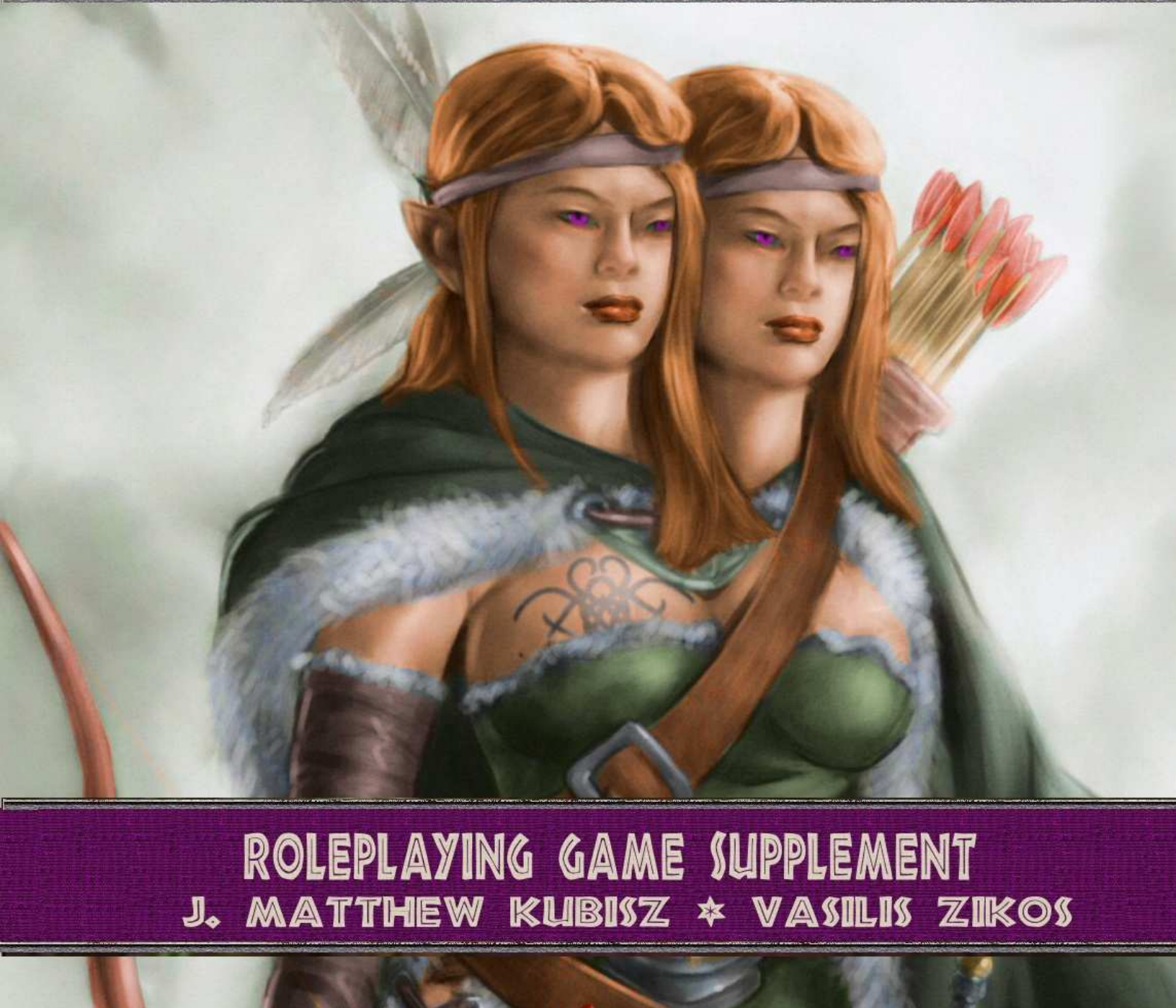




# REMARKABLE RACES

## TADDOL PLAYER CHARACTER RACE



ROLEPLAYING GAME SUPPLEMENT  
J. MATTHEW KUBISZ \* VASILIS ZIKOS

ALP-RR006:

# REMARKABLE RACES: THE TADDOL

A New Player Character Race For the 4<sup>th</sup> Edition Dungeons & Dragons Game

