Weretiger, Tiger Form

Medium humanoid

AC: 12
HP: 120
Speed: 40 ft.
CR: 4

STR 17 · DEX 15 · CON 16 · INT 10 · WIS 13 · CHA 11

Bite. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 8 (1d10 + 3) piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with weretiger lycanthropy.
Claw. Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage.

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