



ZWEIBOLD

Type: Monstrous Humanoid [Draconic]

Pronounced: (z'WY-bold)

Singular/Adjectival: Zweibold/Zweidan

Plural: Zweibolds

Frequency: 3 - Rare

Frill's Notes:

"Filthy, nasty creatures! Clearly the product of some wizard having a bad experiment day, if you ask me. As if kobolds weren't wretched enough, some fool spell-slinger had to try to improve on the design! We barely escaped from a band of these beastly creatures not very long ago and I have no desire to see another for the rest of my days."

Background:

The evil race of two-headed zweibolds (also known colloquially among adventurers as "twinheads") has slowly become more prevalent in the deep catacombs of the world. Larger and more physically adept than their kobold kin, they often serve as "muscle" for many kobold clans and tribes. In rare cases, they rise to rule their own small fiefdoms in the underworld, populated and worshipped by kobolds and/or other lesser creatures.

Personality:

Generally cruel and foul-tempered, the evil zweibold race relishes inflicting pain and suffering on as many other lesser beings as they can. They take a fiendish delight in murder and wanton violence and other creatures of the subterranean world have quickly learned to give them a wide berth.

A zweibold generally has two personalities – one for each of their two heads – although they are nearly always of the same alignment. On occasions, the two personalities

will reach a disagreement on what course of action to take (usually related to the issue of how best to torture or kill one of their victims), but these instances are fairly rare.

Zweibolds are ruthless and cunning and often enjoy working in tandem with kobolds to foil and defeat other creatures – especially those that trespass on their territory. They strongly believe as a race that showing mercy is a sign of weakness -- those who oppose them should pay and pay dearly.

Physical Description:

Zweibolds stand 5½ to 6½ feet tall and weigh an average of 180-220 pounds. Due to their violent nature, few zweibolds live long enough to die of old age. It is assumed that their normal lifespan would exceed 60 years if they were not killed.

The zweibold race bears a close resemblance to its better-known cousin, the kobold, in terms of coloration, scales, general head and body shape, and other prominent physical features. However, the zweibolds possess two heads (much like an ettin), and they are considerably larger and more muscular than kobolds, standing as tall as a human.

Female

zweibolds (also called "queens" or "brooders") are exceptionally rare and are revered by other zweibolds. In general, all the males of a given region will be descended from a common queen, giving the zweibolds in a given geographical area a strong sense of unity.

Males will defend the females at all costs.

Queens reproduce for a period of 20-30 years, laying egg clutches fertilized by the various males of her choosing. These clutches of 2-12 eggs hatch in six months



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and the youths are taught by the queen until they are old enough to fight on their own (around age 6 or 7), when they are considered adults and sent on their way. A queen can produce 1-4 clutches of eggs per year.

Diet:

Special. Zweibolds have a fondness for freshly-slain, uncooked meat, regardless of the source. They can and will eat carrion, as well, and have been known to feast on their own fallen comrades after a victory in battle.

Relations:

Most zweibolds hate other races and creatures with a fervent passion, only wishing to enslave, maim, and murder them. Their aggressive territorial behavior and non-tolerance for other (non-kobold) races has made them somewhat of a pariah to other, more civilized, surface folk, who have only recently discovered the race on their sojourns to the underworld.

Those few zweibolds that are non-evil in alignment leave their kin behind, eschewing their wicked ways for a new life above ground. Fortunately for them, most surface-dwelling races are not generally aware of their race's reputation and they often find acceptance in larger cities or in remote communities among the other races of the world (after they have proven that they are not kobolds, of course).

Alignment:

Zweibolds are usually evil in alignment, although they can vary along the axis of law-chaos, depending on their personal backgrounds. Usually, the two heads of the zweibolds are of the same alignment, but when they differ, it is only along the law-chaos axis and not the good-evil axis. A very few (less than one percent) of zweibolds are of a non-evil alignment.