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*DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt  
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## CONTENTS

Front Cover	1	Physical Qualities	5	The Isle of Benfalas	9
Title, Credits, Contents	2	Ecology	5	Taddols as Monsters	11
Racial Traits	3	Playing a Taddol	6	Taddols in Your Game	13
Taddol 2 PC exceptions	3	Taddol Adventurers	7	Back Cover	14
Overview	4	Racial Feats	8		





*Tall, stately, and two-headed, the taddols are the descendants of eladrin and ettin*

#### RACIAL TRAITS

**Average Height:** 7'0" – 8' 0"

**Average Weight:** 300 – 550 lb.

**Ability Scores:** +2 Strength, +2 Intelligence

**Size:** Medium

**Speed:** 6 squares

**Vision:** Low-light vision

**Languages:** Common, Elven

**Skill Bonuses:** +2 Insight, +2 Perception

**Big:** You may wield any one handed melee weapon as if it had the off-hand property.

**Fey Origin:** Your ancestors were native to the Feywild, so you are considered a fey creature for the purpose of effects that relate to creature origin.

**Twain Mind:** Gain a +3 racial bonus to saves against dazed and stunned conditions and charm effects that a save can end. In addition, each head can read the other's mind.

**Two In One:** One Taddol is two PCs. This means two sets of statistics including ability scores, hit points, and two complete turns each round on individual initiatives. They also have separate powers and abilities (one character cannot use the other's feats or powers). They count as two characters for battle and experience purposes, as well. Treat the taddol as two characters with the exceptions listed below.

#### The Taddol counts as two PCs with the following exceptions:

1. The taddol characters occupy the same space simultaneously. They can never occupy two separate spaces. With the exception of their heads and necks, they are always wearing and wielding exactly the same thing in exactly the same way at precisely the same time. When one moves or acts, it forces the other to move or act in the same way simultaneously. Only the heads, each representing a different PC, may move or act independently of each other. For example, they can speak at the same time while saying different things. However, if it is one character's turn and he draws his sword, the other must draw the sword, regardless of whether he wants to or not.

## Two PC exceptions, continued.

2. The two taddol characters (twins) have different hit point totals, healing surges, and so on. However, when targeted by a single attack, choose one of the twins to take the damage. Targeted effects work the same way; choose one twin to take the effect. The player or players controlling the characters decide which twin is targeted. Powers and other abilities that have a range of personal only affect the twin who activated them. Blasts, bursts and other area effects affect both of the twins, simultaneously. For example, a blast that does 5 points of damage does so to both twins. When checking against the taddol's defenses, however, only one roll is made per attack (see below).
3. The taddol shares defenses. Always use the lesser defense score of the two characters for Armor Class, Reflex and Fortitude, and the greater defense score for Will.
4. The taddol characters receive only one opportunity attack per opportunity. Either twin may respond to the opportunity and may make an opportunity attack if normally able, but only one may do so.
5. The taddol characters share the same conditions and position. For example, if one is blind, stunned and prone, then both are blind, stunned and prone. When one dies, they both die. When one sleeps, both sleep.
6. For magic items, the taddol (both PCs together) have the same slots as a single character with twice the number of head and neck slots. One magic item affects both characters as if they were one. For example, a *Ring of Protection* protects both characters while wearing it. However, head and neck items only affect the twin who is wearing them. The taddol characters count as one character for purposes of calculating suggested treasure amounts.

## OVERVIEW

In the annals of ancient eladrin 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 elemental chaos. 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. Its unusual nature and remote location made it a perfect place for the eladrin to imprison some of the more notorious criminals convicted by the high eladrin court.

Specifically, two groups became important on this island, even after the eladrin 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 eladrin themselves; a band of eladrin 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 eladrin clan emerged victorious, and had enslaved the ettins. The eladrin and the first generation of eladrin 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 eladrin.

That is about where recorded history leaves off. The archives of the eladrin elders tell us how they got there, and well-

preserved written logs left by the eladrin 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 eladrin became envious of the ettin for its two heads. According to the legend, the eladrin magically crafted their own second heads and slaughtered the ettin, as they were no longer needed. This is, of course, is a preposterous notion. Many sages believe that there was an ettin uprising, and that the eladrins were enslaved in a most vicious manner. The taddols were the resulting offspring. Others believe that the taddol hybrids were intentional; the eladrin's 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.

