Werewolf, Hybrid Form

Medium humanoid

AC: 12
HP: 58
Speed: 30 ft.
CR: 3

STR 15 · DEX 13 · CON 14 · INT 10 · WIS 11 · CHA 10

Multiattack. The werewolf makes two attacks: two with its spear (humanoid form) or one with its bite and one with its claws (hybrid form).
Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (1d8 + 2) piercing damage. If the target is a humanoid, it must succeed on a DC 12 Constitution saving throw or be cursed with werewolf lycanthropy.
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