

# Male Steeder

Medium, Monstrosity, Unaligned

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**ARMOR CLASS**

13

**HIT POINTS**

18 (4d8)

**CHALLENGE**

1/4 | 50 XP

**PROFICIENCY**

+2

**Speed** Walk 30 ft., Climb 30 ft.

**Initiative** +2

**Saving Throws** N/A

**Skills** Stealth +4, Athletics +4

**Senses** Darkvision 60 ft.; Passive Perception 10

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**Languages** None

**STR**14  
+2**DEX**14  
+2**CON**10  
+0**INT**2  
-4**WIS**10  
+0**CHA**5  
-3

## Traits

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

**Springing Mount.** The steeder's long jump is up to 30 feet and its high jump is up to 15 feet, with or without a running start.

## Actions

**Bite.** Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Piercing damage.

## Bonus Actions

**Leap.** The steeder jumps up to 20 feet without provoking Opportunity Attacks.

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