

Hyena

March 8, 2023



Medium beast, unaligned

Armor Class 11

Hit Points 5 (1d8 + 1)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	13 (+1)	12 (+1)	2 (-4)	12 (+1)	5 (-3)

Saving Throws

Skills Perception +3

Damage Resistances

Damage Immunities

Condition Immunities

Senses passive Perception 13

Languages --

Challenge 0 (10 XP)

Pack Tactics. The hyena has advantage on an attack roll against a creature if at least one of the hyena's allies is within 5 feet of the creature and the ally isn't incapacitated.

Actions

Bite. Melee Weapon Attack: +2 to hit, reach 5 ft., one target.
Hit: 3 (1d6) piercing damage.