TROLL, Two-Headed

Large Giant
Hit Dice: 10d8+20 (65 hp)
Initiative: +0
Speed: 30 ft
AC: 16 (–1 size, +7 natural)
Attacks: 2 claws +12 melee, 2 bites +5 melee
Damage: Claw 1d6+6, bite 1d6+3
Face/Reach: 5 ft by 5 ft/10 ft
Special Attacks: Superior Two-Weapon Fighting, rend 2d6+9
Special Qualities: Fast Healing 1, scent, darkvision 90 ft
Saves: Fort +9, Ref +3, Will +5
Abilities: Str 22, Dex 11, Con 15, Int 9, Wis 10, Cha 6
Skills: Listen +7, Search +5, Spot +7
Feats: Cleave, Iron Will, Power Attack

Climate/Terrain: Any land and underground
Organization: Solitary, gang (2-4), or warband (2-4 plus 2-4 trolls)
Challenge Rating: 6
Treasure: Standard
Alignment: Always chaotic evil
Advancement: By character class

This monster is believed to be the offspring of an ettin and troll, though this is only speculation among sages.

A two-headed troll stands about 10 feet tall. Their skin is mottled greenish-brown and they usually wear moth-eaten rags or animal skins. Two-headed trolls speak Giant.

COMBAT

Two-headed trolls attack with two claws and two bites. Both bite attacks are against one opponent, but the claws may be directed against different foes.

Superior Two-Weapon Fighting (Ex): Because each of its two heads controls an arm, a two–headed troll does not suffer an attack or damage penalty for attacking with two weapons if it chooses to wield weapons in combat.

Rend (Ex): If a two–headed troll hits with both of its claw attacks, it latches onto the opponent’s body and tears the flesh. This attack automatically deals an additional 2d6+9 points of damage.

Fast Healing (Ex): A two-headed troll heals 1 point of damage each round so long as it has at least 1 hit point.

Skills: A two-headed troll’s two heads give it a +2 racial bonus to Listen, Spot, and Search checks.