

TIGERS

The largest and deadliest of all cats, tigers are the kings of their domain. Their power and beauty elevate them to an almost mythical status amongst many humanoids. Some view them as the wrath of the gods made flesh, while others see them as the ultimate predators against which one can truly test their mettle.

Predators Supreme. Tigers can reach over 10 feet in length, and their intensely muscular bodies can weigh nearly 700 pounds. Due to their sheer mass and power, few creatures are safe from a tiger's predation. Thanks to the tiger's striped camouflage and long pouncing distances, even animals large and powerful enough to pose a threat to a tiger rarely notice it in time to mount an effective defense. Thanks to their deadly ambush capabilities, tigers can hunt down larger creatures as dangerous as mountain gorillas and even brown bears.

Once a tiger surprises its prey with a pounce, it will knock its victim prone and use its claws and teeth to lock down and quickly finish the kill. A prone victim has little chance of fighting back and is rapidly ripped apart before being dragged off by the tiger to be consumed.

Maneaters. While tigers primarily hunt animals living across jungles, forests, and occasionally mountains, they often hunt stray humanoids when the opportunity presents itself. A lone traveling humanoid will usually be seen as an easy meal to a tiger, and some may even be bold enough to attempt to pick off a humanoid traveling with a group.



Some notorious tigers take a personal liking toward hunting humanoids. A tiger that has been "wronged" by someone will often make a point of hunting down and exacting vengeance upon the offender. These offenders are usually individuals who injured the tiger in a previous encounter or stole one of its kills. Other tigers will decide to make humanoids their primary prey. These tigers will stalk the outskirts of isolated villages and pick off stray inhabitants, leaving the population terror-stricken.

TIGER

Large beast, unaligned

Armor Class 13

Hit Points 67 (9d10 + 18)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	14 (+2)	4 (-3)	14 (+2)	12 (+1)

Skills Intimidation +6, Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 3 (700 XP)

Proficiency Bonus +2

Keen Sight. The tiger has advantage on Wisdom (Perception) checks that rely on sight.

Mask of the Jungle. The tiger has advantage on Dexterity (Stealth) checks made to hide using foliage and may do so even if it is only lightly obscured while hiding this way.

Pounce. If the tiger jumps at least 10 feet straight towards a creature and then hits it with a claw attack on the same turn, the target must succeed on a DC 14 Strength saving throw or be knocked prone.

Standing Leap. The tiger's long jump is up to 30 feet, and its high jump is up to 12 feet, with or without a running start.

Actions

Multiattack The tiger makes two attacks: one with its bite and one with its claws. If both attacks hit the same target, the target is grappled (escape DC 14). Until this grapple ends, the tiger can't attack another target.

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target is prone, it deals 22 (4d8 + 4) piercing damage instead.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Dire Tigers. These primeval terrors represent the dangerous aspects of the tiger amplified to a greater level of deadliness. They are larger and more muscular than other tigers, reaching nearly 900 pounds. They are bolder than other tigers and attack humanoids without hesitation, even those traveling in groups. They are more resilient than other tigers, and even groups of veteran hunters often fail to slay these mighty beasts.

DIRE TIGER

Large beast, unaligned

Armor Class 13

Hit Points 76 (9d10 + 27)

Speed 40 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
21 (+5)	16 (+3)	16 (+3)	4 (-3)	14 (+2)	12 (+1)

Skills Intimidation +7, Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages —

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Keen Sight. The tiger has advantage on Wisdom (Perception) checks that rely on sight.

Mask of the Jungle. The tiger has advantage on Dexterity (Stealth) checks made to hide using foliage and may do so even if it is only lightly obscured while hiding this way.

Many believe dire tigers to be the ancient cousins of "modern tigers" and remnants from a long-lost age. Whatever their origin, they are often put to use by other beings who wish to punish or test the mettle of humanoid adventurers. Druids enlist the aid of dire tigers to protect their realms from unwanted incursions, and divine forces may unleash dire tigers upon mortals as a form of deadly punishment for their transgressions.

Pounce. If the tiger jumps at least 10 feet straight towards a creature and then hits it with a claw attack on the same turn, the target must succeed on a DC 15 Strength saving throw or be knocked prone.

Standing Leap. The tiger's long jump is up to 30 feet, and its high jump is up to 12 feet, with or without a running start.

Actions

Multiattack The tiger makes two attacks: one with its bite and one with its claws. If both attacks hit the same target, the target is grappled (escape DC 15). Until this grapple ends, the tiger can't attack another target.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 18 (2d12 + 5) piercing damage. If the target is prone, it deals 31 (4d12 + 5) piercing damage instead.

Claw. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 16 (2d10 + 5) slashing damage.



WERETIGERS

These lycanthropes blend the hunting prowess of a tiger with the intelligence and versatility of a humanoid, creating proud individuals who view themselves as apex hunters.

While not evil by nature, weretigers often have a superiority complex that drives them to hunt all manner of dangerous game to demonstrate their place at the top of the food chain. This hunting is done with a detached refinement, and weretigers will rarely revert to their bestial forms if they can help it, preferring to remain calm and in control.

Though weretigers become frustrated when pushed to the point of losing their cool and transforming into their bestial forms, deep down, they crave the challenge. While a weretiger may take smug satisfaction from easily dispatching dangerous prey, a true challenge that pushes the limits of its abilities will be a treasured victory.

Weretigers are also very careful about who they pass their lycanthropy to, as they view it as a privilege and a burden. Weretigers have an exclusivist attitude and are loath to introduce unnecessary and unworthy competition.



However, when weretigers find exceptional hunters or even humanoid prey that exceed their expectations, they may choose to pass their lycanthropy onto such individuals, thereby creating worthy rivals for future competitions.

