1 (200 XP)	+2	
STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	2 (-4)	10 (+0)	3 (-4)

Skills Perception +4, Stealth +7

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 move 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:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage plus 9 (2d8) poison damage.

Sticky Leg. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one Medium or smaller 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.