

ETTIN TWINTONGUE

Large • Giant • Chaotic Evil

Armor Class 15

Initiative +2 (12)

Hit Points 161 (17d10 + 68)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	8 (-1)	18 (+4)	9 (-1)	12 (+1)	18 (+4)

Saving Throws Con +7, Int +2, Wis +4

Skills Perception +4, Investigation +2

Condition Immunities blinded, charmed, deafened, frightened, stunned, unconscious

Senses passive Perception 14

Languages Common, Giant

CR 8 (XP 3,900, PB +3)



Dual Mind. The ettin can concentrate on two spells simultaneously. When it does so, it must roll saving throws to maintain concentration for each spell separately.

Twin Reaction. The ettin can take two reactions per round.

ACTIONS

Multiattack. The ettin makes two Acid Strike attacks. It can replace each of these attacks with a use of Spellcasting.

Acid Burst. *Melee or Ranged Spell Attack:* +7, reach 5 ft or range 120 ft. *Hit:* 26 (4d12) acid damage.

Spellcasting. The ettin casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 15, +7 to hit):

At will: *minor illusion, thaumaturgy*

2/day: *blur, confusion, fear, hold person, ray of enfeeblement, slow*

ETTIN TWINTONGUE — WEAKER

Armor Class 14

Initiative +2 (12)

Hit Points 110 (13d10 + 39)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
17 (+3)	8 (-1)	16 (+3)	9 (-1)	12 (+1)	16 (+3)

Saving Throws Con +6, Int +2, Wis +4

Skills Perception +4, Investigation +2

Condition Immunities blinded, charmed, deafened, frightened, stunned, unconscious

Senses passive Perception 14

Languages Common, Giant

CR 5 (XP 1,800, PB +3)



Dual Mind. The ettin can concentrate on two spells simultaneously. When it does so, it must roll saving throws to maintain concentration for each spell separately.

Twin Reaction. The ettin can take two reactions per round.

ACTIONS

Multiattack. The ettin makes two Acid Strike attacks. It can replace each of these attacks with a use of Spellcasting.

Acid Burst. *Melee or Ranged Spell Attack:* +6, reach 5 ft or range 120 ft. *Hit:* 19 (3d12) acid damage.

Spellcasting. The ettin casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 14, +6 to hit):

At will: *minor illusion, thaumaturgy*

2/day: *blur, confusion, fear, hold person, ray of enfeeblement, slow*

ETTIN TWINTONGUE — STRONGER

Armor Class 16

Hit Points 210 (20d10 + 100)

Speed 40 ft.

Initiative +3 (13)

STR	DEX	CON	INT	WIS	CHA
21 (+5)	8 (-1)	20 (+5)	9 (-1)	12 (+1)	20 (+5)

Saving Throws Con +9, Int +3, Wis +5

Skills Perception +5, Investigation +3

Condition Immunities blinded, charmed, deafened, frightened, stunned, unconscious

Senses passive Perception 15

Languages Common, Giant

CR 11 (XP 7,200, PB +4)

Dual Mind. The ettin can concentrate on two spells simultaneously. When it does so, it must roll saving throws to maintain concentration for each spell separately.

Twin Reaction. The ettin can take two reactions per round.

ACTIONS

Multiattack. The ettin makes two Acid Strike attacks. It can replace each of these attacks with a use of Spellcasting.

Acid Burst. *Melee or Ranged Spell Attack:* +9, reach 5 ft or range 120 ft. *Hit:* 36 (8d8) acid damage.

Spellcasting. The ettin casts one of the following spells, using Charisma as the spellcasting ability (spell save DC 17, +9 to hit):

At will: *minor illusion, thaumaturgy*

2/day: *blur, confusion, fear, hold monster, ray of enfeeblement, slow*

BONUS ACTIONS

Sticksmoke. *Dexterity Saving Throw:* DC 14, one creature the ettin can see within 30 feet of it. *Failure:* The target exudes heavily obscuring smoke in a 5-foot emanation originating from the target until the start of the ettin's next turn.

REACTIONS

First Protective Magic (Recharge 6). The ettin casts *counterspell* or *shield* in response to the spell's trigger, using the same spellcasting ability as Spellcasting. It can only benefit from one *shield* spell at a time.

Second Protective Magic (Recharge 6). The ettin casts *counterspell* or *shield* in response to the spell's trigger, using the same spellcasting ability as Spellcasting. It can only benefit from one *shield* spell at a time.



BONUS ACTIONS

Sticksmoke. *Dexterity Saving Throw:* DC 17, one creature the ettin can see within 60 feet of it. *Failure:* The target exudes heavily obscuring smoke in a 5-foot emanation originating from the target until the start of the ettin's next turn.

REACTIONS

First Protective Magic (Recharge 5-6). The ettin casts *counterspell* or *shield* in response to the spell's trigger, using the same spellcasting ability as Spellcasting. It can only benefit from one *shield* spell at a time.

Second Protective Magic (Recharge 5-6). The ettin casts *counterspell* or *shield* in response to the spell's trigger, using the same spellcasting ability as Spellcasting. It can only benefit from one *shield* spell at a time.