#### **Play a taddol if you want...**

- ◆ to play part of a two-headed character.
- ◆ to be able to use large weapons.
- ◆ to have some unique options only available to those that share a body with another character.
- ◆ to be both strong and smart.
- ◆ to be a member of a race that enjoys the barbarian, fighter, warlord and wizard class.

#### **PHYSICAL QUALITIES**

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 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. Unlike the eladrin, the taddols have sclera (whites of the eye) and pupils, though the iris is of solid hue.

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 demure and civilized.

#### **ECOLOGY**

How exactly the taddols came about, biologically speaking, is a mystery that is pondered by many sages. Eladrin and ettins are dissimilar creatures in many respects, and should not have produced viable offspring. While some speculate there may have been some arcane tampering, eladrin elders are quick to point out that the prisoners did not have that sort of magic or knowledge at their disposal. Another theory is that ettin are giants with fomorian blood, which may potentially mix with the blood of other creatures of fey origin. If such is the case, this opens the way to many other questions.

However it happened, the taddol are similar to both ettins and eladrin. They mature slightly quicker than humans, reaching adulthood at age 12 (unlike ettins who reach adulthood around age 3). They practice polygamy, and each will often have multiple wives or husbands. They never have multiple births, and rarely have more than two children in their lifetime. The heads are always identical, like identical twins. However, the personalities of each head may be markedly different. They live as long as humans, but remain vigorous their entire lives.

## PLAYING A TADDOL

Taddols have the unique experience of being the only civilized race that has two heads. They were also relatively undisturbed by other sentient races for thousands of years. This, combined with a keen intellect, has produced a most unusual culture that could seem very alien to the outside observer.

The first cultural difference that one might notice is that taddol are not very 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 “its 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.

Taddol 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 ancestor’s propensity for the arcane and that the taddols had little or no guidance with 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. These disputes do have a history of turning ugly very fast and lasting a long time.



Taddols view other races with a great degree of pity, and see them as disabled and sometimes lesser beings. While some measure of ancestral eladrin arrogance has undoubtedly trickled into their own psyche, the taddols try to fight back a condescending attitude with understanding. They often adopt the role of caretaker when among other races.

Taddol characters most often choose two complementary classes for each head, or opt to be of the same class. They are individuals, however, and no two taddol heads think exactly alike or focus on precisely the same things. One head may focus on an entirely different skill set than the other head. Sometimes they do choose different or even seemingly opposing classes, and this often means that one taddol twin must sacrifice a bit, while the other benefits. 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.

Taddol characters tend to gravitate towards martial classes, as they have no recent legacy of tapping arcane or divine sources. They will occasionally utilize primal fonts, however, and have been known to spontaneously muster workable druids. They are curious and adventurous creatures, however, and are quick to devour new information. It is very likely that taddol wizards and clerics will become more common in the near future.

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.

**Taddol Characteristics:** Adventurous, caring, chatty, condescending, cooperative, curious, elf-like, friendly, glib, inquisitive, intelligent, open-minded, philosophical, sensitive, superstitious, talkative, understanding

**Male Names:** Adan & Ardan, Berro & Berrin, Carick & Darick, Eldin & Ertin, Gondal & Thal, Ian & Eltrin, Lucan & Lucus, Rolan & Theren (Left head & Right head)

**Female Names:** Adrie & Sadie, Birel & Biren, Chaedi & Chaeda, Dala & Dasa, Emmi & Enni, Fralas & Frelas, Keyla & Freyas, Mialen & Maylen, Shala & Shela (Right head & Left head)

## TADDOL ADVENTURERS

Tadis is a barbarian and his twin Tedas is a ranger. They find their vocations to be complementary and believe that the combination makes them both more effective. Tadis loves hand to hand combat, and enjoys wielding a mighty great axe. Tedas prefers ranged combat with his longbow, but doesn't mind trading off a few blows with his brother's axe in close melee. Their fellow party members feel that Tadis & Tedas are both very important members of the team. In combat, they can be quite a sight, especially if Tadis is raging; one head is frothing and wild while the other seems calm and focused.