Lands:

Zweibolds control numerous small fiefdoms in the dark recesses of the underworld often heavily populated by kobolds and other similar races. On occasion, they will serve as shock troops for particularly powerful kobold tribes or as bodyguards for kobold chieftains and their families.

Religion:

Zweibolds are almost without exception worshippers of the dark god, Thoss. The zweibold queens are considered the high priestesses of their evil religion, who must sacrifice a small number of strong male warriors each year to appease the evil deity's thirst for blood. Males selected to be sacrificed by the queen are considered especially "blessed" by Thoss.

The queen will also train a certain number of hand-picked male zweibolds to serve under her as clerics of Thoss.

This cabal of evil priests also serves to fertilize the eggs of the queen to produce the next generation of zweibolds.

The few zweibolds who do not worship Thoss leave the underworld and seek to establish themselves elsewhere. They are generally animistic or atheistic in their approach, but some individuals will adopt the worship of Valdara or even Ahlorn.

Language:

Zweibolds speak Draconic and Common.

Names:

Zweidan names are much the same as kobold names, although generally each of the zweibold's two heads receives a unique name, separated by a hyphen. In general, the more dominant personality of the zweibold is placed first.

Examples: Grek-Mot, Jarlg-Froz, Lod-Mek, Oos-Marl, Regg-Rek, Zyot-Greddl.

Adventurers:

Zweibolds are most likely to become fighters, rangers, or barbarians, as these classes are quite in line with the race's psychological make-up. Females (queens) are most likely to become clerics to best serve their evil deity. Some male zweibolds are selected by their queen to serve as clerics, as well. Arcane spell casting is particularly rare among their kind, and there are few, if any, zweibolds of either sex that are disciplined enough to follow the path of the monk. There are no zweibold paladins.

In the Realms of Evernor:

The common races have only known of the existence of the zweibold race for the past five or six hundred years. However, widespread awareness of the race has never really come to fruition, as the information has remained primarily within adventuring lore of those who survived an encounter with the zweibolds. Tales of the "twinheads", as they are called, are often bandied about late at night at taverns across the Known Lands, but little of this information finds its way to the ears of the average citizen. Indeed, most common folk have no knowledge whatsoever regarding this horrid and cruel race and, if the truth be known, they are content in their ignorance.

The origin of the zweibold race is shrouded in mystery, but those scholars who have researched the issue believe them to be an inadvertent creation of the infamous arch-wizard, Murgwold the Mad. Many of the world's oddities and aberrations were brought into being as a result of Murgwold's demented experiments with genetics and the space-time continuum. Even though this rationale for the beginnings of the zweibold race is merely a theory, it is the prevailing viewpoint among scholars until more solid evidence is found.

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Role Play Tips:

- Zweibolds (male) have very short tempers and will often resort to violence as a primary option. Their only tool is a hammer, and thus their problems all look like nails to them.
- Zweibolds (female) like to use a subtle approach at first, by means of their dark magicks. Failing that, they resort to violence.
- Zweibolds are cruel and greedy, but by most accounts, are true to their word.
- Zweibolds detest orcs and goblinoids and will attack them on sight.

Adventure Seeds

- The party runs across a zweibold champion fighter during a raid on an underground kobold lair.
- A good-aligned zweibold cleric approaches the party and asks for their protection in his travels to a holy site of his or her deity. Unbeknownst to the party, a band of evil zweibolds is tracking this good priest and are closing fast on his location.

RACIAL TRAITS - MALE

- +2 Strength, -2 Intelligence, -2 Charisma: Male zweibolds are very strong, but possess little native intelligence or charm.
- Medium-size: As medium-sized creatures, zweibolds have no special bonuses or penalties due to their size.
- Zweibold base speed is 30 feet.
- Intimidate: Male zweibolds base their Intimidate skill checks on their Strength modifier, rather than their Charisma modifier.
- +1 racial bonus to Listen, Spot, and Search checks. Their two sets of eyes and ears make zweibolds keen observers of their surroundings.
- Expanded Class Skills (Ex): Intimidate, Listen, Spot, and Search are automatically class skills for a zweibold, regardless of class.
- Darkvision: Zweibolds can see in the dark up to 60 feet. Darkvision is black and white only, but it is otherwise like normal sight, and zweibolds can function just fine with no light at all.
- Superior Two-Weapon Fighting (Ex): Zweibolds typically fight with a sword, axe, mace, or club in each hand. Because each of its two heads controls

an arm, the zweibold does not suffer an attack or damage penalty for attacking with two weapons

