

Amazing Ancestries

The Taddol



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AMAZING ANCESTRIES: THE TADDOL

(2ND EDITION REMARKABLE RACES)

A New Player Character Race for use with the 2nd Edition Pathfinder® Roleplaying Game

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In the annals of ancient elven history, a small footnote refers to a tiny volcanic island in the icy northern sea. This island was originally noted as a place of extreme danger, for its coast is an inward facing waterfall featuring jagged rocks and a countless fathom plummet to certain death. Many speculated it was created by a rift between this world and the ethereal plane. This theory is supported by the land's active but stable volcano, and the fact that the entire perimeter has terrible influences on powers dealing with teleportation. The isle's unusual nature and remote location made it a perfect place for the elves to imprison some of the more notorious criminals convicted by the high elven court.

Specifically, two groups became important on this island, even after the elf elders deemed it overpopulated and ceased dumping more prisoners onto it. The first group was a family of particularly despicable ettin. This family flourished by feasting on many of the other prisoners. The second clan was made up of elves themselves; a band of elven pirates, murderers, and con artists. The island was locked in conflict for over a century.

When the smoke settled, only the two groups remained. The elf clan emerged victorious, and had enslaved the ettins. The elves and the first generation of elven children to be born on the isle directed many generations of ettins to build several great works designed to help with an escape from the island. Unfortunately, violent earthquakes, the relative stupidity of the slaves, and the isle's unique properties foiled every plan. What was worse, ettins, who mature very quickly, began to outnumber the slow-aging elves.

That is about where recorded history leaves off. The archives of the elf elders tell us how they got there, and well-preserved written logs left by the elf prisoners and their children tell us the rest. However, when and how the taddols came about can only be speculated at. Taddol lore states that the elves became envious of the ettin for its two heads. According to the legend, the elves magically crafted their own second heads and slaughtered the ettin, as they were no longer needed. This is, of course, a preposterous notion. Many sages believe that there was an ettin uprising, and that the elves were enslaved in a most vicious manner. The taddols were the resulting offspring. Others believe that the taddol hybrids were intentional; the elves' way of making smarter slaves. In any case, two millennia after the island had faded into obscurity, it was rediscovered by a troop of elven eagle riders. The Isle of Benfalas was populated entirely by taddols.



TADDOL

Taddols have the unique experience of being the only civilized ancestry that has two heads. They were also relatively undisturbed by other sentient creatures for thousands of years. This, combined with a keen mind, has produced an unusual culture that seems very alien to the outside observer.

Taddol characters often choose multiclass archetypes to best reflect the individual interests of each head. No two taddol heads think exactly alike or focus on precisely the same things. One head may focus on an entirely different skill than the other head. With their non-possessive philosophy, however, this is rarely an issue. Watching a taddol train is a dizzying experience, as they take turns in rapid succession doing entirely different things. It happens so fast sometimes that it appears that they are literally doing two things at once.

If you want to play a character that can do a lot in one round, has some unique options only available to those that share a body with another character, or to be both strong and smart, then the taddol is right for you.

YOU MIGHT...

- Be a lot more prone to talking with yourself.
- Have pity for those with only one head.
- Have an easier time sharing with other people.

OTHERS PROBABLY...

- See you as a spectacle or freak.
- May respond with fear or prejudice.
- Will respect your unique abilities, especially in combat.

PHYSICAL DESCRIPTION

It is undisputed that taddols are the unlikely hybrid of elf and ettin. Their abilities, appearance, and even culture seem to be a strange mix of the two. They stand from 7 to 8 feet tall and have lean and muscular frames. Their skin ranges in color from cream to tan. Their hair distribution is very similar to humans,

though they do not grow facial hair and males customarily keep their heads clean shaven.

The most distinguishing feature of the taddols is their two, often identical heads. Their faces are average looking by human standards; not nearly as ugly as their ettin ancestors, but rarely as sublime as most elvish kin. As the originating races both have pointed ears, so do the taddols. Eye color is of reddish hue and can range from violet to orange.

Taddols typically dress in primitive, but well-made attire and are fond of symbols, glyphs, and runes. They also enjoy tattoos of this same theme, especially on their faces. Despite their origins, their demeanor is somewhat quiet and civilized.

