

DWARF BERSERKER

Medium humanoid (dwarf), any alignment

Armor Class 13 (natural armor)

Hit Points 45 (6d8 + 18)

Speed 25 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	10 (+0)	16 (+3)	13 (+1)	8 (-1)	14 (+2)

Saving Throws Str +6

Skills Athletics +6, Intimidation +4

Damage Resistances poison

Senses darkvision 60 ft.,

passive Perception 9

Languages Common, Dwarvish

Challenge 3 (700 XP)

Brave. The Dwarf Berserker has advantage on saving throws against being frightened.

Dwarven Resilience. The dwarf has advantage on saving throws against poison, spells, and illusions, as well as to resist being charmed or paralyzed.

Berserk. Whenever the Dwarf Berserker starts its turn with 20 hit points or fewer, roll a d6. On a 6, the Dwarf Berserker uses its Berserker's Fury. On each of its turns while berserk, the Dwarf Berserker attacks the nearest creature it can see. If no creature is near enough to move to and attack, the Dwarf Berserker attacks an object, with preference for an object smaller than itself. Once the Dwarf Berserker goes berserk, it continues to do so until it is destroyed or regains all its hit points.

Actions

Multiattack. The Dwarf Berserker makes three attacks.

Greataxe. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (1d12 + 4) slashing damage.

Bonus actions

Berserker's Fury. The Dwarf Berserker uses their internalized anger to become temporarily resistant to piercing, bludgeoning and slashing damage.

Moreover, during this rage, the Dwarf Berserker can gain advantage on all melee weapon attack rolls it makes during that turn, but attack rolls against it have advantage until the start of its next turn.

