

Giant Hyena

Large, Beast, Unaligned

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ARMOR CLASS

12

HIT POINTS

45 (6d10 + 12)

CHALLENGE

1 | 200 XP

PROFICIENCY

+2

Speed Walk 50 ft.

Initiative +2

Saving Throws N/A

Skills Perception +3

Senses Passive Perception 13

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Languages None

STR16
+3**DEX**14
+2**CON**14
+2**INT**2
-4**WIS**12
+1**CHA**7
-2

Traits

Rampage. When the hyena reduces a creature to 0 Hit Points with a melee attack on its turn, it can take a Bonus Action to move up to half its Speed and make a Bite attack.

Actions

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

Bonus Actions

Rampage. After dropping a creature to 0 Hit Points with a melee attack, the hyena moves up to half its Speed and makes one Bite attack.

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