

Presented by



Tikbalang

Guardians of Kalikasan

A race of Arcane and
Physical might for your
roleplaying game

QV
Buan

Concept
Billy Recio

Artwork
James Macaspac



CONCEPTION, DESIGN

Billy Recio

COPY EDITOR

Philip Corpuz

**COVER, INTERIOR ILLUSTRATION,
GRAPHIC DESIGN**

James Macaspac

SPECIAL THANKS TO

Adam Fuqua, Christian Castell, Erwin Casia,
and Jaykie Lazarte

Tikbalang: Guardians of Kalikasan Copyright 2009. The Buan Campaign Setting, the Realm of Kalupaan, the Realm of Kalikasan, all characters and the distinctive likeness thereof, and all related elements are properties of Billy Recio. This product is protected under the copyright laws of the Philippines. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express permission of Nosfecatu Publishing.

© 2009 Nosfecatu Publishing
All rights reserved.
Made in the Philippines

The characters, stories, and incidents portrayed in this product are entirely fictional.

Visit our blog page at:
<http://nosfecatu.blogspot.com/>

DUNGEONS & DRAGONS, the DUNGEONS & DRAGONS Compatibility Logo, D&D, PLAYER'S HANDBOOK, PLAYER'S HANDBOOK 2, DUNGEON MASTER'S GUIDE, MONSTER MANUAL, MONSTER MANUAL 2, and ADVENTURER'S VAULT are trademarks of Wizards of the Coast in the USA and other countries and are used with permission. Certain materials, including 4E References in this publication, D&D core rules mechanics, and all D&D characters and their distinctive likenesses, are property of Wizards of the Coast, and are used with permission under the Dungeons & Dragons 4th Edition Game System License. All 4E References are listed in the 4E System Reference Document, available at www.wizards.com/d20.

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; PLAYER'S HANDBOOK 2, written by Jeremy Crawford, Mike Mearls, and James Wyatt; MONSTER MANUAL 2, written by Rob Heinsoo, and Chris Sims; Adventurer's Vault, written by Logan Bonner, Eytan Bernstein, and Chris Sims.

© 2008, 2009 Wizards of the Coast. All rights reserved.

TIKBALANG

"Swift defenders of Kalikasan, creatures of brawn and guile."

RACIAL TRAITS

Average Height: 6'8"-7'2"

Average Weight: 150-280 lb.

Ability Scores: +2 Constitution, +2 Dexterity or Charisma

Size: Medium

Speed: 7 squares

Vision: Low-light

Languages: Common, Elven

Skill Bonuses: +2 Arcana, +2 Endurance

Born of Kalikasan: You are considered a fey creature for effects that relate to creature origin.

Fleet of Foot: You gain a +2 racial bonus on Initiative checks.

Racial Power: You can use *Unearthly Gallop* as an at-will power.

Unearthly Gallop

You master your immediate surroundings with a quick glance, allowing you to move about unhindered.

Tikbalang Racial Power

At-will

Minor Action

Personal

Effect: The next time you willingly move from your space before the start of your next turn, you ignore difficult terrain.

Special: You can only use this power once per turn.

Like many fey creatures, the mysterious tikbalang are forest guardians that one will only see if they allow you to. But unlike their gnomish or elven cousins, they have little reason to hide their presence from those that offend them. Though they also employ deceptive magic to ward off the many gates to Kalikasan, they are just as likely to literally kick a trespasser out of their demesne.

Play a tikbalang if you want . . .