SOCIETY

The first cultural difference that one might notice is that taddols are not overly possessive. The concept of "mine and yours" is a bit blurry for a being who shares a body. While they do claim ownership, it is a rather loose association, and it is usually with the attitude of "it's mine because no one else wants it." For this reason, they may cross the line on what other races feel comfortable with on matters of personal space and private property.

One item of note is that it may be very difficult to ascertain when to use singular or plural adjectives when referring to a taddol. Each individual creature is actually two distinct beings. Taddols each refer to their body as if they were two, not one. "Those people over there" might refer to one taddol body.

However, "That person standing there on the left" would refer to the left head of the taddol. Using "taddols" as a plural form refers to multiple bodies. They tend to get upset when someone does not respect the fact that the taddol is actually two distinct people. Individuals prefer to be referred to as a twin, rather than just a head.



Taddols are also fairly superstitious, and most elaborately so. Many feel this to be strange since the taddol are also highly intellectual. However, one must also remember their ancestors' propensity for the arcane and that the taddols had little or no guidance in either arcane or spiritual matters. Most of what they came up with was interpreted from ancient manuscripts and manufactured on their own. It would be impossible to list all of the Taddol superstitions, as the list is long, often contradictory, and varies from taddol to taddol.

Upon speaking with a taddol, one can easily see how the superstitions became so intricate. Taddols love conversation and talk frequently, about virtually any topic. They are master philosophers, but often fall victim to the folly of being able to rationalize nearly anything. Having two heads has also made them quite sympathetic and diplomatic, and they are quick to act as mediators to quarrelling parties.

While taddols will occasionally have villains among them, they are generally a peaceful race. Despite having descended from monsters and murderers, they are not evil, nor do they have habits that most would consider evil. While they do eat a lot of meat, they wouldn't even think of eating a sentient creature. They will occasionally fight amongst themselves over philosophical differences, and these disputes have a history of turning ugly very fast and lasting a long time.

ALIGNMENT & RELIGION

Taddol twins rarely have opposing alignments or religions, as such would render one useless with constant bickering and arguing. If a pair of twins has a different alignment, the core alignment for the character is the average of the two, favoring neutral. For example, if one head tends to be chaotic neutral, and the other neutral good, then the overall alignment of the character is true neutral. This average alignment applies to all affects that are based on the alignment of the character, with the exception of magic head gear which applies to each head's alignment individually.

While superstitious, taddols have no religion of their own. They are fond, however, of both human and elven pantheons, and will occasionally adopt religions based on those cultures if it is congruent with their cause and personality.

NAMES

Taddol enjoy names constructed of less than three syllables. Each twin head has it's own unique name. Twins often have names that rhyme or share the same first letter. When referring to one complete taddol, both names are used.

SAMPLE NAMES

Adan & Ardan, Berro & Berrin, Carick & Darick, Eldin & Ertin, Emmi & Enni, Fralas & Frelas, Keyla & Freyas, Gondal & Thal, Ian & Eltrin, Lucan & Lucus, Rolan & Theren.

TADDOL HERITAGES

Despite having a rather young and isolated ancenstry, taddols do share some unique features that are common to certain families and bloodlines. Choose one of the following taddol heritages at 1st level.

EDDOL TADDOL

The Eddol familiy seems to have maintained a more elvin-like bloodline; boasting more angled facial features and a shorter stature (only 6 to 7 feet tall on average). You gain the Unwavering Mien Elf racial feat for free. This is a bonus feat that does not count against your standard allotment from other sources.

Hit Points

12

Size

Medium

Speed

30 feet

Ability Boosts

Strength

Intelligence

Free

Ability Flaw

Charisma

Languages

pidgin of Goblin, Elven, Jotun, and Orcish

Additional languages equal to your Intelligence modifier (if it's positive). Choose from Common, Elvish, Goblin, Jotun, Orcish, and any other languages to which you have access.

Traits

Elf

Giant

Humanoid

Taddol

Low-Light Vision

You can see in dim light as though it were bright light.

