

# WERESHARK PIRATES

## CREATURE 10

**CE****MEDIUM****BEAST****HUMAN****HUMANOID****WERECREATURE**

Converted by VaranSL

**Perception** +17; blood scent, scent (imprecise) 100 feet

**Languages** Common; shark empathy

**Skills** Acrobatics +17, Athletics +23 (+25 to Swim), Intimidation +18, Stealth +17, Survival +17, Sailing Lore +15

**Str** +7, **Dex** +3, **Con** +5, **Int** -1, **Wis** +3, **Cha** +2

**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** composite longbow, leather armor, +1 *striking ranseur*

**AC** 28; **Fort** +21, **Ref** +17, **Will** +15

**HP** 225; **Weaknesses** silver 10

**Speed** 25 feet, swim 25 feet

**Melee** ♦ jaws +21 [+16/+11], **Damage** 1d12+15 piercing plus curse of the wereshark

**Melee** ♦ ranseur +22 [+17/+12] (disarm, reach 10 feet), **Damage** 2d10+15 piercing

**Ranged** ♦ longbow +17 [+12/+7] (deadly d10, range increment 100 feet, reload 0, propulsive, volley 30 feet), **Damage** 1d8+11 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+15 bludgeoning, or shark with Aquatic trait, Speed 40 feet, and jaws for 2d12+15 piercing.

**Curse of the Wereshark** (curse, necromancy, primal); **Saving Throw** DC 29 Fortitude

**Moon Frenzy** (polymorph, primal, transmutation)