

Duergar

Medium, Humanoid (Dwarf), Lawful Evil

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ARMOR CLASS

16

HIT POINTS

26 (4d8 + 8)

CHALLENGE

1 | 200 XP

PROFICIENCY

+2

Speed	Walk 25 ft.
Initiative	+0
Saving Throws	N/A
Skills	N/A
Damage Resistances	Poison
Senses	Darkvision 120 ft.; Passive Perception 10
Passive Perception	10
Languages	Dwarvish, Undercommon

STR14
+2**DEX**11
+0**CON**14
+2**INT**11
+0**WIS**10
+0**CHA**9
-1

Traits

Duergar Resilience. The duergar has Advantage on saving throws against Poison, spells, and illusions, as well as to resist or end the Charmed or Paralyzed condition.

Sunlight Sensitivity. While in sunlight, the duergar has Disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight.

Actions

War Pick. Melee Attack Roll: +4, reach 5 ft. Hit: 6 (1d8 + 2) Piercing damage, or 11 (2d8 + 2) Piercing damage while Enlarged.

Javelin. Melee or Ranged Attack Roll: +4, reach 5 ft. or range 30/120 ft. Hit: 5 (1d6 + 2) Piercing damage, or 9 (2d6 + 2) Piercing damage while Enlarged.

Bonus Actions

Enlarge (Recharges after a Short or Long Rest). For 1 minute, the duergar magically increases in size, along with anything it is wearing or carrying. While Enlarged, it has Advantage on Strength checks and Strength saving throws, and its weapon attacks deal extra damage as noted in the attacks.

Invisibility (Recharges after a Short or Long Rest). The duergar magically has the Invisible condition until it attacks, casts a spell, uses Enlarge, or its Concentration ends.

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