Independent Minds

Each of your heads rolls their own initiative and has their own turn. At the start of one head's turn, that head gets 2 actions and 1 reaction. Each brain actively controls one of your arms, but both can move your legs and passively assist with two-handed actions. Any ability that would sever one of your heads (such as the vorpal weapon property) doesn't cause you to die if you still have your other head, but does cause you to lose the turns, actions, and reactions of the severed head. Mental effects that target a single creature affect only one of your heads.

NEEM TADDOL

The Neems are albino taddols that have become accustomed to dwelling in Benfala's labyrinth of underground caverns, where few other taddols dare tread. You have Light Blindness (When first exposed to bright light, you are blinded until the end of your next turn. After this exposure, light doesn't blind you again until after you spend 1 hour in darkness. However, as long as you are in an area of bright light, you are dazzled.) You also gain Darkvision and Immunity to sleep.

NORZ TADDOL

The Norz family still has a lot of giant in their blood, and are usually over 9 feet tall. You are Large instead of Medium size. Your reach increases by 5 feet, and you gain a +2 status bonus to melee damage. In addition, you gain an additional ancestral Ability Flaw in Dexterity.

SANJOL TADDOL

This is the most common taddol ancestry, and what most people think of when they encounter taddols. Being almost Large-sized, you can use a weapon built for a Large creature. When wielding such a weapon in combat you have the clumsy 1 condition because of the weapon's unwieldy size. You can't remove this clumsy condition or ignore its penalties by any means while wielding the weapon.

TAHANTA TADDOL

While other heritages have genetically identical heads, the Tahanta are asymmetrical, having different visages, muscle structures (over one half of the body) or even genders. After choosing a background that grants a Free ability boost, if you apply that boost to Strength, Intelligence, or Charisma you may choose to apply that boost to one of the other three in that same list, essentially having two separate Ability scores for each head. For example, if you decide to put the boost in Strength for one head, the other may take a boost to Charisma or Intelligence. Standard rules for multiple boosts still apply; if you already gained a boost to Charisma from your background, you cannot choose that ability score for either head for the Free ability boost. These scores modify your actions based on which head is performing them.

ANCESTRY FEATS

At 1st level, you gain one ancestry feat, and you gain an additional ancestry feat every 4 levels thereafter (at 5th, 9th, 13th, and 17th level). As a taddol, you select from among the following ancestry feats.

1ST LEVEL

ADVANCED AID

FEAT 1

TADDOL

Prerequisites two heads

You work especially well with your twin. You gain a +4 circumstance bonus on checks to Aid your twin.

FORTITUDE OF TWO

FEAT 1

TADDOL

You can tap into your unique physiology to avoid toxins and disease.

Prerequisites two heads

Frequency once per day

Trigger You are granted a Fortitude save against a poison or disease effect.

You may roll twice, and take the best roll.

REFLEX OF TWO

FEAT 1

TADDOL

You have double the chances of reacting to danger.

Prerequisites two heads

Frequency once per day

Trigger You are granted a Reflex save.

You may roll twice, and take the best roll.

SWAP INITIATIVE

FEAT 1

TADDOL

You can always decide which head goes first.

Prerequisites two heads

Frequency once per combat

Trigger You have just rolled initiative.

Immediately after rolling initiative, before combat actions have begun, the you may switch initiative rolls with your twin.

TANDEM WEAPON PROFICIENCY

FEAT 1

TADDOL

This works just like the Weapon Proficiency feat, though it only applies to one-handed weapons. Each of your heads can gain a weapon proficiency in a different weapon. You do not share that proficiency with your twin.

WILL OF TWO

FEAT 1

TADDOL

You can tap into the mental acuity of both heads at once when fending off a mental effect.

Prerequisites two heads

Frequency twice per day (once per head)

Trigger You are granted a Will save against a mental effect.

You may roll twice, and take the best roll.

5TH LEVEL

COMPLETE CASTING

FEAT 5

TADDOL

You can complete your twin's spell.

Prerequisites ability to cast spells, two heads

This requires both twins to go on the same initiative, so one twin may have to delay action until the end of their twin's turn. For spells that require 3 actions to cast, the first twin can spend both of her actions, and the next twin may spend her first action to successfully cast the spell. The spell is modified by the 2nd twin's statistics.

