Giant Hyena

Large Beast, Unaligned

Armor Class 12 (dex)

Hit Points 45 (6d10 + 12)

Speed 50 ft.

INIT

STR	DEX	CON	INT	WIS	CHA
16 (+3)	14 (+2)	14 (+2)	2 (-4)	12 (+1)	7 (-2)

Skills Perception +3

Senses passive perception 13

Challenge 1 (200 XP)

Traits

Rampage. When the hyena reduces a creature to 0 hit points with a melee attack on its turn, the hyena can take a bonus action to move up to half its speed and make a bite attack.

Actions

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) piercing damage.