- Natural Armor: Zweibolds gain a +2 natural armor bonus to their Armor Class.
- Unique Body Shape: Zweibolds cannot wear regular armor and must have it specially made to fit their oddly-shaped bodies at one and a half times the normal cost. There is no special feat required to craft armor for a zweibold.
- Automatic languages: Draconic and Common. Bonus languages: Dwarven, Goblin, Giant, Gnoll, Gnome, Orc, Thossian, Undercommon.
- Favored class: Fighter. A male zweibold's fighter class levels do not count when determining whether it suffers an XP penalty for multiclassing.
- Level adjustment: +1. Zweibolds are a powerful race and gain levels more slowly than the races in Core Rulebook I.

RACIAL TRAITS - FEMALE

- +2 Wisdom, -2 Intelligence: Female zweibolds are very religious and in-tune with their deity, but possess little native intelligence.
- Medium-size: As medium-sized creatures, zweibolds have no special bonuses or penalties due to their size.
- Zweibold base speed is 30 feet.
- +1 racial bonus to Intimidate, Knowledge (Religion), Move Silently, Sense Motive and Wilderness Lore (Underground) checks.
- Intimidate: Female zweibolds base their Intimidate skill checks on their Wisdom modifier, rather than their Charisma modifier.
- +2 racial bonus to Listen, Spot, and Search checks. Their two sets of eyes and ears make zweibolds keen observers of their surroundings.
- Expanded Class Skills (Ex): Knowledge (Religion), Listen, Spot, and Search are automatically class skills for a zweibold, regardless of class.
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- Natural Armor: Zweibolds gain a +2 natural armor bonus to their Armor Class.
- Unique Body Shape: Zweibolds cannot wear regular armor and must have it specially made to fit their oddly-shaped bodies at one and a half times the normal cost. There is no special feat required to craft armor for a zweibold.
- Spells (Sp): Female zweibolds with a Wisdom of 13+ gain the ability to cast the following spells twice per day each: *bless*, *protection from good/evil*, and *cure light wounds*. Caster level is equal to a cleric of the zweibold's level.
- Automatic languages: Draconic and Common. Bonus languages: Dwarven, Goblin, Giant, Gnome, Orc, Thossian, Undercommon.
- Favored class: Cleric. A female zweibold's cleric class levels do not count when determining whether it suffers an XP penalty for multiclassing.
- Level adjustment: +2. Zweibolds are a powerful race and gain levels more slowly than the races in Core Rulebook I.

NEW FEATS

Simultaneous Casting [Metamagic]

Characters with this feat can cast up to two spells per round normally without being affected by a *haste* spell.

Prerequisites: Alignment: Any evil, Feats: any two other Metamagic feats, Special: must be able to cast 4th level divine spells, must have two heads. Casting spells in this manner requires a full-round action.

Benefit: Each head of the creature can cast a spell in the same round, for a total of two spells per round. Treat spells cast this manner as one level higher than normal.

Normal: Only one spell per round can be cast if a character is not affected by a *haste* spell.

A PRIME EXAMPLE - MALE

Marl-Gekk

Male Zweibold

Zweibold 1/Fighter 1 [CR 2]

HD: 1d10+0 (10 hp)

Init: -1

Spd: 30 ft.

