

DOLPHINS

Intelligent, agile, and playful; what dolphins lack in physical power, they make up for with their cunning, agility, and teamwork. Add to this their unerring echolocation, and they become extremely difficult to outmaneuver or avoid.

Though they lack the natural weapons of other sea creatures, when pressed into combat, dolphins are capable of delivering ramming attacks that can disorient their opponents. When combined with their speed and extreme senses, this makes them excellent at hit and run style attacks.

DOLPHIN

Medium beast, unaligned

Armor Class 13 (natural armor)

Hit Points 11 (2d8 + 2)

Speed 0 ft., swim 60 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	13 (+1)	6 (-2)	14 (+2)	10 (+0)

Skills Acrobatics +4, Perception +4, Performance +2

Senses Senses blindsight 120 ft., passive Perception 14

Challenge 1/2 (100 XP)

Keen Hearing. The dolphin has advantage on Wisdom (Perception) checks that rely on hearing.

Echolocation. The dolphin can't use its blindsight while deafened.

Charge. If the dolphin moves at least 20 ft. straight towards a target and then hits it with a slam attack on the same turn, the target takes an extra 2 (1d4) bludgeoning damage. If the target is a creature, that creature can't make opportunity attacks against the dolphin until the start of the dolphin's next turn.

Pack Tactics. The dolphin has advantage on an attack roll against a creature if at least one of the dolphin's allies is within 5 ft. of the creature and the ally isn't incapacitated.

Hold Breath. The dolphin can hold its breath for 10 minutes.

Actions

Slam. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) bludgeoning damage.



ART CREDIT

- Ecco The Dolphin - Boris Vallejo