

BICLOPS

Large Giant

Hit Dice: 8d8+16 (52 hp)

Initiative: -1 (Dex)

Speed: 30 ft

AC: 17 (-1 size, -1 Dex, +6 natural, +3 hide)

Attacks: 2 greatclubs +10 melee; or 2 rocks +4 ranged

Damage: Greatclub 1d10+5; or rock 1d8+5

Face/Reach: 5 ft by 5 ft/10 ft

Special Attacks: Improved two-weapon fighting, rock-throwing

Special Qualities: Darkvision 90 ft

Saves: Fort +8, Ref +1, Will +1

Abilities: Str 21, Dex 9, Con 15, Int 7, Wis 8, Cha 8

Skills: Listen +4, Spot +4

Feats: Cleave, Power Attack

Climate/Terrain: Any temperate land and underground

Organization: Solitary or mob (2-4)

Challenge Rating: 5

Treasure: Half standard

Alignment: Always chaotic evil

Advancement: By character class

The biclops is a dusky-skinned, two-headed giant. Each head has only a single yellow eye. Perhaps a cross between a cyclopskin and an ettin, the biclops prefers to live an isolated life in mountain caves. They hunt at night for sources of food including fruits, honey, wild animals, and the occasional human, goblin, orc, or dwarf.

The right head of a biclops is slightly larger than the left, and the right is always dominant. As biclops has no concept of bathing and can barely make its own clothing, ornaments, and weapons. Biclopes have no true language, instead using a mixture of animal noises and a few words borrowed from other races when appropriate. Biclopes almost never work in concert with other beings, savagely attacking all who come within sighting range.

COMBAT

Biclopes behave much like ettins, holding a weapon in each hand with one head controlling each attack.

Improved Two-Weapon Fighting (Ex): A biclops fights with a maul, tree-limb club, or stone axe in each hand. Because each of its two heads controls an arm, a biclops does not suffer an attack or damage penalty for attacking with two weapons.

Rock-Throwing (Ex): Biclopes can throw boulders of up to Small size with a range increment of 30 feet. Because they can achieve binocular vision of a sort if both rocks are hurled at the same target, no penalty to the attack roll is suffered; but if separate targets are chosen or if only one head is "operational," there is a -2 penalty to the attack roll.

BICLOPS CHARACTERS

The favored class of a biclops is barbarian.

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