

THE ETTINLING PACKAGE

TWO-PLAYER RACE OPTION



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Are Two Heads Better Than One?



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THE ETTINLING: *HILARITY ENSUES!*

Owing their lineage to a band of perhaps over-curious orcs subjected to the wild magics suffusing a temple dedicated to the chaotic prince of demons, the ettin lives a life of constant companionship. A giant with two independent heads, the ettin wanders the wilderness, eschewing civilization and other races, typically avoiding even other ettin whenever possible: after all, who really needs friends when you are never alone?

Some ettin, however, inevitably still find their way near cities or are hunted and brought in from the wilds to be shackled into servitude. After a few generations, these captive ettin typically undergo significant changes in their physique and mind, losing some of their wild and savage qualities as a wolf gives way to an obedient hound. These new generations of ettin are often referred to as ettinlings, serving the folk who enslave or employ them as guards, laborers, and gladiators in locales ranging from sprawling cities to tiny hamlets.

A PARTNERSHIP OF NECESSITY

In a display of their chaotic magical heritage, ettinlings are born two heads atop a single hulking frame. Their contorted body is mirrored in their twisted twin mind, as each head houses an individual brain with its own personality, thoughts, and goals. While often in constant disagreement on trivial matters, the two heads realize that they must form a partnership at a basic level, with their forced unison being recognized as the Will and the Way.

BODY AND MINDS

One head prides itself with an imposing presence of being. The Will, as it is typically called, prefers to engage in social interactions for the ettinling, wanting its partner to remain quiet (which it rarely does). Menial tasks such as motor control are beneath its concern, preferring to be carted around by its partner. However, it does deign to maintain control of an arm and hand, allowing it some semblance of independence. The Will views its partner as dull-witted and foolish, and believes that its other half would never survive alone without the wits and cunning of the Will.

In stark contrast, the other head retains more of the primal strength of its giant heritage, demonstrated by its control of the majority of motor functions. The Way, as it may be referred to, controls both legs, the torso, and the other arm. The Way takes pride in dominating contests of physical strength and is quick to act against any imposing threat. The Way sees its partner as weak and feeble, a runt that would never survive alone without the Way being around to back up the Will's sharp tongue.

Their minds, while separate, are in sync from constant interaction and exposure. As such, ettinlings tend to make excellent guards, sentinels, and watchmen, as only one mind needs to be awake to scout the surroundings, waking the other as needed.

SHARED CHARACTERISTICS

Due to the ettinling's occupation of a single body but intention for two players, there are some traits that are shared and others that are separate. When playing an ettinling, the following details outline how two players (each playing one of the Ettinling's heads) can play one character. Each head (Will and Way) are detailed as subraces, and each ettinling must possess one of both. Each player will pick a unique class and level up as if they were separate characters, but must follow the guidelines below, which represent the fact that they share one body.

ATTRIBUTE SCORES

Each head of the ettinling has unique attribute scores.

HITPOINTS

The ettinling's total hit points are the sum of both its Will and Way heads, which are shared between both.

ARMOR CLASS

Each side of the ettinling calculates its Armor Class separately. If one partner is wearing armor that the other is not proficient with, the non-proficient partner is treated as though it is not wearing the armor.

COMBAT

The ettinling is considered two separate targets in combat (Will and Way). An attacker must specify which head it is targeting when making a melee, ranged, or spell attack against the ettinling.

DEATH SAVES

Whenever the ettinling starts its turn with 0 Hit Points, both the Will and the Way must make a death saving throw. Instead of needing three successes (stable) or three failures (death), an ettinling needs to collect five of a kind.

SPELLS AND SAVING THROWS

If a spell or spell-like effect targets the ettinling, both heads may be required to make a saving throw if one is required. As both heads think independently, all Intelligence, Wisdom, and Charisma saving throws are made individually.

In contrast, as the ettinling shares one body, all Strength, Dexterity, and Constitution saving throws are made by the Way only. However, on a failed saving throw, both heads suffer the spell's effect(s) as if each failed the save.

If the ettinling is subjected to a spell that would change its shape or alter its location, both heads must make a saving throw. If either succeeds on the save, the spell has no effect on the ettinling.

If the ettinling is a willing target of a spell or spell-like effect cast upon it, both heads may gain the benefit of the spell as though they were a single target. However, casting a spell on the ettinling in this manner halves the duration or the magnitude of the effect. Casting a spell targeting the ettinling twice (treating each head as an independent target) does not alter the spell.

Examples of suggested common spell interactions have been included on page 6 of this supplement.

ETTINLING NAMES

Both heads of the ettinling demand to be identified independently from the other. As such, both the Will and the Way have unique names. However, when people refer to the ettinling, they typically combine the names into a hyphenated bastardization of both: a compromise that both heads begrudgingly accept.

Way Names: Alugvag, Clutgar, Delvog, Honsag, Jitsag, Tegir, Wugkaos, Xaldius, Zoflor

Will Names: Alawver, Aozus, Carog, Domom, Glezar, Krixsag, Lubar, Mafder, Omgant, Rotos, Zlazar

Combined Names: Alug-Bar (Alugvag Lubar), Delv-Sag (Delvog Krixsag), Wug-Der (Wugkaos Mafder), Teg-Mom (Tegir Domon)

SUBRACE

An ettinling has two heads: a Will and a Way, with each head being played by a unique player as denoted below.

ETTINLING TRAITS

The ettinling character has a variety of natural abilities, which are shared by both the Will and the Way.

ABILITY SCORE INCREASE

Your Constitution score increases by 2.

