

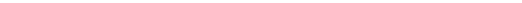
Duergar Route Combat Tracker

Quaggoth

AC 13 | HP 30 | Claw +5 (1d6+3)

Poison Immune, Wounded Fury below 10 HP

1

2 

3

Quaggoth Brute

AC 13 | HP 45 | 2 Claws +5 (1d6+3)

Poison Immune, Wounded Fury

1

Duergar Guard

AC 16 | HP 20 | War Pick +4 (1d8+2), Javelin +4

Enlarge OR Invisibility, Duergar Resilience

1

2

[illegible][illegible]

Sergeant Brokk

AC 16 | HP 28 | War Pick +4 (1d8+2)

Enlarge once, checkpoint commander

1

Duergar Captain

AC 16 | HP 35 | Multiattack (2 picks)

Enlarge once, final defender

[illegible]

POISONED: Disadvantage on attack rolls and ability checks

GRAPPLED: Speed 0. Can still attack normally

ESCAPE GRAPPLE: Action. Athletics or Acrobatics check

ENLARGE: Large size, Advantage STR checks/saves, +1d4 melee damage

DUERGAR TACTICS: Invisibility before combat, Enlarge in combat, use Quaggoths as front line.