



## DOLPHINS

**I**ntelligent, 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, these attacks make dolphins excellent at hit-and-run attacks.

### ART CREDIT

- Dolphin (Athas), Monstrous Compendium II - Terrors Beyond Tyr - TSR

### DOLPHIN

*Medium beast, unaligned*

**Armor Class** 12

**Hit Points** 9 (2d8)

**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** blindsight 120 ft., passive Perception 14

**Challenge** 1/2 (100 XP)

**Proficiency Bonus** +2

**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.

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

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

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

**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.

### Actions

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

### **1.0.0 CHANGES**

- Public Release

### **1.0.1 CHANGES**

- Document cleanup

### **1.0.3 CHANGES**

- Dolphin speed, hit points and armor class lowered.