AGE

Ettinlings reach maturity at age 10 and can live up to 70 years old.

ALIGNMENT

Due to the bifurcated mind and miasma of chaotic magic that spawned their ancestors, both heads tend towards chaotic alignments.

SIZE

Ettinlings are up to 8 feet tall and weigh around 350 pounds. Your size is Medium.

DARKVISION

Accustomed to life in overgrown forests and damp caves, you have superior vision in dark and dim conditions. You can see in dim light within 60 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

DOUBLE-SPEAK

If either head is required to make a Deception, Intimidation, or Persuasion check, both players must roll a d20 and add their Charisma modifier. If the head calling for the skill check scores better, they make the check normally. If the head not required to make the check scores higher, the head making the check does so with disadvantage. Ties go to the head initiating the check.

TWO-HEADED

If neither you or your partner are incapacitated, you have advantage on Wisdom (Perception) checks.

WAKEFUL

When one of the ettinling's heads is asleep, its other head can be awake.

LANGUAGES

You can speak, read, and write Common and Giant.



WAY

The Way is power, speed, and vitality. Typically the more primal, brutish, and vicious of the two heads, it is responsible for the majority of both fine and coarse motor control, and has a strong desire to engage in physical feats of strength - much to the irritation of the Will. The Way is as quick to anger as it is to action, storming into battle with feral determination.

Suggested Classes: Barbarian, Fighter, Rogue

ABILITY SCORE INCREASE

Your Strength score increases by 2.

ABILITY SCORE DECREASES

Your Intelligence score decreases by 2 and your Wisdom score decreases by 1.

MY SIBLING'S KEEPER

When a creature you can see attacks your partner, you can use your reaction to force the target to attack you instead.

POWERFUL BUILD

You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

SPEED

Your base walking speed is 40 feet.

WILL

The Will is wit, perspicacity, and loquaciousness. Typically the more well-spoken, thoughtful, and arrogant of the two heads, it prefers to speak for the pair as a whole in social interactions, much to the chagrin of the Way. Though lacking the bald-faced viciousness of the Way, the Will exhibits a far greater propensity for cruelty - the subtleties of which are often lost on the Way.

Suggested Classes: Bard, Sorcerer, Warlock

ABILITY SCORE INCREASE

Your Charisma score increases by 2.

ABILITY SCORE DECREASES

Your Strength score decreases by 2 and your Dexterity score decreases by 1.

COMMANDING PRESENCE

You gain advantage on Charisma saving throws.

A GUIDING HAND

When a creature you can see targets the your partner with a spell that requires a Wisdom saving throw, you can grant it advantage using your reaction. Once you use this feature, you can not do so again until you complete a short or long rest.

SPEED

Your base walking speed is 0 feet.



SPECIAL CONSIDERATIONS

SPELL INTERACTIONS

The **Spell Interactions** table is intended to give Dungeon Masters a quick reference guide to offer insight on how spells that require special rules when interacting with an ettinling. Typically spells that wouldn't make sense if they only affected half of the ettinling have been modified, though suggestions for altering spells that feasibly could only target one half have been provided as well for clarity.

For example, a spell like *bless* that targets multiple creatures with a single cast would consider each head a separate target, so no changes are needed; both heads are either targeted, or not. However, a spell like *misty step* would need to be modified because, logically, both heads must move as the spell dictates. *How horrifying would it be if only half of the ettinling teleported away?*

These are not hard and fast rules. A Dungeon Master is encouraged to think about how spells affect an ettinling in advance, and to let their players know the expected outcome. A Dungeon Master may wish to have a spell like *haste* only affect the targeted head, and while that does not make a lot of sense to us... we are creating a two-player race option here, so what actual sense needs to be made?

Note: This table only mentions spells for which the ettinling is a willing creature. If an enemy casts a spell on an ettinling, they are both affected by the spell as if it were cast on both heads simultaneously (*Spells and Saving Throws*, page 3). This is to balance the potential for positive spells affecting multiple targets (such as *haste*) without the expenditure of additional resources.

TABLE: SPELL INTERACTIONS

Level	Spell Name	Proposed Change
1st	Armor of Agathys	Duration: 30 minutes
1st	Heroism	Duration: Concentration, up to 30 seconds
1st	Jump	Duration: 30 seconds (5 rounds)
1st	Sanctuary	Duration: 30 seconds (5 rounds)
2nd	Alter Self	Duration: Concentration, up to 30 minutes
2nd	Misty Step	Modification: Travel half the distance
3rd	Blink	Modification: On a roll of 13 or higher
3rd	Fly	Duration: Concentration, up to 5 minutes
3rd	Haste	Duration: Concentration, up to 30 seconds (5 rounds)
3rd	Nondetection	Duration: 4 hours
3rd	Protection From Energy	Duration: Concentration, up to 30 minutes
4th	Polymorph	Duration: Concentration, up to 30 minutes; See <i>wild shape</i> rules
4th	Resilient Sphere	Duration: Concentration, up to 30 seconds (5 rounds)
5th	Raise Dead	Components: V S M (A diamond worth at least 1,000 gp, which the spell consumes)
5th	Reincarnate	Components: V S M (Rare oils and unguents worth at least 2,000 gp, which the spell consumes); the spell forms two new adult bodies with each head reincarnated into a separate body
7th	Resurrection	Components: V S M (A diamond worth at least 2,000 gp, which the spell consumes)
7th	Simulacrum	Modification: The illusion gains the abilities of the casting class, plus the Way's fine motor skills, if they did not possess them already. They do not gain any of their partners other abilities or traits.

