Ettin

Large Giant, Chaotic Evil

Armor Class 12 (natural)

Hit Points 85 (10d10 + 30)

Speed 40 ft.

INIT

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	17 (+3)	6 (-2)	10 (+0)	8 (-1)

Skills Perception +4

Senses darkvision 60 ft., passive perception 14

Languages Giant, Orc

Challenge 4 (1,100 XP)

Traits

Two Heads. The ettin has advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful. When one of the ettin's heads is asleep, its other head is awake.

Actions

Multiattack. The ettin makes two attacks: one with its battleaxe and one with its morningstar.

Battleaxe. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.

Morningstar. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) piercing damage.