

Female Steeder

Large, Monstrosity, Unaligned

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ARMOR CLASS

14

HIT POINTS

45 (6d10 + 12)

CHALLENGE

1 | 200 XP

PROFICIENCY

+2

Speed Walk 40 ft., Climb 40 ft.

Initiative +3

Saving Throws Dex +5

Skills Stealth +5, Athletics +5, Perception +3

Senses Darkvision 60 ft.; Passive Perception 13

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Languages None

STR16
+3**DEX**16
+3**CON**14
+2**INT**2
-4**WIS**12
+1**CHA**5
-3

Traits

Wall Crawler. The steeder can climb difficult surfaces, including ceilings, without an ability check.

Great Spring. The steeder's long jump is up to 40 feet and its high jump is up to 20 feet, with or without a running start.

Actions

Bite. Melee Attack Roll: +5, reach 5 ft. Hit: 10 (2d6 + 3) Piercing damage plus 3 (1d6) Poison damage.

Bonus Actions

Bounding Leap. The steeder jumps up to 30 feet without provoking Opportunity Attacks.

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