WILD SHAPE

If one head has the *wild shape* feature, their transformation has the following rules:

- Your partner chooses whether they merge into your new form, or mount it.
 - Merge.** If they choose to merge into your new form, the resulting form is a two-headed version of the chosen beast. This new form has twice the hitpoints of the chosen beast, but grants no special actions to the merged partner. In this merged form, you have control of your movement regardless of your speed in your original form. All rules of the *wild shape* feature otherwise apply as written.
 - Mount.** If they choose to mount your new form, your beast shape is treated as a mount by your partner. You choose whether you are controlled by your partner, or act independently, as per the rules for mounted combat. If you are controlled, you may use any actions, bonus actions, or reactions granted by the new form during your partner's turn. If you act independently, you are granted the difference between your partner's base speed and that of the new form or half of the speed of the new form, whichever is greater. Your partner's speed is reduced appropriately so that the combined speed between you is equal to the speed of the chosen beast.

These rules are suggestions to allow Dungeon Masters to simplify *wild shape* in this scenario. Dungeon Masters may wish to be more (or less) restrictive to make ettinling *wild shape* suitable in their games.

VARIANT RULES

FEATS

Below are a list of feats that are meant to supplement the optional rules found in the D&D 5e Player's Handbook (Chapter 6: Customization Options, page 165).

BATTLE MAGE

Prerequisite: The ability to cast at least one spell

Your magical prowess has evolved through constant exposure to martial combat. You gain the following benefits.

- Being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged spell attack rolls.
- You learn a single cantrip that requires an attack roll from a class of your choice: bard, cleric, sorcerer, warlock, or wizard. You use your existing spellcasting modifier for spell attack rolls made with this cantrip.

BATTLEFIELD INFLUENCE

Prerequisite: Charisma 13

Your experience influencing others on the battlefield has heightened your tactical instincts. You gain the following benefits.

- Increase your Charisma score by 1, to a maximum of 20.
- You gain a bonus to initiative equal to your Charisma modifier.
- You can use the Help action as a bonus action.

BLOODLUST

Prerequisite: Ettinling

The sight of a wounded foe fuels your primal tendencies. You gain the following benefits:

- Increase your Strength score by 1, to a maximum of 20.
- When you deal critical damage with a melee weapon attack, roll a d4 and add the number as additional weapon damage on the attack.

CLOSE-UP MAGIC

Prerequisite: Ettinling and the ability to cast at least one spell

Your experience casting against adjacent enemies has given you insight into making the proximity of battle work in your favour. You gain the following benefits:

- Increase your Charisma score by 1, to a maximum of 20.
- Creatures within your reach have disadvantage on saving throws against your spells.
- When a creature within your reach fails its saving throw against a spell you cast, you may roll the damage twice for that creature, taking the higher result. Once you use this ability, you can't use it again until you finish a short or long rest.

MONKEY GRIP

Prerequisite: Strength 17

You are able to wield a weapon with the two-handed property in a single hand. You may only use one two-handed weapon in this manner.

SCRAPPER

Prerequisite: Ettinling

You are accustomed to the rigors of fighting more than most. You gain the following benefits:

- Increase your Constitution score by 1, to a maximum of 20.
- You gain advantage on death saving throws.
- Once per long rest, you can use an action to spend one of your remaining Hit Dice.

SPELL CASTING

If you don't care for the spellcasting rules presented on page 6 of this supplement, here are variant rules for dealing with the ettinling as a willing creature:

If the ettinling is a willing target of a spell or spell-like effect cast upon it, both heads can gain the benefit of the spell. However, casting a spell on the ettinling in this manner requires two spell slots of the appropriate level instead of one. If the spell requires concentration, the use of the second spell slot does not count as casting another spell that requires concentration for the purposes of determining whether concentration has been broken. If concentration is broken, both heads lose the benefit of the spell. The caster must have two spell slots of the required level (or higher) to cast the spell on an ettinling.



DUNGEON MASTER'S INSPIRATION

The following section has been included specifically for Dungeon Masters wishing to incorporate ettinling NPCs into a campaign. The following sections include advice for roleplaying an ettinling, an iconic encounter (including a printable battle map), and some ettinling NPCs with art and balanced statblocks that can be dropped into a game with little preparation.

ROLEPLAYING AN ETTINLING

When roleplaying an ettinling, the biggest detail to remember is that they are actually *two* NPCs. Their goals may or may not align, but it is important that both heads have fleshed out motivations. One head is typically the one who wants to engage an adventuring party in a war of wit (Will), the other a battle of brawn (Way). Remember that the Will is typically the more cunning of the two heads and will play off its less-intuitive sibling's actions to the betterment of the ettinling as a whole.

For example, if an ettinling standing guard before a tower housing a wizard that a party of adventures has been hired to deal with, the Way may be blunt and follow the master wizard's instructions to the letter. However, the cunning Will may counter its sibling's curtness by offering information on the wizard's tower on the condition that the adventures break the magical bonds binding it to the wizard's service.

ETTINLING MANNERISMS

As important as developing each head's motivations, it is equally as important to describe the mannerisms of each head as they engage with a party of adventurers. Included below is a table to serve as inspiration in roleplaying the quirks of a twin-minded creature.