SKILL OF TWO

FEAT 5

TADDOL

Two heads are better than one when working together in unison.

Prerequisites Advanced Aid, two heads

Frequency twice per day (once per head)

Trigger You are about to make a skill check.

You may roll twice, and take the best roll.

FOUR EARS FOUR EYES

FEAT 5

TADDOL

With two sets of sensory organs, able to detect even the slightest phenomenon in your environment. As long as both of your heads you can hear, see, and smell normally, you can use the Seek action to sense undetected creatures in a 60-foot cone instead of a 30-foot cone. You also gain a +2 circumstance bonus to locate undetected creatures that you could sense within 30 feet with a Seek action.

9TH LEVEL

DISPARATE FOCUS

FEAT 9

TADDOL

Prerequisites Skill of Two, two heads

Each head can focus on different aspects of a skill and benefit from this training. Choose two skill feats from the same category of 2nd level or lower and gain both.

SYNCHRONIZED ACTION

FEAT 9

TADDOL

You have become adept at acting when your twin does.

Prerequisites Swap Initiative.

Frequency once per combat

Trigger You have just rolled initiative.

Each head rolls for initiative as normal, but you both go on the better initiative roll.

13TH LEVEL

ACT AS ONE

FEAT 13

TADDOL

Prerequisites Synchronized Action

Frequency one round per combat

For one round, you (combination of both heads) take your actions as one, single-

headed entity without the Independent Minds trait. However, for every dice roll, roll twice (once for each head) and take the better of the two rolls.

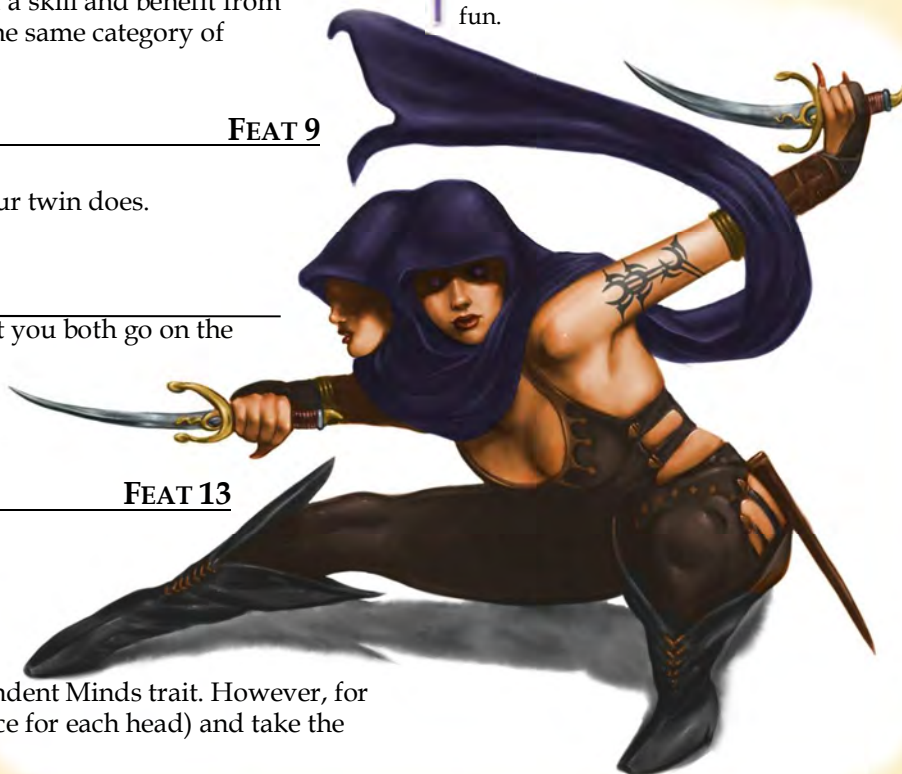
TADDOL ADVENTURERS

Taddols adventure most often for the sake of adventure. For eons, they had been confined to Benfalas Isle, and most long to see the rest of the world. Taddols have since purchased scores of giant eagles from the elven people and have scattered to the four winds. They often leave all of their possessions behind, as the eagles already strain under the weight of their unencumbered bodies.

