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[Another example of parallel development between myself and the *Pathfinder RPG Bestiary 4*. The great thing about folkloric/mythological monsters is that you can have radically different interpretations based on what stories you choose as sources. The official tikbalang is a savage predator. I’ve gone in more of a trickster direction.]

Tigbalan

The scent of tobacco accompanies this creature which resembles a man with the head of a horse. Although its gangly limbs have the proportions of a horse’s legs, only the rear legs end in hooves; its arms have strong hands with blocky nails. A mane of spikes grows from its head and shoulders.

Tigbalans are mischievous fey that consider themselves guardians of the great banyan forests. Unlike isolationist dryads, they love to meddle in the affairs of mortals and play cruel jokes and pranks for their own amusement. A tigbalan’s favorite trick is to get a mortal hopelessly lost by the use of their spell-like abilities, although those tigbalans favoring a more personal touch may disguise themselves as a trusted guide and lead explorers on wild goose chases. Those hoping to pass through a tigbalan’s forest unmolested would be wise to leave offerings of fine foods or tobacco at the base of a banyan tree before disembarking.

Most tigbalans would rather toy with mortals than injure them, but they are fierce combatants if riled. A tigbalan’s hoof-like fists pack a wallop and their spell-like abilities can easily scatter foes and set up sucker punches. Learned hunters do have reason to battle a tigbalan, as whoever can claim a tigbalan’s three golden hairs can gain the creature’s services for a time. Tigbalans typically take this servitude in good grace, seeing it as a rightful reward for one who could best them, but masters who demand the tigbalan do things it finds distasteful or needlessly harmful may find the

creature turning on them as soon as the period of servitude passes.

Tigbalans are large for Medium creatures, standing nearly eight feet tall and weighing 200 pounds. Their long legs give them a careful, almost comical gait and their long arms allow them to swing on tree branches like an ape. Tigbalans are not very gregarious creatures, but two tigbalans who share similar interests and goals may marry and live together. These marriages usually take place on days when it rains from a sunny sky, and mortals witnessing such affairs are said to be very lucky.

Tigbalan **CR 8**

XP 4,800

CN Medium fey

Init +7; **Senses** low-light vision, Perception +18

Defense

AC 23, touch 13, flat-footed 20 (+3 Dex, +10 natural)

hp 97 (13d6+45)

Fort +9, **Ref** +11, **Will** +10

DR 5/cold iron; **Defensive Qualities** spiked mane

Weakness three golden hairs

Offense

Speed 40 ft., climb 30 ft.

Melee 2 slams +13 (1d8+6)

Special Attacks smoke breath, trample (Medium creatures, 1d8+9, DC 22)

Spell-like Abilities CL 13th, concentration +16

Constant—*pass without trace*

At will—*hideous laughter* (DC 15), *veil* (DC 19)

3/day—quicken *invisibility*, *rambler's curse* (DC 16)

1/day—*fear* (DC 17), *mirage arcana* (DC 18), *tree stride*

Statistics

Str 22, **Dex** 17, **Con** 18, **Int** 13, **Wis** 14, **Cha** 17

Base Atk +6; **CMB** +12; **CMD** 25

Feats Deceitful, Great Fortitude, Improved Initiative, Lunge, Quicken Spell-like Ability (*invisibility*), Step Up, Weapon Focus (slam)

Skills Bluff +23, Climb +14, Disguise +23, Knowledge (local) +17, Knowledge (nature) +17, Perception +18, Stealth +19, Survival +18

Languages Common, Sylvan

SQ woodland stride

Ecology

Environment warm forests

Organization solitary or pair

Treasure standard

Special Abilities

Rambler's Curse (Sp) Three times per day, a tigbalan may attempt to curse an opponent within close range (55 feet for a typical tigbalan). A creature that fails a DC 16 Will save against the *rambler's curse* takes a -10 on all Survival checks and must make a Survival check every hour to avoid becoming lost, even when it travels along roads or trails. This lasts for one hour per caster level, or 13 hours in the case of a typical tigbalan. This is a curse effect and is the equivalent of a 3rd level spell. The save DC is Charisma based.

Smoke Breath (Su) Once per day as a standard action, a tigbalan can breathe a 30 foot cone of smoke. All creatures within the smoke must succeed a DC 20 Fortitude save or be staggered for 1 minute. A creature so affected may attempt another Fortitude save as a standard action; if he

succeeds, he has expelled the smoke from his lungs and may act normally. This is a poison effect. The save DC is Constitution based.

Spiked Mane (Ex) Creatures grappled by or grappling a tigbalan take 1d6 points of damage each round.

Three Golden Hairs (Su) Every tigbalan has three golden hairs scattered throughout its mane. If plucked from a helpless or pinned tigbalan, that tigbalan is treated as being under the effect of a *charm monster* spell until the hairs grow back one week later (no save). A creature pinning a tigbalan may pluck a single hair each round it maintains the pin.

Woodland Stride (Ex) A tigbalan ignores all difficult terrain created by natural vegetation. Magically affected vegetation, such as that created by an *entangle* spell, affects the tigbalan normally