TABLE: ETTINLING QUIRKS
d10 Ettinling Action

1	The ettinling begins a slow clap, made awkward as the two heads have trouble synchronizing their hands
2	The Will and the Way high-five each other, but to everyone else it just appears that they clapped once
3	The two heads exchange nervous glances
4	The Way interrupts a conversation, using its hand to push the Will's face away
5	The Will uses its hand to push the Way in the face when the Way seems ready to interrupt
6	The Way starts walking away while the Will is mid-conversation
7	The Way fails to realize a conversation is over and remains awkwardly in place
8	The Way covets a shiny item the Will is holding
9	The Way holds an item out of the reach of the Will
10	The two heads attempt to speak at the same time, then stop so as not to interrupt each other

ETTINLING DIALOGUE

It is crucial to remember that the ettinling's two heads are trapped together, and typically talk to each other as if no one else is around. This can be played to great comic effect, but remember that each should have a unique voice so your players can easily tell the two heads apart. Simplest is a double act where the Will plays the straight man, and the Way plays the comic. Examples of such have been included in the table below.

TABLE: ETTINLING DUO PHRASES

d10	Will Phrase	Way Retort
1	I've just had a thought.	What's that?
2	I have an idea!	Does it hurt?
3	It's something we'll need to eschew.	Bless you.
4	There's spellwork here.	I sure hope it does!
5	We may throw caution to the wind.	I think the cushion is too heavy to fly.
6	This plan calls for silence.	Yay! I love violence!
7	I'll admit you have pluck.	I don't see any feathers on 'em!
8	We'll need to hit them hard and fast.	Won't our arms get tired after a few minutes?
9	I've never seen that before.	There's just the one of 'em!
10	We need to make sure this doesn't drag on.	Dragon?! Where?!



AN ETTINLING'S BRIDGE

A sample ettinling encounter has been included in this supplement, focusing on the iconic ettin guarding a bridge and adapted for an ettinling. This encounter was created to be dropped into an ongoing adventure or campaign to serve as a diversion for the party as they head towards their ultimate goal.

The ettinling could be guarding a bridge for any number of reasons, including:

- The ettinling is guarding its master's lair.
- The ettinling is lonely and looking for companionship.
- The two heads actually hate each other and seek out adventurers to make them decide which head is superior.

These are merely sample reasons; a Dungeon Master should feel free to come up with their own nefarious scenario when using an ettinling to hinder passage over a choke point.

WHAT'S SO ICONIC ABOUT A BRIDGE?

Well, nothing exactly... Except for the humor stemming from a situation where one creature with two minds (each with unique motivations) gives the adventuring party an ultimatum before allowing them to cross. This could be in the form of them demanding coin. Maybe they want a riddle to be answered? Or, in the encounter included in this supplement, something far more nefarious!

PREAMBLE

Regardless of your selected scenario, make sure your ettinling's heads are unique, both in mannerisms and dialect. Having a 'smart' head and a 'dumb' head is easiest. Make sure to create an NPC sheet for your ettinling, preparing for the likely outcome that your players will engage the ettinling in combat. You can create an NPC ettinling from scratch following rules found in the D&D 5e Dungeon Master's Guide (*Chapter 9: Dungeon Master's Workshop*, page 273), or use one of the three created in this supplement (*Ettinling NPCs*, page 13).

For our sample encounter below, we will be using *Ty-Than* but either *Okia-Thoul* or *Delv-Zar* might be more suitable, depending on party level and / or adventure circumstances.

ENCOUNTER BACKGROUND

PATRON FROM THE ABYSS

Recommended Party: 4-6 players of 3rd or 4th level

A fiendish creature dwells deep within a cave, and has tricked an ettinling into doing its bidding. The fiendish creature has intentionally been left unnamed, as this encounter was included as a prelude to dealing solely with an ettinling. The Dungeon Master should choose a fiend that fits well within their setting, and continue their adventure after the conclusion of this sample ettinling encounter.

The quest hook for the adventures to come here could be something as simple as rumors of an ancient evil that dwells within. Choose something that fits into your adventure or grand campaign.

A battlemat (DM & Player version) has been included (page 12) that can be used for this encounter. If you intend to use the map provided in this supplement, please feel free to populate any of the rooms leading up to area 6 with traps or other obstacles that will fit your adventure.

The intention of including this sample encounter and battlemat in *The Ettinling Package* was to provide some inspiration for Dungeon Masters looking to incorporate an ettinling in their story. On the provided map, the two statues along the staircase connecting areas 6 and 8A should represent the fiendish creature you've decided to use. The entirety of this encounter will focus on these two areas.

SETTING UP THE ENCOUNTER

The adventurers have found the entrance to an underground cave. A meandering distance beyond the entrance, there is a natural divide in the rock bed, with each side separated by a bridge (area 8A) stretching across a swift underground stream that would be difficult to wade through. Swimming across the stream would require a successful DC 16 Strength (Athletics) check, made with disadvantage if wearing heavy armor. A DC 14 Intelligence (Investigation) or DC 10 Wisdom (Survival) check would help the adventurers identify large muddy footprints around the stairs, which lead across the bridge. A DC 16 Intelligence (Religion) check would correctly identify the likeness of the two statues on either side of the stairs (connecting area 6 and 8A), possibly giving details that allow the party to recognize what fiend they represent. The point on the stairs that are flanked by the two statues exude a magical aura that cannot be crossed. It is a permanent *wall of force* spell, sustained by fiendish magic and channeled through the two statues.

The players can see the stonework bridge (8A) from the top of the stairs (6). An ettinling known as *Ty-Than* will head towards the bridge from deeper within the cave (area 9) as he is watchful for adventurers entering area 6. As the ettinling approaches, *Nuuthan* will raise his hand in the air, motioning a "halt" signal as *Tyilur* walks towards the adventuring party and stops in the middle of the bridge. This will start the encounter (see *Running the Encounter*, page 10).

