

# Dolgrim

*Small, Aberration, Neutral Evil*

Original Monster Almanac 5e-compatible game statistics. This is not an official SRD stat block. Downloaded from Monster Almanac. Use the online version for linked tools, hunts, fears, and generator prompts.

[View this monster online](#)

**ARMOR CLASS**

13

**HIT POINTS**

27 (6d6 + 6)

**CHALLENGE**

1 | 200 XP

**PROFICIENCY**

+2

**Speed** Walk 30 ft.

**Initiative** +2

**Saving Throws** N/A

**Skills** Stealth +4, Perception +2

**Damage Resistances** Psychic

**Senses** Darkvision 60 ft.; Passive Perception 12

**Passive Perception** 12

**Languages** Goblin, Deep Speech

**STR**

10  
+0

**DEX**

14  
+2

**CON**

12  
+1

**INT**

8  
-1

**WIS**

10  
+0

**CHA**

8  
-1

## Traits

**Two-Minded.** The dolgrim has Advantage on saving throws against being Charmed or Stunned.

**Four-Armed Scrapper.** The dolgrim can draw, stow, or manipulate two small objects as part of the same action.

## Actions

**Multiattack.** The dolgrim makes two Shortsword attacks or two Crossbow attacks.

**Shortsword.** Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Piercing damage.

**Crossbow.** Ranged Attack Roll: +4, range 80/320 ft. Hit: 6 (1d8 + 2) Piercing damage.

### Continue at Monster Almanac

Create monster hunts, fears, magic items, NPCs, and encounter-ready RPG tools.

View this stat block online: <https://monster-almanac-site.vercel.app/monsters/dolgrim>

Explore more RPG tools: <https://monster-almanac-site.vercel.app>

## CONTENT NOTICE

Original Monster Almanac 5e-compatible game statistics. This is not an official SRD stat block.

Original Monster Almanac compatible game statistics. This entry is designed for 5e-style tabletop play and does not reproduce closed-book stat block text.

Generated by Monster Almanac. This is original compatible game content, not an official SRD stat block.

License: [Monster Almanac Original Compatible Content](#)

Source page: <https://monster-almanac-site.vercel.app/monsters/dolgrim>