Berserker

Small Humanoid, Neutral

AC 13 (natural armor)

Initiative +1

HP 67 (9d8 + 27)

Speed 30 ft., swim 15 ft., climb 15 ft., crawl 15 ft.

INIT

	STR	DEX	CON	INT	WIS	CHA
Score	16 (+3)	12 (+1)	17 (+3)	9 (-1)	11 (+0)	9 (-1)
Save	+3	+1	+3	-1	+0	-1

Senses passive Perception 10

Languages Common

CR 2 (450 XP)

Traits

Bloodied Frenzy. While Bloodied, the berserker has Advantage on attack rolls and saving throws.

Actions

Greataxe. Melee Attack Roll: +5, reach 5 ft. 9 (1d12 + 3) Slashing damage.