Taddols do not often adventure for wealth or fame, as they cannot relate well to these concepts. They will, however, adventure for a concept, ideal, or philosophy. Some say that a taddol values their beliefs over anything else.

PLAYING A TADDOL

Unlike other ancestries, taddols present an unusual option: play two PCs in one body. This can be done in a variety of ways. First, for the player who absolutely wants to play two PCs at once, this is an option with the taddol. Or perhaps two players really enjoy working together; the taddol would work well for them as well. Yet another option is to have a player play one half of the taddol, and the Game Master treats the other as an NPC. In any case, the taddol can be twice the work but also twice the fun.



THE ISLE OF BENFALAS

The island that harbored the taddols is still a source of mystery and intrigue. While much of the indigenous population has left, a good number of taddols still remain. Many also return in search of a mate or to visit family. How it has kept this bright and crafty race from leaving it for thousands of years is what makes it most interesting.

First, and most obvious, is that the Isle of Benfalas is missing a coast. Around the entire perimeter of the island is a strange mile-wide, infinitely deep canyon. The ocean flows down into the canyon in a tremendous waterfall. Where the canyon ends is yet another mystery. Many believe that it drains somewhere into the ethereal plane, though no one yet has proved it.

A jagged and ominous rocky reef surrounds the outskirts of the canyon. The taddols refer to this reef as "The Teeth of Benfalas." The reef is so named because the current pulls things rapidly towards the island, battering them violently against the rocks. By the time anything reaches the edge it is likely already chewed to bits by the reef.

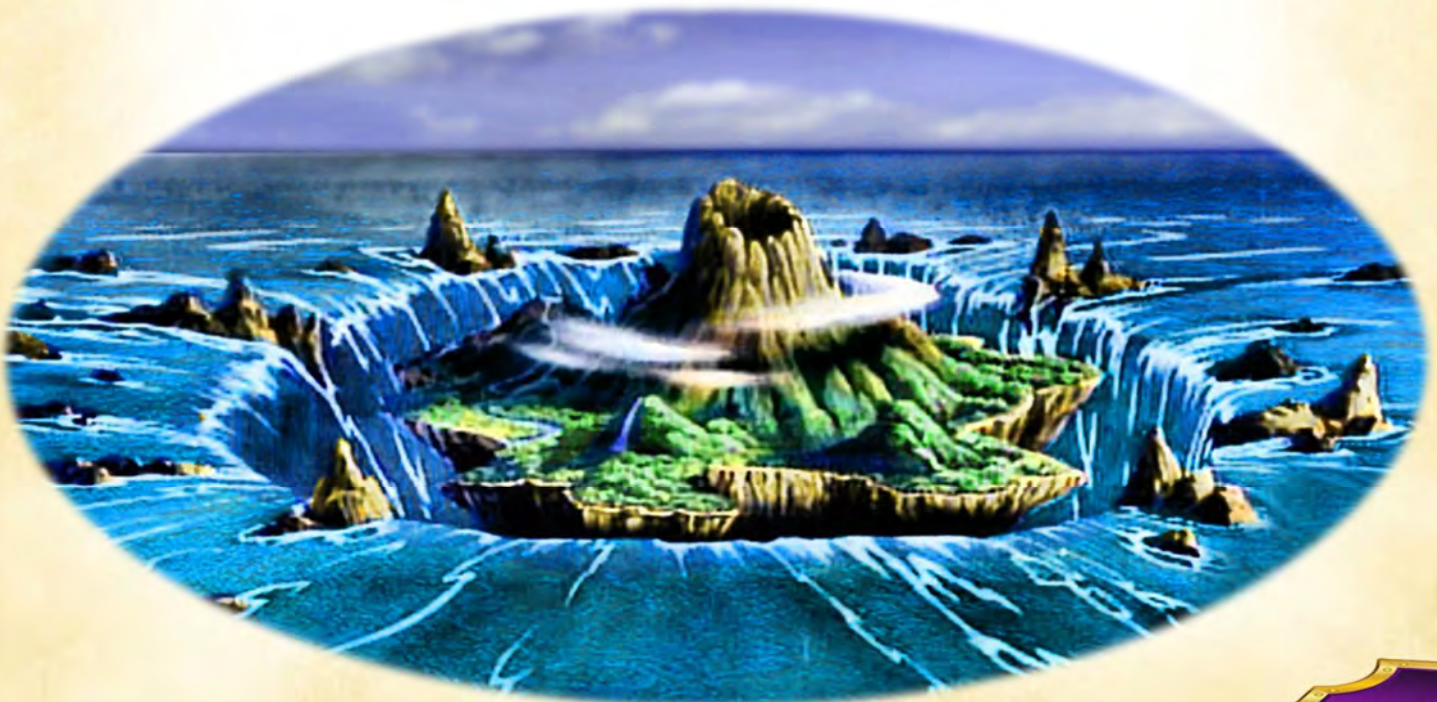
The island itself has an active volcano in its center. While the volcano does not have violent eruptions, small lava flows and mild earthquakes are not uncommon. It periodically belches smoke and ash. Hot springs and geysers dot the island. The isle also has another unique feature that taddol refer to as "river spouts." At the top of some of the larger hills, water constantly boils over and out—forming the source of four separate river systems on the island.