Talia & Zalia are both accomplished fighters. While Talia prefers large weapons, Zalia likes using one weapon and a shield. To compromise, they change up their fighting style and weapons often. This actually has a beneficial effect on the battlefield—the enemy never knows what to expect. One moment they are being swatted with gigantic maul, and the next they are being filleted by a longsword and shield routine. This taddol's companions enjoy their company, and seldom mind standing behind them in battle.

Jeck & Zeck have two very different personalities. Jeck prefers tricks of the sneaky variety; he always has a dagger up his sleeve and a smile on his face. Zeck however, is more the bookish sort and is learning to master arcane arts. Somehow the two manage to get along fine; meshing stealth and spell nearly seamlessly. Jeck is always coming up with new ways that Zeck could improve his success, which in turn provides Zeck with access to more and more power and knowledge. While party members have trouble trusting either one, they appreciate their two-headed friends' ability to gain access to treasure and riches.

## RACIAL FEATS

Taddols have a number of feats all their own. Please note that taddol twins do not share powers from class or feats. For example, if one twin takes *Improved Initiative*, only that one twin would receive the bonus from it. Proficiency feats are also common amongst taddol characters, especially if they are of differing classes, so that one will not incur penalties for using the weapons or armor of the other.

## HEROIC TIER FEATS

These feats are available to any taddols character who meets the prerequisites.

### FOSTER FORTITUDE [TADDOL]

**Prerequisite:** Taddol

**Benefit:** Once per encounter, use your twin's Fortitude defense. This feat is taken by the twin with the lowest Fortitude, which is the score normally used for the entire Taddol.

### LEND HEALTH [TADDOL]

**Prerequisite:** Taddol

**Benefit:** Once per encounter, lose 10 hit points as long as this does not bring you below 1 hit point. Your twin gains 10 temporary hit points. Increase both the loss and the gain to 20 hit points at 11<sup>th</sup> level, and 30 hit points at 21<sup>st</sup> level.

### RESCUING REFLEX [TADDOL]

**Prerequisite:** Taddol

**Benefit:** Once per encounter, use your twin's Reflex defense. This feat is taken by the twin with the lowest Reflex, which is the score normally used for the entire Taddol.

## PARAGON TIER FEATS

These feats are available to any taddol character of 11th level or higher who meets the prerequisites.

### LEND SURGE [TADDOL]

**Prerequisites:** Taddol, *lend health*

**Benefit:** Once per encounter, give one of your healing surges to your twin. On his next turn, if he can spend one healing surge, he can spend both.

### SHARE DEXTERITY [TADDOL]

**Prerequisites:** Taddol, *rescuing reflex*

**Benefit:** Once per encounter you can use your twin's Dexterity score to modify a single roll instead of your own.

### SHARE STRENGTH [TADDOL]

**Prerequisites:** Taddol, *foster fortitude*

**Benefit:** Once per encounter you can use your twin's Strength score to modify a single roll instead of your own.

## EPIC TIER FEAT

This feat is available to any taddol character of 21st level or higher.

### LEND TURN [TADDOL]

**Prerequisites:** Taddol, *lend surge*

**Benefit:** Once daily, you may sacrifice your turn so that your twin may take another turn on your initiative.



## THE ISLE OF BENFALAS

The island that harbored the taddols is still a source of mystery and intrigue. While much of the indigneous 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 waterfal. Where the canyon ends is yet another mystery. Many believe that it drains somewhere into the elemental chaos, though no one yet has proved it.

