

Dolgrim

Small aberration, chaotic evil

Armor Class 15 (leather armor, shield)

Hit Points 21 (6d6)

Speed 30 ft.

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

Skills Athletics +4, Stealth +4

Senses darkvision 60 ft., passive Perception 10

Languages Common, Goblin

Challenge 1/2 (100 XP)

Two minds. The dolgrim has advantage on wisdom (perception) checks and on saving throws against being charmed, frightened, stunned, and knocked unconscious.

Four arms. Dolgrim are able to effectively use all of their limbs in combat on a single turn. For example, a dolgrim could load and fire its crossbow, and then close to use its morning star.

Actions

Multiattack. The dolgrim can make either a spear or light crossbow attack, and then a morningstar attack

Light Crossbow. *Ranged weapon attack.* +4 to hit, range 80/320 ft., one target. Hit: 6 (1d8+2) piercing damage.

Spear. *Melee weapon attack.* +4 to hit, reach 5ft., one target. Hit: 4 (1d6+2) piercing damage or 6 (1d8+2) piercing damage if used with two hands.

Morningstar. *Melee weapon attack.* +4 to hit, reach 5ft., one target. Hit: 6 (1d8+2) bludgeoning damage.



Art by Dave Allsop (Eberron Campaign Setting, June 2004)

Dolgrim were created by twisting the flesh of two goblins together. The resulting creature had enough limbs (and remaining brain power) to create something much more dangerous than two mere underlings.

The fusing process theoretically creates creatures with a single personality, although heroes that have observed a dolgrim claim it often gibbers to itself.

Variants

Replacing the weapons on a dolgrim can create new challenges for your players without changing the challenge rating of the creature. For example, an archer dolgrim could effectively wield two crossbows on a single turn.