

DRAIGS

CREATURE 8

CE**LARGE****HUMANOID****GIANT**

Perception +19; low-light vision

Languages pidgin of Goblin, Jotun, and Orcish

Str +6, **Dex** -1, **Con** +4, **Int** -2, **Wis** +2, **Cha** +0

Independent Brains Each of an ettin's heads rolls its own initiative and has its own turn. Neither head can Delay. At the start of a head's turn, that head gets 2 actions and 1 reaction. Each brain controls one of the ettin's arms, but both can move the legs. Any ability that would sever an ettin's head (such as the vorpal weapon property) doesn't cause the ettin to die if it still has its other head, but does cause it to lose the turns, actions, and reactions of the severed head.

Mental effects that target a single creature affect only one of the ettin's heads.


Items +1 spiked chain, lesser healing potion (2), moderate healing potion, leather armor

AC 24; **Fort** +19, **Ref** +14, **Will** +15

HP 165

Attack of Opportunity 

Speed 35 feet

Melee  +1 spiked chain +19 (disarm, finesse, trip, reach 10 ft), **Damage** 2d8+10 slashing

Melee  fist +19 (agile, reach 10 ft), **Damage** 1d6+10 bludgeoning

Power Attack  as the fighter feat