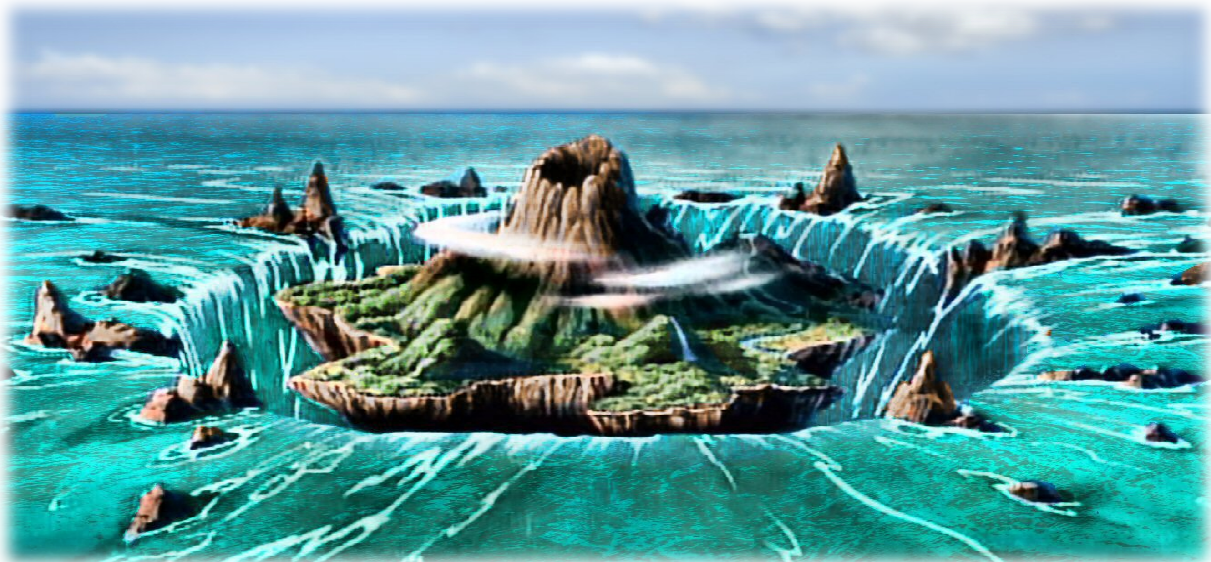
A jagged and ominous rocky reef surrounds the outskirts of the canyon. The taddols refer to this reef as “The Teeth of Benfalas.” The reef is so named because the current pulls things rapidly towards the island, battering them violently against the rocks. By the time anything reaches the edge it is likely 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 island 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 manueverability can fly to those heights and escape the narrow funnel of



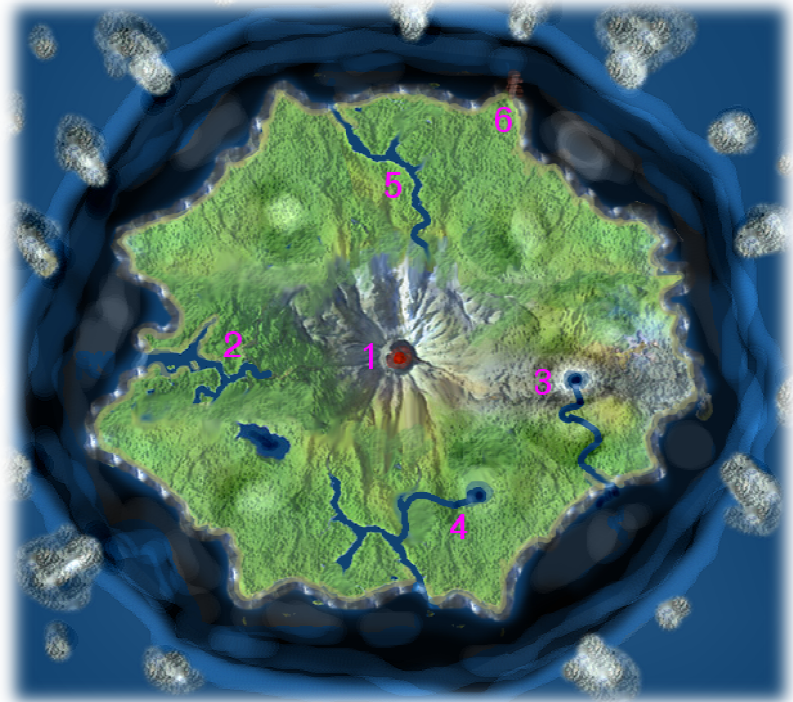
wind back into more normal surroundings.

The most mysterious feature, which many speculate was added by the ancient eladrin to make it an even more effective prison, is that the island and its entire boundary has terrible effects on all powers with a "Teleportation" descriptor. 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 taddol, with little other choice, called the 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 turkey, quite plump, and yields meat similar to osterich 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 eladrin 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.