WERETIGER

Medium humanoid (human, shapechanger), neutral

Armor Class 13

Hit Points 90 (12d8+36)

Speed 30. (40 ft., climb 30 ft. in tiger form)

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	16 (+3)	12 (+1)	14 (+2)	12 (+1)

Skills Intimidation +7, Perception +4, Stealth +5

Senses darkvision 60 ft., passive Perception 14

Languages Common (can't speak in tiger form)

Challenge 4 (1,100 XP) **Proficiency Bonus** +2

Keen Sight. The weretiger has advantage on Wisdom (Perception) checks that rely on sight.

Mask of the Jungle. (Tiger or Hybrid Form Only) The weretiger has advantage on Dexterity (Stealth) checks made to hide using foliage and may do so even if it is only lightly obscured while hiding this way.

Pounce. (Tiger or Hybrid Form Only) If the weretiger jumps at least 10 feet straight towards a creature and then hits it with a claw attack on the same turn, the target must succeed on a DC 14 Strength saving throw or be knocked prone.

Regeneration. The weretiger regains 10 hit points at the start of its turn. If the weretiger takes lightning damage or damage from a silvered weapon this trait doesn't function at the start of the weretiger's next turn. The weretiger dies only if it starts its turn with 0 hit points and doesn't regenerate.

Standing Leap. (Tiger or Hybrid Form Only) The weretiger's long jump is up to 30 feet, and its high jump is up to 12 feet, with or without a running start.

Actions

Multiaction The weretiger makes two attacks, only one of which can be a bite attack. If the weretiger hits the same target with a bite attack and claw attack while in tiger form, the target is grappled (escape DC 14). Until this grapple ends, the weretiger can't attack another target.

Bite. (Tiger or Hybrid Form Only) *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 13 (2d8 + 4) piercing damage. If the target is prone, it deals 22 (4d8+4) piercing damage instead. If the target is a humanoid, it must succeed on a DC 14 Constitution saving throw or be cursed with weretiger lycanthropy.

Claw. (Tiger or Hybrid Form Only) *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 11 (2d6 + 4) slashing damage.

Scimitar. (Humanoid or Hybrid Form Only) *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 7 (1d6 + 4) slashing damage.

Longbow. (Humanoid or Hybrid Form Only) *Ranged Weapon Attack:* +5 to hit, range 150/600 ft., one target. *Hit:* 7 (1d8 + 3) piercing damage.

Bonus Actions

Shapechanger. The weretiger polymorphs into a tiger-humanoid hybrid or into a tiger, or back into its humanoid form. Its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its humanoid form if it dies.



TIGERS IN YOUR ADVENTURES

The following tables provide some ways to incorporate tigers and weretigers into your adventures.

TIGER ADVENTURES

d8

Plot Hook

- 1 A party of fledgling adventurers unwittingly travels through a **tiger's** territory. After killing their travel guide, the tiger begins hunting the group in a deadly game of cat and mouse.
- 2 The party finds a wounded hunter who claims a **tiger** is pursuing him because he denied it a kill.
- 3 An eccentric dwarf maintains an exotic **tiger** zoo with questionable safety measures and offers the players a tour of his exhibits.
- 4 A transmutation experiment on several feral cats goes awry, causing them to expand in size and gain the statistics of **tigers**. The giant cats now terrorize the local alleyways.
- 5 Every year, a town sends humanoid sacrifices to meet their end at the claws of a **dire tiger**, which represents their god's will. Sacrifices are chosen from local criminals, dissidents, or travelers. Failure to provide sufficient sacrifice provokes the dire tiger's wrath.
- 6 A **rakshasa** has taken on the guise of a local noble, climbing her way up the political power system. Those who stand in her way tend to find themselves mauled to death by her pet **dire tiger** while traveling.
- 7 The players find themselves in a city that blends criminal punishment and entertainment by offering prisoners the chance at freedom if they can survive a dangerous gauntlet populated with **dire tigers**, all for public spectacle.
- 8 The players find an isolated jungle outpost with its structures broken into and its inhabitants dragged off into the wilderness by **dire tigers**, leaving behind only broken debris and bloody trails.

WERETIGER ADVENTURES

d8

Plot Hook

- 1 The players face a seemingly inexplicable series of deadly traps and encounters. Unbeknownst to them, these challenges are orchestrated by a **weretiger** who wishes to find a worthy candidate to receive the privilege of lycanthropy.
- 2 A group of **weretigers** has deemed the players as worthy prey, and they work to hunt the players across a hostile wilderness.
- 3 While the players are hunting a dangerous beast with a bounty on its head, they find themselves in competition with a **weretiger**.
- 4 A **weretiger** comes to the players for help in stopping a psychotic hunter who she accidentally infected with lycanthropy.
- 5 A **weretiger** seeks revenge on the players for slaying a monster he had been hunting for weeks, thereby "stealing his kill."
- 6 A **weretiger** nearly killed by a monster he is hunting swallows his pride and asks the players for their aid.
- 7 All the members of a local hunting lodge are slowly being picked off by a **weretiger** who considers them territorial rivals.
- 8 A corrupt group of nobles has been infected with lycanthropy, turning them into **weretigers**. They now regularly hunt commoners for sport.

ART CREDIT

- Stalking Tiger - Terese Nielsen, Wizards of the Coast
- Sabertooth Mauler - Randy Vargas, Wizards of the Coast
- Jedit Ojanen of Efrava - Carl Critchlow, Wizards of the Coast
- Manchurian Tiger - Kuhnert, Wilhelm

1.0.0 CHANGES

- Public Release

1.1.0 CHANGES

- Document clean up

1.2.0 CHANGES

- Weretiger's Hit points increased.
- Weretiger's strength Lowered.
- Weretiger's claw deals 2d6 damage instead of 1d12.