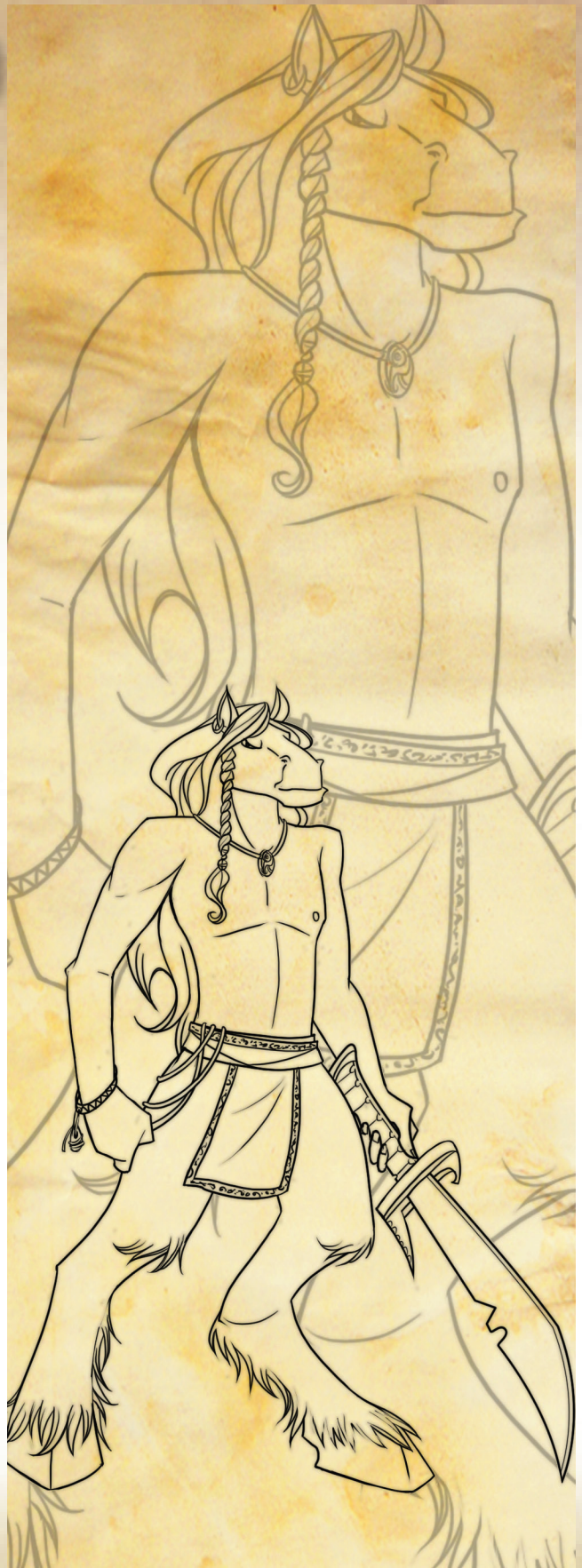
☞ to be mysterious and forceful.

☞ to be a creature of magic and physical might.

☞ to be a member of a race that favors the barbarian, paladin, and warlock classes.

Physical Qualities

Tikbalangs are astounding specimens, about a head taller than the imposing dragonborn. They combine equine and human features, with a horse-like head and long legs that end in hooves complementing a slender, humanoid torso. Fur is prominent but short all over their bodies, with a





range of colors similar to those found on horses.

A tikbalang's most prominent feature, however, is its impressive mane. If tikbalangs are ever seen as creatures of vanity, it is because of the amount of attention they dedicate to these locks of hair. They have been known to spend hours washing their hair and softening it with coconut oil. Others have even been known to knot charms and small talismans into them to form intricate designs. Perhaps this attention to their mane adds fuel to the rumoured tikbalang weakness. Each tikbalang is said to possess a golden strand of hair in their mane that, when wrested off and tied into a ring, allows one to charm one of these fey creatures.

Tikbalang are also accomplished Pintados, and they have been known to sport primal tattoos that depict their swiftness. Common motifs include designs reminiscent of clouds and gusts of wind.

As fey creatures, tikbalang live longer than humans do. They reach adulthood in as few as 14 harvests, but can live to see as many as a hundred harvests.

Playing a Tikbalang

Tikbalangs are creatures of the wild, and their approach to life is as impulsive as their origins. They do not share the patience of other long-lived fey, for what is the point of living long if all you do is wait the whole time? Action is the gift of life, and tikbalangs are among the swiftest fey to respond to danger. Thus, other fey value them as the first line of defence against interlopers. In many cases, they are the only line of defence needed.

Tikbalang foals grow up seeing their elders defending Kalikasan from harm, whether through forcing ignorant humans to respect the wilds and their fey inhabitants, or repulsing vicious creatures of shadow that seek to subvert nature. The young ones are thus encouraged to join in this sacred duty, and their brothers and sisters all assist in their upbringing. A strong sense of brotherhood and community is instinctive in their society, and most tikbalangs develop a strong sense of commitment to their peers.

Tikbalang clans refer to themselves as a *katipiran*, a term that translates as brotherhood or compact. Other than their own parents, a datu that acts as its warchief, and a sect of spiritual leaders known as the babaylan, a tikbalang views everybody in the *katipiran* as a brother or sister, part of an extended family. Tikbalang adventurers have been known to extend this view to their companions, given time.

It is uncommon for tikbalang to revere gods; most instead revere the purity of the natural world. Those who do worship a deity usually revere those gods who teach the value of honor among brothers, as well as gods and goddesses who have strong ties to nature. These tikbalang are not treated differently from those who prefer more primal beliefs. Interestingly, many deities who espouse honor are also pioneers of brick, mortar, and other forms of "civilization", something that most tikbalangs are vehemently against.

Tikbalang who worship these deities have views that clash with outsiders that share the same religious patron.

Tikbalang Characteristics: enduring, fraternal, impulsive, protective, swift, wild

Male Names: Lysto, Tagbanon, Tikas, Udyok

Female Names: Akaba, Kalira, Laya, Ydlihp

Tikbalang Adventurers

Kalira is a tikbalang warlock. The fey pact and its ties with nature are natural to her kin, but it wasn't enough to stop a shadowy lycanthrope from slaying her innocent younger sister. Now she bargains with darker powers, and some among her kapatiran whisper that she was responsible for her sister's death. As an adventurer, she vows to never let a member of her new family die, and to find the lycanthropic beast who led her down her dark path.