## HACK & SLASH

*"I hack 'em, I slash 'em."*

Clad in iron with an axe in one hand and a sword in the other, this two-headed warrior appears ready for combat. Scars, missing teeth, blood soaked armor and fresh bruises show that this isn't his first battle of the day.

<b>* Hack &amp; Slash</b>	<b>Level 2 Brute</b>
Medium Natural Humanoid	XP 125
<b>Initiative</b> +3 <b>Senses</b> Perception +10; low-light vision	
<b>HP</b> 47; <b>Bloodied</b> 23	
<b>AC</b> 20; <b>Fortitude</b> 16, <b>Reflex</b> 15, <b>Will</b> 14	
<b>Speed</b> 6	
⊕ <b>Longsword</b> (standard; at-will)	
2d6+5+17 vs AC; 2d6+5 damage	
⊕ <b>Axe</b> (standard; at-will)	
2d6+5+17 vs AC; 2d6+5 damage	
<b>Double Actions</b>	
A taddol rolls initiative twice, gets two turns during a round, and has a full set of actions (standard, move, minor) on each turn. Each set of actions corresponds to a different head. The taddol's ability to take immediate actions refreshes on each of its turns.	
<b>Twin Mind</b>	
The taddol gain a +3 bonus to saving throws against dazed and stunned conditions and against charm effects that a save can end.	
<b>Fey Origin</b>	
Taddol are considered a fey creature for the purpose of effects that relate to creature origin.	
<b>Alignment:</b> Any <b>Languages:</b> Common, Elven	
<b>Skills</b> Insight +10, Perception +10	
<b>Str</b> 19 (+5) <b>Dex</b> 15 (+3) <b>Wis</b> 14 (+3)	
<b>Con</b> 17 (+4) <b>Int</b> 16 (+4) <b>Cha</b> 14 (+3)	
<b>Equipment:</b> longsword, axe, armor	

## HACK & SLASH TACTICS

Hack has an axe, and will trade off attacks with his brother who prefers the sword. They hold one in each hand. These twins are fairly direct fighters that wade into the thick of battle and begin tearing apart the largest foe.

## SWORD & SORCERY

*"My sword will end your days, My magic will haunt your nights."*

Lightly armored and armed with a longsword, this taddol at first seems to be the typical fighter. However, in a flash, her stance seems to change and she has all the focus of an accomplished mage.

<b>* Sword &amp; Sorcery</b>	<b>Level 12 Controller</b>
Medium Natural Humanoid	XP 700
<b>Initiative</b> +8 <b>Senses</b> Perception +15; low-light vision	
<b>HP</b> 122; <b>Bloodied</b> 61	
<b>AC</b> 26; <b>Fortitude</b> 25, <b>Reflex</b> 24, <b>Will</b> 22	
<b>Speed</b> 6	
⊕ <b>Longsword</b> (standard; at-will)	
+17 vs AC; 2d6+6 damage	
⊕ <b>Lightning Ray</b> ✦ <b>Lightning</b> (standard; at-will)	
Ranged 15; +16 vs Reflex; 4d8+5 lightning damage, and ongoing 2 fire damage (save ends).	
<b>Double Actions</b>	
A taddol rolls initiative twice, gets two turns during a round, and has a full set of actions (standard, move, minor) on each turn. Each set of actions corresponds to a different head. The taddol's ability to take immediate actions refreshes on each of its turns.	
<b>Twin Mind</b>	
The taddol gain a +3 bonus to saving throws against dazed and stunned conditions and against charm effects that a save can end.	
<b>Fey Origin</b>	
Taddol are considered a fey creature for the purpose of effects that relate to creature origin.	
<b>Alignment:</b> Any <b>Languages:</b> Common, Elven	
<b>Skills</b> Insight +15, Perception +15	
<b>Str</b> 21 (+11) <b>Dex</b> 15 (+8) <b>Wis</b> 14 (+8)	
<b>Con</b> 18 (+10) <b>Int</b> 20 (+11) <b>Cha</b> 13 (+7)	
<b>Equipment:</b> longsword	

## SWORD & SORCERY TACTICS

Sword & Sorcery swing a sword and then shoot a lightning ray in the same round. One head focuses on the meanest looking enemy in front, while the other picks off any enemies lurking in the background. They can both use the longsword, in a pinch.