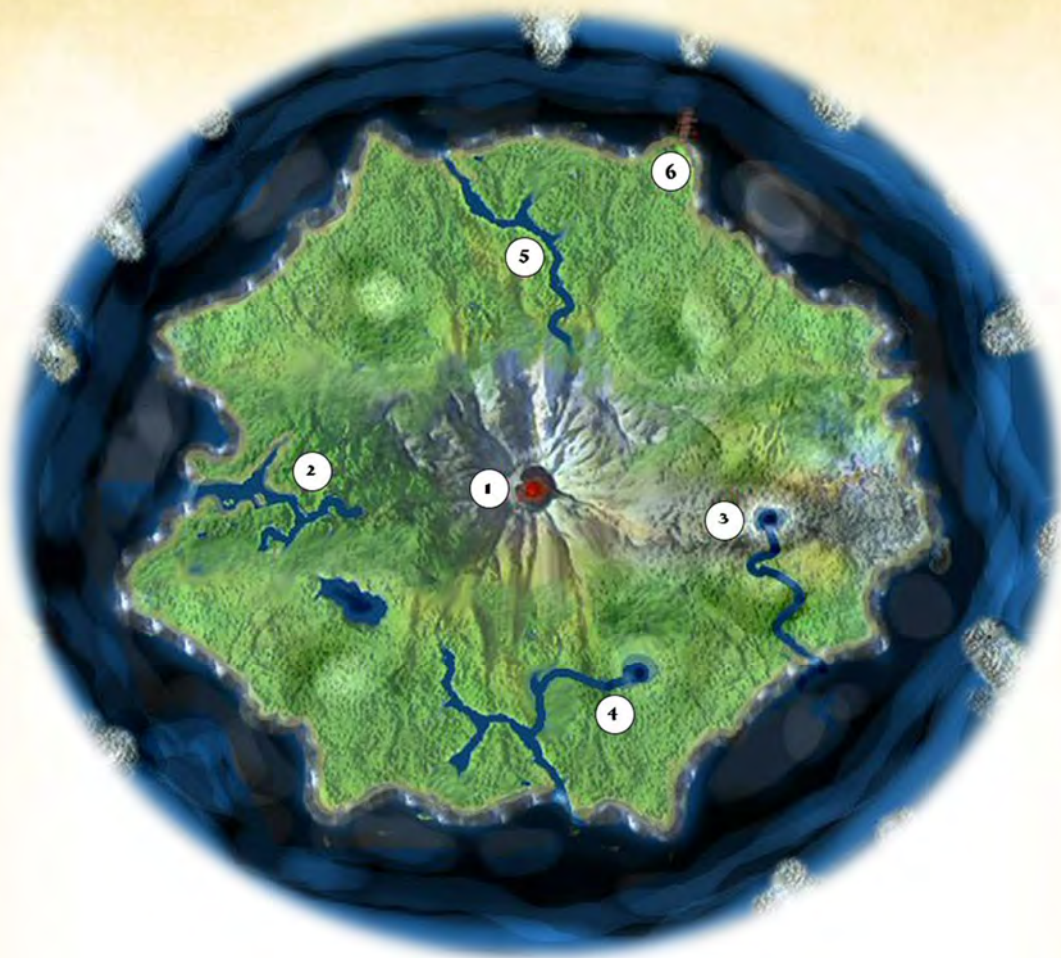
This constant heat and numerous sources of fresh water have made this island quite tropical. This is most unusual because it exists in arctic waters. This creates a constant weather front that shrouds the island in clouds and fog for most of the year.

