



TERLEN

These monstrous sharks sport massive wings allowing them to extend their hunting range to land and air. Storms provide them with ideal hunting conditions as the heavy wind and rain provide cover for their sneak attacks. Terlen often attack in flocks that ambush prey and tear them apart using hit-and-run tactics. They prefer vulnerable targets in the open and use their speed to prevent their victim's escape.

The terlen's origins are a mystery, but it is thought to originate from the oceans of the lower planes. Its wandering nature and flexible means of locomotion allow it to wander from one plane to the next and even occasionally enter the Material Plane. Other times terlen are summoned by powerful beings such as sea gods, who wish to unleash these monsters on mortals who foolishly believe they can avoid the ocean's wrath by staying inland.

Some mortals summon terlen in an attempt to utilize them as an all-terrain attack force or even as mounts. Though this often results in the summoner being torn to shreds, those who succeed can bring a terrifying strike force to bear against their enemies.

TERLEN ADVENTURE HOOKS

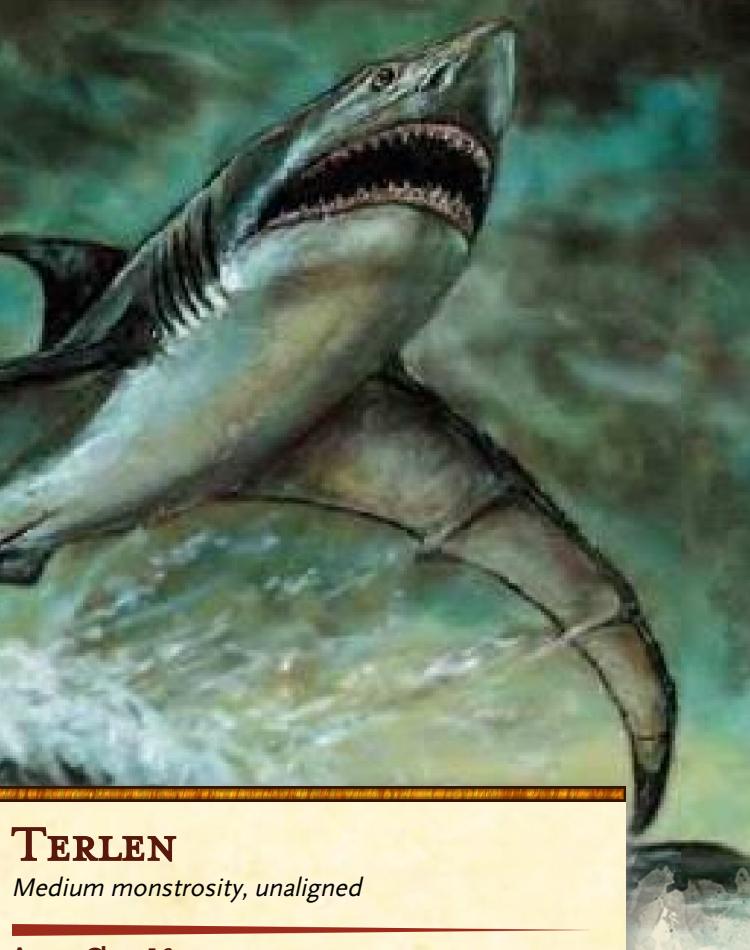
d4 Adventure Hook

1 A vengeful sea god has unleashed a terrible storm upon a port city which brings swarms of terlen.

2 The players face pirates that have not only managed to summon and control terlen, but use them as aerial mounts.

3 A scared and grizzled sailor asks for the players' aid in hunting down the "sky sharks" that killed his former crew.

4 A band of demons has escaped into the Material Plane, rampaging from atop a flock of terlen as they rampage through a coastal town.



TERLEN

Medium monstrosity, unaligned

Armor Class 13

Hit Points 77 (14d8+14)

Speed 0 ft., fly 60 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	13 (+1)	3 (-4)	14 (+2)	3 (-4)

Skills Perception +4, Stealth +5

Senses blindsight 10 ft., passive Perception 14

Languages —

Challenge 4 (1,100 XP)

Proficiency Bonus +2

Blood Frenzy. The terlen has advantage on melee attack rolls against any creature that doesn't have all its hit points.

Flyby. The terlen doesn't provoke opportunity attacks when it flies out of an enemy's reach.

Keen Senses. The terlen has advantage on Wisdom (Perception) checks.

Limited Amphibiousness. The terlen can breathe air and water, but it needs to be submerged at least once every hour to avoid suffocating.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 19 (3d10 + 3) piercing damage.

ART CREDIT

- Terlen, Fiend Folio 3.5e - Wizards of the Coast

1.0.0

- Public release

1.1.0

- Hit Points increased