## TADDOL TRUTHKEEPER



*"We keep the lies out."*

Dressed in full plate armor, this taddol tank wields a wicked great axe. His faces tell of experience and wisdom. Four eyes stare intently at you, as if peering into your soul.

### Taddol Truthkeeper Level 6 Soldier

Medium Natural Humanoid XP 250

**Initiative** +7 **Senses** Perception +13; low-light vision  
**HP** 77; **Bloodied** 38  
**AC** 30; **Fortitude** 20, **Reflex** 19, **Will** 18  
**Speed** 5

 **Great Axe** (standard; at-will)  **Weapon**  
+13 vs AC; 2d6+4 damage

 **Right Circle Sweep** (standard; encounter)  
 **Weapon**  
Close burst 1; +11 vs. Reflex, 3d8+4 damage

 **Left Circle Sweep** (standard; encounter)  
 **Weapon**  
Close burst 1; +13 vs. AC, 4d6+4 damage

#### Double Actions

A taddol rolls initiative twice, gets two turns during a round, and has a full set of actions (standard, move, minor) on each turn. Each set of actions corresponds to a different head. The taddol's ability to take immediate actions refreshes on each of its turns.

#### Twin Mind

The taddol gain a +3 bonus to saving throws against dazed and stunned conditions and against charm effects that a save can end.

#### Fey Origin

Taddol are considered a fey creature for the purpose of effects that relate to creature origin.

**Alignment:** Any **Languages:** Common, Elven  
**Skills** Perception +13

**Str** 21 (+8) **Dex** 14 (+5) **Wis** 16 (+6)  
**Con** 21 (+8) **Int** 18 (+7) **Cha** 16 (+6)

**Equipment:** great-axe, plate armor

### TADDOL TRUTHKEEPER TACTICS

The taddol truthkeeper swings twice each round, making its way to the heart of combat. At the thick of battle, they usually use the *circle sweeps* in succession, trying to take out a large number of foes at once.

## TADDOL TRAILBLAZER


*"I know the woods like the back of our hand."*

This perfect blend of druid and ranger wears green dragon scales and wields a deadly longbow. He steps through the thick forest as if it was a walk on the beach. Both faces bear a serious expression.

### Taddol Trailblazer Level 24 Artillery



Medium Natural Humanoid XP 6050

**Initiative** +20 **Senses** Perception +23; low-light vision  
**HP** 178; **Bloodied** 89  
**AC** 36; **Fortitude** 38, **Reflex** 37, **Will** 38  
**Speed** 6

 **Longbow** (standard; at-will)  
Ranged 20/40; +31 vs AC; 3d6+8 damage

 **Poison Arrow** (standard; recharge )  
 **Poison, Weapon**

Ranged 15; +29 vs Reflex; 4d12+8 poison damage, and ongoing 5 poison damage (save ends).

 **Scorpion Rain** (standard; encounter)  
 **Poison, Weapon**

Area burst 1 within 15; +29 vs Reflex; 4d12+8 damage, and ongoing 5 poison damage (save ends). Miss: Half damage, and no ongoing damage. This must be used on its first turn of the round, and the second head loses its turn this round.

#### Double Actions

A taddol rolls initiative twice, gets two turns during a round, and has a full set of actions (standard, move, minor) on each turn. The taddol's ability to take immediate actions refreshes on each of its turns.

#### Twin Mind

The taddol gain a +3 bonus to saving throws against dazed and stunned conditions and against charm effects that a save can end.

#### Fey Origin

Taddol are considered a fey creature for the purpose of effects that relate to creature origin.

**Alignment:** Any **Languages:** Common, Elven  
**Skills** Insight +28, Perception +23

**Str** 30 (+22) **Dex** 26 (+20) **Wis** 29 (+21)  
**Con** 28 (+21) **Int** 27 (+20) **Cha** 25 (+19)

**Equipment:** longbow, scale armor

### TADDOL TRAILBLAZER TACTICS

The taddol trailblazer avoids melee if at all possible, preferring to pincushion and poison enemies from afar.