One might think that the constant fog, combined with the smoke and ash from the volcano, would make visibility non-existent on the island, but then one must also take into consideration the strange winds on and around the island. Over the canyon, wind howls downward at a terrible speed. With it, much of the fog, ash, and other vapors are sucked away like a vacuum. On the island, wind seems to blow towards the volcano and upward. This later turned out to be the only exit from the island. Only a flying creature with fairly good maneuverability can fly to those heights and escape the narrow funnel of wind back into more normal surroundings.

The most mysterious feature, which many speculate was added by the ancient elves to make it an even more effective prison, is that the island and its entire boundary has terrible effects on all powers with the teleportation trait. Anyone who tries to use such a power is instead drawn in the direction of the volcano for the same amount of squares of the effect. A powerful teleportation effect would undoubtedly land one in the heart of the volcano.

The taddol and their ancestors have tried several ways to get off the island. Bridges crumble from earthquakes, hot air balloons are buffeted by the winds, and all manner of sea craft are smashed to bits by the reef and the current, even if it does survive the one mile launch over a windy bottomless canyon.





The taddols, with little other choice, call this isle home. Despite its inhospitality to travelers, it can be a rather nice place to live. The weather is warm and the water is plentiful. All manner of fruit and vegetables grow wild there. Indigenous wildlife is limited to rodents, fox, deer, and several variety of birds, one of which, a large flightless variety called a toog by the taddols, has been domesticated and is their main source of meat. It is about the size of a large ostrich, quite plump, and yields meat similar to turkey in flavor and texture.

One deterrent to many potential non-taddol settlers (who manage to make it onto the island) is the near constant noise of the falls, which is a dull roar at all times. The taddols claim they are used to it, and barely notice it at all. In fact, many taddol complain that it is too quiet in other lands. They often make this excuse when being accused of talking too much.

MAP KEY

1. **The volcano.** The crater is about a half-mile wide.
2. **The taddol city of Torech.** This is built upon the same encampment built by their elven ancestors.
3. **Boiling Hill.** This is the largest river spout on Benfalas. It is also a place that harbors a small keep where taddol mystics, monks, and philosophers congregate.
4. **Torrid Hill.** A great white wyrm was slain here by an army of taddol, two centuries earlier. It is the second largest river spout.
5. **The taddol city of Thavron.** This city split off from Torech because of a different philosophy. They believed in continuing to try to get off the island by improving upon existing methods, while those that stayed in Torech believed that they needed to come up with something new.
6. **The Bridge of Failure.** This massive structure teeters over the chasm several hundred feet, only to lay in crumbling ruin at its end. A massive ark-like ship rests at the foot of the bridge and has been remodeled into a tavern, market, and apartment complex.

The Taddol

TADDOL LIBERATOR

Clad in shining half-plate, the taddol liberator wields two glistening longswords. Dare you stand in their way?

TADDOL LIBERATOR

CREATURE 5

CG MEDIUM ELF GIANT HUMANOID TADDOL

Perception +11; low-light vision

Languages taddol pidgin, common

Skills Athletics +11, Diplomacy +10, Medicine +9, Religion +11, Society +7


Str +4, **Dex** +1, **Con** +3, **Int** +2, **Wis** +2, **Cha** +1

Independent Minds Each of an taddol's heads rolls its own initiative and has its own turn. At the start of a head's turn, that head gets 2 actions and 1 reaction. Each brain controls one of the taddol's arms, but both can move the legs. Any ability that would sever an taddol's head (such as the vorpal weapon property) doesn't cause the taddol to die if it still has its other head, but does cause it to lose the turns, actions, and reactions of the severed head. Mental effects that target a single creature affect only one of the taddol's heads.