Ty-Than is a chaotic neutrally-aligned ettinling. *Nuuthan* (Will) has recently made a pact with a fiendish creature that resides deeper within the cave. While not malicious in nature, *Ty-Than* now do the fiend's bidding as they were promised untold powers for doing so.

The statues on either side of the stairs connecting areas 6 and 8A exude a magical *wall of force* (modified 5th level evocation spell).



RUNNING THE ENCOUNTER: AN ETTINLING'S BRIDGE

When the players approach from the top of the staircase and look towards the bridge, read or paraphrase the following:

At the bottom of the staircase, you see torches illuminating a stonework bridge spanning a crevasse in the cavern's floor. Under the bridge, you hear the sound of swiftly flowing water. As you examine the fiendish statues roughly half way down the staircase before you, a two-headed creature emerges from the darkness beyond the bridge. Wearing a rusted chain shirt that covers most of its husky body, it lumbers forward towards the middle of the bridge where it stops abruptly. The bridge seems sturdy as this creature stands on it. The bridge is roughly 10 feet wide and 35 feet long.

The creature holds out one of its hands, motioning for the party to stop where they stand, and begins to speak.

Nuuthan (Will): "Halt adventurers, we made this bridge and you mus..."

Tyilur interrupts Nuuthan.

Tyilur (Way): "Well, I made. You watch..."

Nuuthan shoots Tyilur a glare.

Nuuthan: "You must pay to cross this bridge."

Tyilur: "Monies? The wicked not want coin!"

Nuuthan shoots another glare at Tyilur.

Nuuthan: "Quiet imbecile! I do the talking, you're just here to work the legs!"

Nuuthan turns his attention back to the adventurers.

Nuuthan: "Our master demands a sacrifice from all who seek to enter. You will prove your worth!"

Hearing the word sacrifice will likely put the adventures on their guard. A successful DC 14 Wisdom (Insight) check will confirm to the players that the ettinling wants more than coin. If they decide to examine the statues further, a successful DC 14 Intelligence (Arcana) check will let them learn that a magical barrier exists between the two statues, covering the stairs. A DC 22 Intelligence (Arcana) check reveals the barrier's magical nature is a modified *wall of force* spell, though they cannot discern why it's different.

Tyilur: "Wicked is strong, you'd do well to listen!"

Nuuthan shoots Tyilur another glare.

Nuuthan: "What my dim-witted brother is trying to say is that my patron is all powerful. Offer a sacrifice and you may enter."

At this point, the players must make a decision on how they wish to proceed. A few typical paths they might choose are as follows:

1. DO AS NUUTHAN WISHES

If the party feels the best path forward is to do as Nuuthan asks, he casts a small incantation on the *wall of force*, changing it with a slight reddish hue, which alters it to allow willing creatures to pass through. Nuuthan then lets them know that their payment will be collected as each walks through the barrier, and beckons them forth.

If a character walks through the force wall, they become inflicted with a hex (no save). Roll 2d8 and subtract the result from the character's current and maximum hit points until they complete a long rest at least 500 feet away from the statues. Resting within 500 feet of them still gives them all of benefits of a long rest as normal, but does not remove the hex. The *remove curse* spell will remove the hex, but Nuuthan will recognize the spell and take it as trickery, considering it a hostile act.

FINAL ENCOUNTER OPTION

Empower your BBEG. The number of the maximum hit points lost by the party can be given to Nuuthan's patron as temporary hit points, empowering it during whatever final battle you have planned.

2. ATTACK THE STATUES

The statues each have 100 Hit Points, 16 AC, and are imbued with a permanent *flame shield (warm)* spell. While always present, the spell's wispy flames do not visually materialize until a statue is hit. Breaking either of the statues dispels the *wall of force*. If the players attack a statue, Nuuthan will advise the party that they should stop immediately. A DC 16 Wisdom (Insight) check will reveal that Tyilur (who remains silent) is concerned about what might happen if the statues are destroyed. If one or both statues are destroyed, Ty-Than will engage the party, knowing that the wraith of their master is not far behind.

FIENDISH STATUES' *Wall of Force*

The modified *wall of force* is a permanent spell being "concentrated" on by both of the statues simultaneously. If either statue is hit, roll a concentration check with advantage for the statues (the statues' Constitution modifier is 0).

3. DESTROY THE WALL OF FORCE

Using a *disintegrate* spell on the *wall of force* will destroy it (although they are unlikely to have access to that at this level). If they do have access to the *disintegrate* and use it for this purpose, Ty-Than would consider this a hostile act and engage the party.

4. INTERACT WITH EITHER HEAD

If the players choose to question each ettinling individually, their motivations have been included below. Random motivations tables for Nuuthan and Tylur have also been included, but a Dungeon Master may wish to simply choose the motivation(s) that suit the adventure best.

Nuuthan (Will). It is likely that the party will want to talk with Nuuthan to learn more about about this "master" before deciding what to do. A DC 10 Charisma (Persuasion) or DC 16 Charisma (Intimidation) check will get Nuuthan to open up about his patron, giving whatever background about his patron that a DM decides. Depending on the roll, he may be hesitant to give the party too much information, as he believes the best way to serve his master is to get adventurers to step through the *wall of force* after he chants his incantation, as instructed. If the players really press Nuuthan, and succeed on a DC 16 Wisdom (Insight) check during their conversation, it will reveal that Nuuthan feels uneasy about his newly-found patron and that maybe he has made a mistake in forming this pact.

