

## WERETIGER

Weretigers are included in the base game rules. This version makes several changes.

**Damage Resistance.** The damage immunity of the standard lycanthrope has been replaced with damage resistance. Magic weapons no longer deal full damage to a lycanthrope, but silver-based sources still do.

**Shapechanger.** There is a slight delay after death before the lycanthrope reverts to its humanoid form, so PCs won't know instantly that it has been killed.

**Regeneration.** The lycanthrope now regenerates 1 hit point each turn, unless it has been damaged by silver since the start of its previous turn.

It regenerates faster when there is a full moon in the sky.

## WERETIGER

Medium humanoid (*shapechanger*), neutral

**Armor Class** 12

**Hit Points** 120 (16d8 + 48)

**Speed** 30 ft. (40 ft. in tiger form)

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

**Skills** Perception +5, Stealth +4

**Damage Resistances** bludgeoning, piercing, and slashing from non-silver sources

**Senses** darkvision 60 ft., passive Perception 15

**Languages** Common (can't speak in tiger form)

**Challenge** 4 (1,100 XP)

**Shapechanger.** The weretiger can use its action to polymorph into a tiger-humanoid hybrid or into a tiger, or back into its true form, which is humanoid. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. If it dies, the weretiger reverts to its humanoid form after 1 minute.

**Keen Hearing and Smell.** The weretiger has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pounce (Tiger or Hybrid Form Only).** If the weretiger moves at least 15 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 14 Strength saving throw or be knocked prone. If the target is prone, the weretiger can make one bite attack against it as a bonus action.

**Regeneration.** The weretiger regains 1 hit point at the start of its turn.

When a moon is full and risen, the weretiger instead regains 3 hit points at the start of its turn.

If the weretiger takes damage from silver, this trait doesn't function at the start of its next turn. The weretiger dies only if it starts its turn with 0 hit points and doesn't regenerate.

## ACTIONS

**Multiattack (Humanoid or Hybrid Form Only).** In humanoid form, the weretiger makes two scimitar attacks or two longbow attacks. In hybrid form, it can attack like a humanoid or make two claw attacks.

**Bite (Tiger or Hybrid Form Only).** *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 (Tiger or Hybrid Form Only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 7 (1d8 + 3) slashing damage.

**Scimitar (Humanoid or Hybrid Form Only).** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) slashing damage.

**Longbow (Humanoid or Hybrid Form Only).** *Ranged Weapon Attack:* +4 to hit, range 150/600 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

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