## TADDOLS IN YOUR GAME

Unlike other races, 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 is a race that requires two character sheets, and which can both be twice the work and twice the fun.

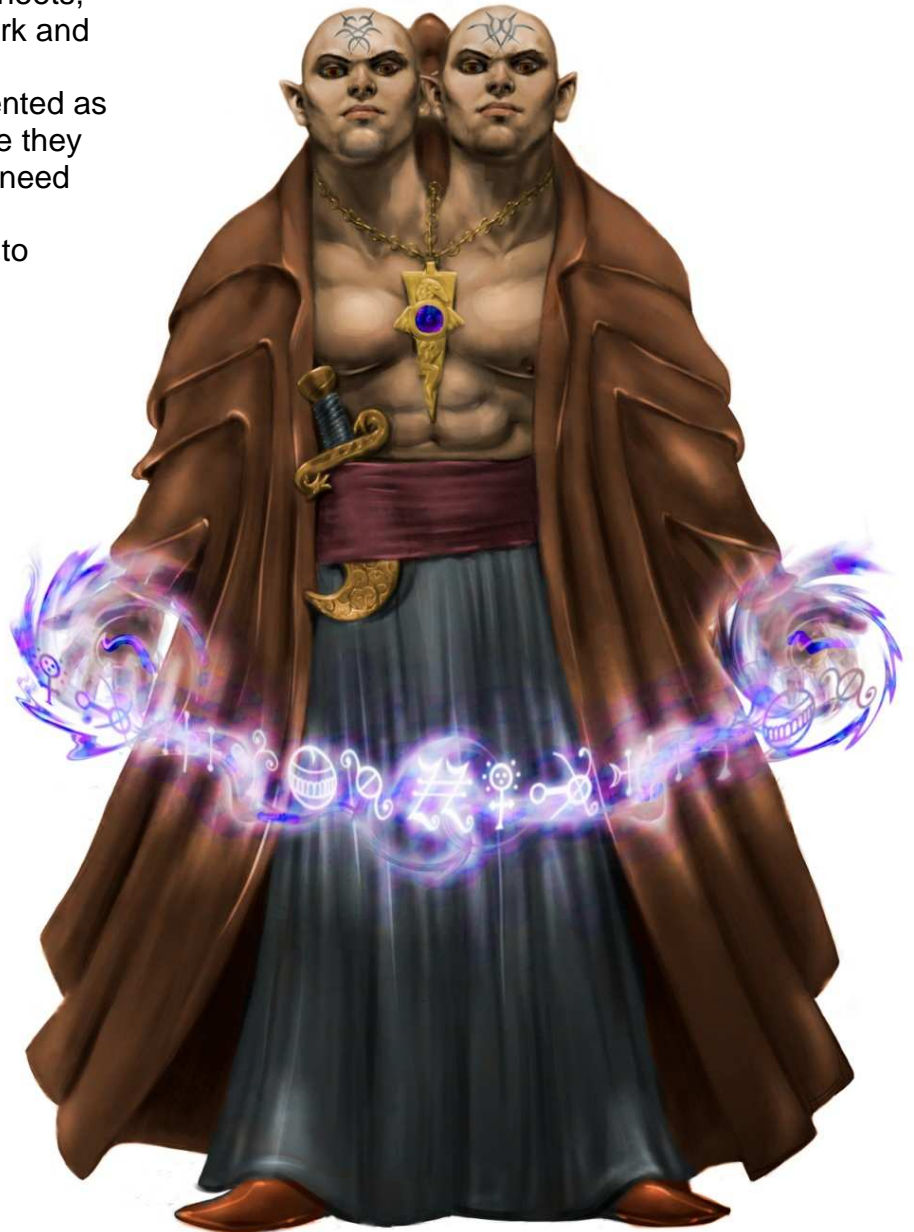
Taddols in this text are presented as a fairly fresh race to the world. While they do have ancient origins, it does not need to be entangled with your existing campaign history. This allows them to be placed in virtually any campaign setting with little work. As is, they require almost no adjustment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

In games that lack either eladrins or ettins, other creatures can be substituted. Elves work well in place of eladrins. 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, such as the Feywild, 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 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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