NUUTHAN'S MOTIVATIONS

d8 Motivation

- 1 Nuuthan is scared of his patron, but keeps his fear a secret from Tylur
- 2 Nuuthan is scared of his patron, and has told Tylur
- 3 Nuuthan happily entered into his patron's servitude
- 4 Nuuthan was tricked into serving his patron
- 5 Nuuthan feels that Tylur talks way too much
- 6 Nuuthan's patron has "promised" to separate him and his brother into separate bodies
- 7 Nuuthan secretly wants the adventurers help to get them out of this situation
- 8 Nuuthan doesn't actually care for his patron's orders, but wants to see what happens when adventurers walk through the wall of force

Tylur (Way). If the party tries to obtain more information from Tylur specifically, it will become clear that he generally does what Nuuthan directs. During a brief conversation, a DC 14 Charisma (Persuasion) check can help the player glean that Tylur feels uneasy about the pact that Nuuthan has formed with this patron, as he feels it is an evil force.

TYLUR'S MOTIVATIONS

d8 Motivation

- 1 Tylur wants to be friends with the adventurers
- 2 Tylur want the wicked to leave the cave
- 3 Tylur resents that he did all of the work building the bridge
- 4 Tylur wants to see what happens when adventurers walk through the wall of force
- 5 Tylur secretly wishes the wicked chose him instead
- 6 Tylur wishes things were the way before the wicked
- 7 Tylur secretly wants to eat the adventurers
- 8 Tylur feels he is the smart one, and should be making the decisions!

5A. PIT ONE HEAD AGAINST THE OTHER

If the players would like to incite an argument between the heads to serve as a distraction with the hope that they could devise another course of action, this is certainly possible. Consider the Will and the Way's motivations above, which the players can discern from talking with them. The best way for the players to do this would be for them to talk to each head as if they are separate creatures.

Have the players roll deception, intimidation and/or persuasion checks against the Will and the Way separately, using these DCs for each:

TY-THAN'S MENTAL SKILL DC

Skill	Tylur DC	Nuuthan DC
Deception	8	18
Intimidation	20	16
Persuasion	10	14

5B. PLEAD WITH THE HEADS

They players may wish to befriend the ettinling in an attempt to have them remove the *wall of force*. If convinced, the ettinling has the power to lower the force wall and once done, the players will have a choice to either dispatch of the ettinling before proceeding, or maybe ask for its assistance.

If the players wish to ally with the ettinling, it can become an accompanying NPC, using Ty-Than's statblock to govern its combat statistics. A Dungeon Master should have clear goals for the ettinling when joining a party of adventurers. Feel free to use the table below to decide how they act while accompanying the party.

TY-THAN'S ULTIMATE MOTIVATIONS

d6 Motivation

- 1 Ty-Than wants to be free from its patron's control, and will help the adventurers if they promise he will be freed
- 2 Ty-Than wants to be free from its patron's control, but will flee during a hostile encounter with the fiend
- 3 Ty-Than only made a pact with the fiend because it was lonely
- 4 Ty-Than actually intends to betray its patron, but is waiting for an opportune time
- 5 Ty-Than is indifferent to serving its patron and would betray it if a better offer came along
- 6 Ty-Than actually wants to serve his patron, and will betray the adventurers during the final encounter

While the table above represents the overall motivations of Ty-Than, it is important to remember that each head acts based on its own thoughts. They might share a common objective but disagree on how to reach it. Alternatively, they might have completely different goals, as presented in *5A: Pit One Head Against the Other*. The DM should choose the ettinling's motivations by rolling on the table, or tailor them to the encounter based on how the players have engaged with it up to this point. Typically, the way to make the most of an ettinling (or ettin) encounter is to remember that two minds (and personalities) are trapped in one body, and to roleplay the creature as something in turmoil trying to juggle both.

BATTLE MAP (DM VERSION)



Note: An unnumbered player's version of this map can be found as an additional download on the product's listing page.

ETTINLING NPCs

Not all ettinling need be slobbering rage-fueled beings, *though some might be!* The following NPCs have been created to give Dungeon Masters a unique perspective on how to include a dual-personality creature in their games without the need for extensive preparation. The ettinling NPCs in this section include:

- Backgrounds, which detail each head's perspective
- Statblocks, which help to show the uniqueness of two minds occupying a single creature

TY-THAN, TENACIOUSLY DELUSIONED

Ty-Than is recommended for a 3rd or 4th level party.

Living away from civilization, Tyilur and Nuuthan (Ty-Than) have more in common with their ettin brethren than the ettinling that associate with humankind. As such, they are more instinctual in their dealings with others. Tyilur (the Will) is a barbarian and Nuuthan (the Way) is a warlock.

Tyilur (Way). Still clinging to his primal tendencies, Tyilur is a path of the berserker barbarian. He much prefers to wade into close-quarters combat at the earliest opportunity, brining Nuuthan along for the ride.

Nuuthan (Will). Bound into servitude by a fiendish creature, Nuuthan is a pact of the tome warlock with the Fiend patron. Foolishly operating under the assumption that his patron is fair-natured and giving, he follows instructions to the letter if they are given by someone in his patron's service.

Ty-Than represents an NPC ettinling where both heads take an action on its turn.



TY-THAN

Medium humanoid (ettinling), chaotic neutral

Armor Class 14 (chain shirt)
Hit Points 142 (19d8 + 57)
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	16 (+3)	9 (-1)	11 (+0)	17 (+3)

Saving Throws Str +7, Con +6, Wis +3, Cha +6

Skills Arcana +2, Athletics +7, Deception +6, Persuasion +6

Damage Resistances bludgeoning, piercing, and slashing from nonmagical attacks (while raging)

Senses passive Perception 16

Languages Common, Infernal, Giant, Orc
Challenge 5 (1,800 XP)

Asperity. Both of the ettinling's heads act on their turn, given they don't trust the other to act in their best interests.

