Weretiger

Small Monstrosity, Neutral

AC 12 (natural armor)

Initiative +2

HP 120 (16d8 + 48)

Speed 30 ft., swim 15 ft., climb 15 ft., crawl 15 ft.

INIT

	STR	DEX	CON	INT	WIS	CHA
Score	17 (+3)	15 (+2)	16 (+3)	10 (+0)	13 (+1)	11 (+0)
Save	+3	+2	+3	+0	+1	+0

Skills Perception +5, Stealth +4

Senses passive Perception 15, darkvision 60 ft.

Languages Common (can't speak in tiger form)

CR 4 (1,100 XP)

Actions

Bite. Melee Attack Roll: +5, reach 5 ft. 12 (2d8 + 3) Piercing damage. If the target is a Humanoid, it is subjected to the following effect. Constitution Saving Throw: DC 13. Failure: The target is cursed. If the cursed target drops to 0 Hit Points, it instead becomes a Weretiger under the DM's control and has 10 Hit Points. Success: The target is immune to this weretiger's curse for 24 hours.

Longbow. Ranged Attack Roll: +4, range 150/600 ft. 11 (2d8 + 2) Piercing damage.

Multiattack. The weretiger makes two attacks, using Scratch or Longbow in any combination. It can replace one attack with a Bite attack.

Scratch. Melee Attack Roll: +5, reach 5 ft. 10 (2d6 + 3) Slashing damage.

Bonus Actions

Prowl (Tiger or Hybrid Form Only). The weretiger moves up to its Speed without provoking Opportunity Attacks. At the end of this movement, the weretiger can take the Hide action.

Shape-Shift. The weretiger shape-shifts into a Large tiger-humanoid hybrid or a Large tiger, or it returns to its true humanoid form. Its game statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed.