

# BERSERKER OF ONSLAUGHT

LARGE FIEND, LAWFUL EVIL

**Armour Class** 17 (Scarred Flesh)

**Hit Points** 199 (28d10+84)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	14 (+2)	20 (+5)	12 (+1)	12 (+1)	12 (+1)

**Saving Throws** STR +10, DEX +6

**Skills** Athletics +6, Intimidation +1, Survival +1

**Damage Resistances** spells, slashing

**Damage Immunities** fire

**Damage Vulnerabilities** cold

**Condition Immunities** charmed, poisoned, frightened, diseased

**Senses** truesight 120 ft., Passive Perception 11

**Languages** Abyssal, Common

**Challenge** 10 (5,900 XP)

**Proficiency Bonus** +4

**Magic Resistance.** A Berserker of Onslaught has advantage on saving throws against spells and other magical effects.

**Fires of Gehenna.** All attacks made by a Berserker of Onslaught are flaming, and inflict an additional 5 (2d4) damage per successful strike.

**Charge.** If the Berserker of Onslaught moves at least 10 feet straight toward a target and then hits it with a gore attack on the same turn, the target takes an extra 9 (2d8) piercing damage. If the target is a creature, it must succeed on a DC 18 Strength saving throw or be pushed up to 10 feet away and knocked prone.

**Reckless.** At the start of its turn, the Berserker of Onslaught can gain advantage on all melee weapon attack rolls during that turn, but attack rolls against it have advantage until the start of its next turn.

**Retinue.** A Berserker of Onslaught is always accompanied by a group of 4 (2d3) Children of Onslaught to fight by their side.

## ACTIONS

**Multiattack.** A Berserker of Onslaught makes two Axes of Makul attacks, and one Gore attack.

**Axes of Makul.** Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 16 (3d6+6) slashing damage, or 15 (2d8+6) fire damage. Critical Hit plus 5 (2d4) fire damage.

**Gore.** Melee Weapon Attack: +10 to hit, reach 5 ft., one target. Hit: 15 (2d8+6) piercing damage.



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All demons of Onslaught follow the path of blood and fire. These demons are filled with an incredible rage, and it is only through discipline and control that they can grow in power and progress in rank. The Children of Onslaught flay themselves, removing their own skins as an exercise in extreme willpower. This painful ritual allows them to control and channel the inferno within. Such power deadens the pain, and eventually they can harness the inferno to regenerate their skin and potentially ascend to a greater form. There is only one exception to this path: The Berserkers.

It is not uncommon for the Children of Onslaught to be driven mad by the pain and rage, and in most cases such unfortunates are usually killed by their fellow demons. Very rarely, a crazed follower of Onslaught will survive – the fire and rage growing unchecked. Their lack of control causes their bodies to swell and grow much larger than their brethren. Incapable of focusing enough to regrow their skin and driven completely mad, they rampage across the battlefield killing anything that they can. Berserkers are viewed with a mixture of awe and disgust by the other demons of Onslaught. A perversion of the path. However, when pointed in the right direction, they are undeniably effective.

