

WERESHARK

CREATURE 2

CE

MEDIUM

BEAST

HUMAN

HUMANOID

WERECREATURE

Converted by VaranSL

Perception +6; blood scent, scent (imprecise) 100 feet

Languages Common; shark empathy

Skills Athletics +8 (+10 to Swim), Survival +6

Str +4, **Dex** +1, **Con** +3, **Int** -1, **Wis** +2, **Cha** +0

Blood Scent The wereshark can smell blood in the water from up to 1 mile away.

Shark Empathy (divination, primal) A wereshark can communicate with sharks.

Items leather armor, trident

AC 16; **Fort** +11, **Ref** +5, **Will** +6

HP 45; **Weaknesses** silver 5

Speed 25 feet, swim 25 feet

Melee ♦ jaws +10 [+5/+0], **Damage** 1d12+4 piercing plus curse of the wereshark

Melee ♦ trident +10 [+5/+0], **Damage** 1d8+4 piercing

Ranged ♦ trident +10 [+5/+0] (thrown 20 feet), **Damage** 1d8+4 piercing

Breach ♦♦ The wereshark Swims up to its swim Speed, the Leaps vertically out of the water up to 15 feet high, making a Strike against a creature at any point during the jump (this lets it attack a creature within 20 feet of the water's surface). After the Strike, the wereshark splashes back down into the water.

Change Shape ♦ (concentrate, polymorph, primal, transmutation) Human with fist for 1d4+6 bludgeoning, or shark with Aquatic trait, Speed 40 feet, and jaws for 1d12+4 piercing.

Curse of the Wereshark (curse, necromancy, primal); **Saving Throw** DC 15 Fortitude

Moon Frenzy (polymorph, primal, transmutation)