AC: 15 (-1 Dex, +2 natural, +4 zweibold chain shirt)

Attack: +3 Melee (+4 with longsword) or +0 Ranged

Saves: Fort +2, Ref +1, Will -1

AL: Neutral Evil

Stats: Str 15 (+2), Dex 9 (-1), Con 11 (+0), Int 8 (-1), Wis 8 (-1), Cha 5 (-3)

Languages: Common, Draconic

Skills: Climb 2 (+2*), Listen** 2 (+1), Search** 2 (+1), Spot** 2 (+1), Swim 2 (-3*)

Feats: Lightning Reflexes, Weapon Focus - Longsword

Possessions: Zweidan chain shirt armor, longsword (x2), longbow, 30 arrows, explorer's outfit (zweidan)

* skills adjusted for encumbrance

** expanded class skills - zweibold racial trait

Background

Marl-Gekk is the brother and personal bodyguard of the zweibold priestess, Gara-Jel. Although he is a young fighter, Marl-Gekk takes his duties seriously and accompanies the aspiring Gara-Jel wherever she may go.

Marl-Gekk is currently training with other zweibold fighters to hone his skills further in hopes of one day being selected by the queen to become one of her personal consorts. To achieve this end, Marl-Gekk will take whatever steps are necessary to assure his selection, whether it means betraying, imprisoning, or slaying his compatriots along the way. Marl-Gekk is youthful and idealistic and believes that his clan's queen will one day lead them to supremacy over the surface dwellers, establishing the first-ever above-ground zweidan kingdom.

Marl-Gekk is secretly "in love" with Gara-Jel and will do anything to protect her - short of jeopardizing his own ambitions. He will faithfully serve her until it becomes apparent that her power within the clan has waned. If that situation presents itself, we will gladly hand her over to her enemies to be destroyed. Such is the nature of love among the zweibolds.

A PRIME EXAMPLE - FEMALE

Gara-Jel

Female Zweibold

Zweibold 2/Cleric 1 [CR 3]

HD: 1d8+0 (8 hp)

Init: +2

Spd: 30 ft.

AC: 18 (+2 Dex, +2 natural, +4 zweibold chain shirt)

Attack: -1 Melee or +2 Ranged

Saves: Fort +2, Ref +2, Will +6

AL: Lawful Evil

Stats: Str 8 (-1), Dex 15 (+2), Con 11 (+0), Int 13 (+1), Wis 19 (+4), Cha 8 (-3)

Languages: Common, Draconic, Thossian

Skills: Concentration 3 (+3), Diplomacy 3 (+2), Knowledge - Religion 3 (+4), Listen** 2 (+6), Search** 2 (+3), Spellcraft 3 (+4), Spot** 2 (+6)

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Feats: Combat Casting

Spells: Zweibold - 2x/day each: *bless*, *protection from good*, *cure light wounds* (DC 14 + spell level)

Spells: Cleric - 3/2+1 (DC 14 + spell level)

Domains: Death (death touch 1/day), Evil (cast evil spells at +1 caster level)

Spells Prepared: 0 - *detect magic*, *inflict minor wounds*, *resistance*; 1 - *sanctuary*, *shield of faith* + domain spell (Death - *cause fear* or Evil - *protection from good*)

Possessions: Zweibold chain shirt, longbow, 30 arrows, *potion of cure light wounds* (1st), zweidan clerical outfit, holy symbol (Thoss)

** expanded class skills - zweibold racial trait

Gara-Jel is greedy and selfish and will stop at nothing to crush those who would oppose her rise to power. Her thirst for wealth and power is matched only by her taste for the blood of those that oppose her. She is ruthless and conniving and, given enough time to increase in wicked power, the eventual new queen of her clan.

She tolerates the presence of Marl-Gekk, her bodyguard, but is merely using his naiveté and youthful exuberance to further her own grab for power. Once his services are no longer needed, she fully intends to sacrifice the young warrior to Thoss. ☠

Background

Gara-Jel is a true believer in the cause of her queen, Chass-Murga. Hand-selected by the queen to be groomed as high priestesses of Thoss, she aspires one day to be the second in command in terms of political and spiritual authority over the other zweibolds of the clan.



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