Nuuthan's Spellcasting. Nuuthan is a 5th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 13, +5 to hit with spell attacks). It regains its expended spell slots when it finishes a short or long rest. It knows the following warlock spells:

Cantrips (at will): *chill touch*, *eldritch blast*, *minor illusion*

1st-3rd level (2 3rd-level slots): *burning hands*, *command*, *counterspell*, *fireball*, *misty step*, *scorching ray*

Monkey Grip. Ty-Than is able to wield a two-handed weapon with one hand.

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

Tyilur's Rage (3/Day). As a bonus action, Tyilur can rage. While raging, he gains advantage on Strength checks and saving throws, a +2 bonus to damage rolls (included in the attack), and resistance to bludgeoning, piercing, and slashing damage.

Wakeful. When either Tyilur or Nuuthan is asleep, the other is awake.

Actions

Multiattack. Ty-Than makes four attacks: two with eldritch blast and two with its greatclub.

Nuuthan's Eldritch Blast. Ranged Spell Attack: +6 to hit, range 120 ft., one target. *Hit:* 9 (1d10 + 3) force damage.

Tyilur's Greatclub. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, plus 2 bludgeoning damage while raging.

OKIA-THOUL, INDECISIVELY VIRULENT

Okia-Thoul is recommended for a 5th or 6th level party.

Okiasie and Raithoul (Okia-Thoul) stand as an eagle-eyed sentry, able to spot would-be intruders fast approaching their stronghold. Okiasie (the Way) and Raithoul (the Will) are both rangers, although they follow different conclaves and do not always agree on how to deal with their enemies.

Okiasie (Way). Belonging to the hunter conclave, Okiasie is a gifted marksman, extremely deadly with the longbow. However, given she requires the assistance of Raithoul to shoot, operation requires a coordinated effort between both heads, one that is not always achieved when a threat is seen. Bickering between them is common, as use of the bow means Raithoul must forgo her spellcasting preference.

Raithoul (Will). Following the ideals of the primeval guardian conclave, Raithoul prefers to utilize impressive druidic magic fueled through the bond she has formed with nature. While she recognizes the skill of Okiasie, she feels that her magics are better suited to deal with threats.

Okia-Thoul represents an NPC etting where the DM rolls a die to determine which head will act on a given turn, symbolizing their inherent bickering.

DELV-ZAR, VIGILANTLY FEROCIOUS

Delv-Zar is recommended for a 9th or 10th level party.

From a young age, Delvog and Glezar (Delv-Zar) have realized that they are stronger when working together than operating as individuals: a foreign concept to many of their kind. Delvog (the Way) is a fighter and Glezar (the Will) is a paladin.

Delvog (Way). A fighter with extensive training in martial techniques, Delvog is a battle master. While not focused on protecting the weak like his brother Glezar, Delvog appreciates the combat that typically accompanies his siblings's desire to help those who are unable to defend themselves.

Glezar (Will). Having been raised in civilization and trained (Delvog would say indoctrinated) in the tenets of civilization, Glezar swears an oath to the crown. He feels it is his duty to serve as a guardian of the city walls, and brings Delvog along for the ride.

Delv-Zar represents an NPC etting where the two heads use their unique abilities to work together and complement each other, as if they were a single creature.



OKIA-THOUL

Medium humanoid (ettinling), true neutral

Armor Class 16 (studded leather)

Hit Points 150 (20d8 + 60)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	19 (+4)	16 (+3)	9 (-1)	16 (+3)	17 (+3)

Saving Throws Str +6, Dex +7

Skills Acrobatics +7, Animal Handling +6, Nature +2, Perception +6, Survival +6

Senses passive Perception 16

Languages Common, Druidic, Giant, Orc

Challenge 7 (2,900 XP)

Indecision. At the start of each turn, the ettinling's heads will begin arguing. Roll a d20. On a score of 1, Okia-Thoul does nothing on its turn. On a score between 2 and 10, Okiasie's actions will be used for the round. On a score of 11 or higher, Raithoul's actions will be used for the round.

Raithoul's Piercing Thorns. Raithoul deals an additional 1d6 piercing damage to one creature she hits with a weapon attack (included in the attack).

Raithoul's Spellcasting. Raithoul is an 8th-level spellcaster. Her spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). She has the following ranger spells prepared:

1st level (4 slots): *cure wounds*, *entangle*, *hunter's mark*, *zephyr strike*

2nd level (3 slots): *enhance ability*, *find traps*, *spike growth*

Okiasie's Colossus Slayer. When Okiasie hits a creature with a weapon attack, the creature takes an extra 1d8 damage if it's below its hit point maximum.

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

Vanish. Okia-Thoul can use the Hide action as a bonus action on its turn. Also, Okia-Thoul can't be tracked by nonmagical means, unless it chooses to leave a trail.

Wakeful. When either Okiasie or Raithoul is asleep, the other is awake.

Actions

Multiattack. Okia-Thoul makes three attacks with the same weapon: either with her shortsword or her longbow +1.

Okiasie's Longbow +1. *Ranged Weapon Attack:* +8 to hit, ranged 150/600 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage, plus 4 (1d8) piercing damage if the target is below its hit point maximum.

Okiasie's Volley. Raithoul can use her action to make a ranged attack against any number of creatures within 10 feet of a point she can see within her weapon's range.

Raithoul's Shortsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 6 (1d6 + 3) piercing damage, plus 3 (1d6) piercing damage.