Items crossbow (10 bolts), half plate, 2, longswords


AC 22; **Fort** +12, **Ref** +8, **Will** +11

HP 73

Liberating Step  **Trigger** An enemy damages, Grabs, or Grapples one of the liberator's allies, and both are within 15 feet of the liberator. **Effect** The liberator frees an ally from restraint. If the trigger was an ally taking damage, the ally gains resistance to all damage against the triggering damage equal to 2 + liberator's level. The ally can attempt to break free of effects grabbing, restraining, immobilizing, or paralyzing them. They either attempt a new save against one such effect that allows a save, or attempt to Escape from one effect as a free action. If they can move, the ally can Step as a free action, even if they didn't need to escape.

Speed 30 feet

Melee  longsword +15 (versatile P), **Damage** 1d8+7 slashing

Ranged  crossbow +12 (range increment 120 feet, reload 1), **Damage** 1d8+3 piercing

Champion Devotion Spells

DC 20; **3rd** (1 Focus Point)

lay on hands

TADDOL SPELL-SLINGER

Armed with only a few daggers and a smug expression on both of their faces, the taddol spell-slinger is no-doubt a powerful adversary.

TADDOL SPELL-SLINGER

CREATURE 3

LN MEDIUM ELF GIANT HUMANOID TADDOL

Perception +6; low-light vision

Languages taddol pidgin, common

Skills Ancient Lore +9, Acrobatics +7, Arcana +9, Deception +7, Intimidation +7, Occultism +9, Religion +6, Society +9, Stealth +7

Str +2, **Dex** +2, **Con** +0, **Int** +4, **Wis** +1, **Cha** +0


Independent Minds Each of an taddol's heads rolls its own initiative and has its own turn. At the start of a head's turn, that head gets 2 actions and 1 reaction. Each brain controls one of the taddol's arms, but both can move the legs. Any ability that would sever an taddol's head (such as the vorpal weapon property) doesn't cause the taddol to die if it still has its other head, but does cause it to lose the turns, actions, and reactions of the severed head. Mental effects that target a single creature affect only one of the taddol's heads.


Items 4 daggers, explorer's clothing, gold amulet, spellbook

AC 17; **Fort** +5, **Ref** +7, **Will** +8

HP 29

Speed 30 feet

Melee  dagger +7 (agile, finesse, versatile S), **Damage** 1d4 piercing

Ranged  dagger +7 (agile, thrown 10 feet, versatile S), **Damage** 1d4+1 piercing

Arcane Prepared Spells DC 21, attack +11; **2nd** *acid arrow, flaming sphere*; **1st** *burning hands, color spray, magic missile*; **Cantrips (2nd)** *acid splash, detect magic, mage hand, shield, tanglefoot*

Drain Bonded Item [free-action]

Frequency Once per day;

Requirements The spell-slinger hasn't acted yet on

this turn. **Effect** The spell-slinger expends the power stored in its amulet. This gives the spell-slinger the ability to cast one prepared spell it had already previously cast today (choosing a different spell level each time), without spending a spell slot. The spell-slinger must still Cast the Spell and meet the spell's other requirements.



TADDOLS IN YOUR GAME

Taddols in this text are presented as a fairly fresh ancestry to the world. While they do have ancient origins, it does not need to be entangled with your existing campaign history. This allows them to be placed in virtually any campaign setting with little work. As is, they require almost no adjustment to your world to begin play immediately.

In games that lack either elves or ettins, other creatures can be substituted. Humans work well in place of elves. For ettins, substitute nearly any two-headed giant. If nothing like that currently exists in your game, those races could have easily existed and have since gone extinct after the creation of the taddols.

Optionally, the Game Master can create an alternative back story for the taddols. Perhaps, like ettins, they are simply a naturally occurring race that has been relatively rare. Then again, maybe they are from another plane and are fleeing to your campaign world from a terrible menace. Taddol could also be a brand new race that arose from an arcane experiment; a clone machine that has gone horribly wrong.

Whatever the case, the taddol will make a welcome addition to any game as a the only two-headed PC, an unusual option for a player (or even a couple of players) who are seeking something different, a challenge for the player who likes to play everything, or even a fun alternative for those that really enjoy working together on everything.

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