

Triple-Headed Ettin Barbarian (3.5e)

Base Statistics

- Size/Type: Large Giant
- Hit Dice: 10d8+30 plus 1d12+3 (85 hp)
- Initiative: -2
- Speed: 30 ft. (6 squares) [reduced from 40 ft due to breastplate]
- Armor Class: 22 (-1 size, -2 Dex, +8 natural, +5 breastplate, +2 shield bonus), touch 7, flat-footed 22
- Base Attack/Grapple: +7/+19

Attacks:

- Full Attack: +1 battleaxe +15/+10 melee (2d6+9/x3) and +1 warhammer +15 melee (2d6+5/x3)
- Space/Reach: 10 ft./10 ft.

Special Qualities:

- Darkvision 60 ft.
- Low-light vision
- Superior two-weapon fighting
- Triple-headed (unique variant)
- Fast movement (currently negated by medium armor)

Saves:

- Fort +12 (+9 base, +3 Con)
- Ref +1 (+3 base, -2 Dex)
- Will +5 (+3 base, +1 Wis, +1 third head)

Abilities (including racial adjustments):

- Str 27 (+8) [base 19 +8 racial]
- Dex 6 (-2) [base 8 -2 racial]
- Con 19 (+4) [base 15 +4 racial]
- Int 2 (-4) [base 6 -4 racial]
- Wis 12 (+1) [base 10 +2 racial]
- Cha 7 (-2) [base 11 -4 racial]

Skills:

- Listen +10 (+1 Wis, +5 ranks, +2 per extra head)
- Spot +10 (+1 Wis, +5 ranks, +2 per extra head)
- Survival +3 (+1 Wis, +2 ranks)

Feats:

1. Power Attack
2. Cleave
3. Weapon Focus (battleaxe)
4. Multiweapon Fighting (replaces Superior Two-Weapon Fighting due to third arm)

Challenge Rating: 11 (10 for base ettin + 1 for class level and equipment)

Equipment:

- +1 Breastplate (1,350 gp)
- +1 Battleaxe (2,310 gp)
- +1 Warhammer (2,312 gp)

Special Abilities

Rage (Ex): 1/day for 6 rounds

- +4 Str (31 total, +10 modifier)
- +4 Con (23 total, +6 modifier)
- +2 Will saves
- -2 AC While raging:
- HP increase to 97
- Melee attacks: +17/+12 (battleaxe) and +17 (warhammer)
- Damage: $2d6+11/2d6+7$

Triple-Headed (Ex):

- +4 racial bonus on Listen and Spot checks
- Cannot be flanked
- Three separate Initiative checks (choose highest)
- Three separate Listen and Spot checks
- All heads must speak Giant

Languages:

- Common
- Giant

Combat Tactics

The ettin typically begins combat by raging and using Power Attack, especially against lower-AC targets. The three heads allow it to maintain superior battlefield awareness while attacking. It can make three separate Spot checks as free actions to detect hidden enemies.

Level Adjustment: +7