Reactions

Multiattack Defense. When a creature hits the ettinling with an attack, the ettinling gains a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

DELV-ZAR

Medium humanoid (ettinling), lawful neutral

Armor Class 18 (half plate, shield)

Hit Points 263 (31d8 + 124)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	20 (+5)	8 (-1)	12 (+1)	17 (+3)

Saving Throws Str +9, Con +10, Wis +6, Cha +8

Skills Athletics +9, Medicine +6, Persuasion +8, Religion +4

Senses passive Perception 11

Languages Common, Giant, Orc

Challenge 13 (10,000 XP)

Coordination. Even though their minds are separate and they don't always agree, the ettinling's heads have figured out how to work in unison while in combat. At the start of each turn, Delv-Zar rolls a d20. On a score of 14 or higher, Delv-Zar may take two actions instead of one on this turn.

Great Weapon Fighting. When Delv-Zar rolls a 1 or 2 on a damage die for an attack it makes, it can reroll the die but must use the new roll.

Monkey Grip. Delv-Zar is able to wield a two-handed weapon with one hand.

Smiting Strike. When Delv-Zar hits a creature with a melee weapon attack, it can expend one spell slot to deal radiant damage to the target, in addition to the weapon's damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, to a maximum of 5d8

Spellcasting. Delv-Zar is a 17th-level spellcaster. Its spellcasting ability is Charisma (spell save DC 14, +5 to hit with spell attacks). Delv-Zar has the following paladin spells prepared:

1st level (4 slots): *bless*, *command*, *compelled duel*, *cure wounds*, *shield of faith*

2nd level (3 slots): *aid*, *lesser restoration*, *magic weapon*, *warding bond*, *zone of truth*

3rd level (3 slots): *aura of vitality*, *create food and water*, *dispel magic*, *spirit guardians*, *revivify*

4th level (3 slot): *banishment*, *guardian of faith*

5th level (1 slot): *circle of power*, *geas*, *raise dead*

Turn the Tide (Recharges on a Short or Long Rest). As a bonus action, Delv-Zar can bolster injured creatures with its Channel Divinity. Each creature of its choice that can hear it within 30 feet of Delv-Zar regains hit points equal to 6 (1d6 + 3) if it has no more than half of its hit points.

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

Unyielding Saint. Delv-Zar has advantage on saving throws to avoid becoming paralyzed or stunned.

Wakeful. When either Delvog or Glezar is asleep, the other is awake.

War Caster. Delv-Zar has advantage on Constitution saves to maintain concentration on a spell. Additionally, Delv-Zar can perform the somatic components of spells even when it has weapons or a shield in one or both hands.

Warfare Maneuvers (1/Turn). When Delv-Zar makes a melee weapon attack against a creature on its turn, it can add one of the following effects to its attack:

- **Disarming Attack.** The target must succeed on a DC 18 Strength saving throw or drop an object it is holding of Delv-Zar's choice. The object lands at the target's feet.
- **Sweeping Attack.** Delv-Zar chooses another creature within 5 feet of its original target and within reach. If the original attack roll would hit the second creature, it takes damage equal to the damage dealt to the initial target.
- **Trip Attack.** If the target is Large or smaller, it must succeed on a DC 18 Strength saving throw or fall prone.

Actions

Multiattack. The Delv-Zar makes three greatsword attacks.

Greatsword. Melee Weapon Attack: +9 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 4) slashing damage.

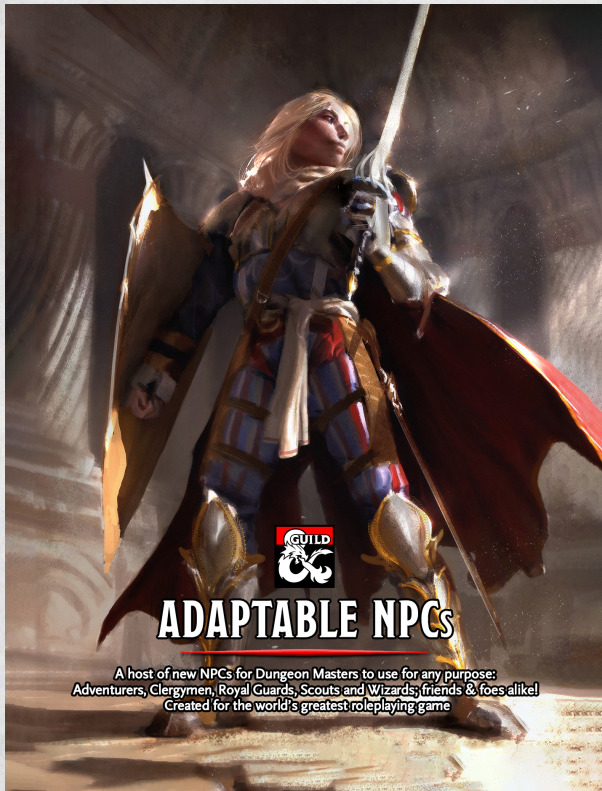
Lay on Hands. Delv-Zar's blessed touch can heal wounds. Delv-Zar has a pool of healing power that replenishes when it takes a long rest. With that pool, Delv-Zar can restore a total number of hit points equal to 85. As an action, Delv-Zar can touch a creature and draw power from the pool to restore a number of hit points to that creature, up to the maximum amount remaining in its pool.

Reactions

Divine Allegiance. When a creature within 5 feet of Delv-Zar takes damage, Delv-Zar can use its reaction to magically substitute its own health for that of the target creature, causing that creature not to take the damage. Instead, Delv-Zar takes the damage. This damage to Delv-Zar can't be reduced or prevented in any way.

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