

Tome of Lycanthropy: Wereshark

This is Supplemental Material

Wereshark

Weresharks are savage and rare lycanthropes that delight in violence and carnage. Weresharks have an almost endless appetite for flesh. When hunting or in battle they prefer to focus on one enemy at a time moving on to a different target once the first is turned to pieces. Weresharks also prefer to live in coastal tropical regions, where they can get sedate their hunger on aquatic creatures and the occasional humanoid. Coastal regions also allow weresharks to take full advantage of their shark form. In humanoid form, they have very little to no body hair, large builds, and a mouth full of noticeable sharp teeth.

Variant: Nonhuman Lycanthropes

The statistics presented in the section assume a base creature of human. However, you can also use the statistics to represent nonhuman lycanthropes, adding verisimilitude by allowing a nonhuman lycanthrope to retain one or more of its humanoid racial traits. For example, an elf werewolf might have the Fey Ancestry trait.

Player Character as Lycanthropes

A character who becomes a lycanthrope retains its statistics except as specified by lycanthrope type. The character gains the lycanthrope's speeds in nonhumanoid form, damage immunities, traits, and actions that don't involve equipment. The character is proficient with the lycanthrope's natural attacks, such as its bite or claws, which deal damage as shown in the lycanthrope's statistics. The character can't speak while in animal form.

A humanoid hit by an attack that carries the curse of lycanthropy must succeed on a Constitution saving throw (DC 8 + the lycanthrope's proficiency bonus + the lycanthrope's Constitution modifier) or be cursed. If the character embraces the curse, its alignment becomes the one defined for the lycanthrope. The DM is free to decide that a change in alignment places the character under DM control until the curse of lycanthropy is removed.

Wereshark. The character gains a Strength of 18 if its score isn't already higher and a +1 bonus to AC while in shark or hybrid form (from natural armor). Attack and damage rolls for the natural weapons are based on the character's Strength.

Wereshark

Medium humanoid (Shapechanger), Neutral Evil

Armor Class 11, 12 in shark or hybrid form (natural armor)

Hit Points 145 (18d8 + 64)

Speed 30 ft., swim 60 ft. (0 ft. in shark form)

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	16 (+3)	10 (+0)	14 (+2)	8(-1)

Skills Athletics +7, Perception +5

Damage Immunities bludgeoning, piercing, and slashing from nonmagical attacks that aren't silvered.

Senses blindsight 30 ft., darkvision 60 ft., passive Perception 13

Challenge 7 (2,900 XP)

Shapechanger. The wereshark can use its action to polymorph into a shark-humanoid hybrid, or into a hunter shark, or back into its true form, which is humanoid. Its statistics, other than its AC, are the same in each form, any equipment it is wearing or carrying isn't transformed. It reverts to its true form if its dies.

Amphibious. The wereshark can breathe air and water.

Blood Frenzy (Shark or Hybrid Form Only). The wereshark has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Actions

Multiattack (Humanoid Only). The wereshark makes two attacks if its trident.

Multiattack (Hybrid Form Only). The wereshark makes three attacks: one with its trident, and two with its bite.

Bite (Shark or Hybrid Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., Hit: (2d8 + 4) Piercing damage. If the target is a humanoid, it must succeed on a DC 13 Constitution saving throw or be cursed with wereshark lycanthropy.

Trident (Humanoid and Hybrid Form; melee; One-Handed). Melee Weapon Attack: +7 to hit, reach 5 ft., one target, Hit: (1d6 + 4) piercing damage.

Trident (Humanoid and Hybrid Form; melee; Two-Handed). Melee Weapon Attack: +7 to hit, reach 5 ft., one target, Hit: (1d8 + 4) piercing damage.

Trident (Humanoid and Hybrid Form; ranged). Ranged Weapon Attack: +7 to hit, reach 20/60 ft., one target, Hit: (1d6 + 4) piercing damage.