Tikas is a tikbalang barbarian, and he is an unstoppable force in the battlefield. Tikas views deception as a form of indecision; interlopers must be removed by force. With his primal might and occasional bursts of sorcerous power, he intends to do just that. Though the only portal back to his kapatiran has closed behind him, Tikas views this as a momentary setback. Once he finds a way home, he will leave the group of adventurers that he's been forced to cooperate with. He tells himself that no, he's not really growing fond of this strange kapatiran that he has become a part of.

Udyok is a tikbalang paladin who reveres Dian Masalanta, goddess of the mountains. During his first harvests serving as a fey knight to the goddess, he constantly found himself fighting against the insidious snakefolk of the primordial Zom'a. Tired of waiting for the attackers to strike, he has joined a party of adventurers who plan to get to the source of the snakefolk infestation.

Tikbalang Mythos

The mysterious tikbalang is the focal point of many tales. Whether accurate or not, these stories reflect the tikbalangs' reputation amongst the other races.

The first story is a corruption of the role of tikbalangs as the stalwart protectors of Kalikasan against various fiends and creatures of shadow. In these tales, tikbalangs take on the role of the forest demon, isolating groups of unwary travellers one by one and slaying them in many gruesome ways. Tikbalangs, for their part, find this reputation useful, and most do little to dispel such notions. Some twisted souls actually embrace the role of forest demon with open arms. Firsthand accounts of tikbalang that sink to such acts of depravity exist, albeit few and far between.

While the images of seven-foot tall, horse-headed demons evoke fear, this next tale encourages the most daring to seek these frightening creatures out. It is said that within the luxurious mane of every tikbalang lies a golden strand that, when plucked out and tied around the finger of a person (occupying a ring slot), that person charms the tikbalang into his or her service. Is this myth true? Certainly, it is not unusual for a tikbalang to encounter opponents that try to grab their precious mane in search of the elusive strand. Many tikbalangs are adept wrestlers, and they naturally see this assault as the ultimate trespass on their person. Anyone who grabs their mane had better find what they're looking for, because angry tikbalangs are rarely merciful.

Another story relates that while the tikbalangs are experts at deceptive magic, they are easily fooled by such trickeries themselves. In a battle of wits, many a tikbalang has been defeated by a wily opponent. This has not always held true, however; not all tikbalangs are susceptible to deceptive magic. In fact, only those that are active practitioners of the illusory arts are likely to be vulnerable to such charms.

On the whole, tikbalangs are fey creatures with strong magical ties. Even those who do not pursue arcane or

A Primer on Buan

The tikbalang race is tailored for the Buan campaign Setting, which is loosely based from Philippine Mythology. The tikbalang can be easily ported to any other campaign setting, but here is a short primer on Buan for those interested.

The world, known for those who bother to name it as Kalupaan, is a world ruled by the sea, but thousands upon thousands of islands dot this world. The deep forests of these islands, in turn, give way to Kalikasan, the mysterious land where the fey dwell. Those who stumble to Kalikasan are often unnerved, for the familiar echoes of the ocean's waves are all but gone here.

History is an alien concept in Kalupaan. To them, only a lifetime is worth measuring: Anything longer than that shifts to the realm of myth. Tales are told of the most epic heroes fighting armies by oneself, or of rising fighting toe to toe with the gods themselves. These legendary warriors could have lived a lifetime or a thousand lifetimes ago. In essence, what happened is more important than when.

Will your heroes find their rightful place in the epic songs of the babaylan, or will they fade into obscurity as their lifetime passes?

primal paths have a hint of the supernatural about them, and this unnerving and powerful presence sparks the imagination of storytellers from other races. It is not unusual to hear other, more unusual myths about the tikbalangs; some will turn out to be true, while the majority will be pure fabrication.

Racial Feats

The following feats are available options for tikbalangs who meet the prerequisites.

Heroic Tier Feats

Believe the Lie

Prerequisites: Charisma 15, Tikbalang

Benefit: Once per turn, before making an attack roll for a power that has the Illusion or Psychic keyword, you may choose to gain Vulnerability 5 Psychic until the start of your next turn. If you do, you gain a +2 feat bonus to damage rolls with that power.

Special: At 11th level, the vulnerability increases to 10 and the feat bonus increases to +4

At 21st level, the vulnerability increases to 15 and the feat bonus increases to +6

Galloping Charge

Prerequisite: Strength 13, Tikbalang, *Unearthly Gallop* racial power

Benefit: You ignore difficult terrain whenever you charge.

Hooves of the Fey

Prerequisite: Tikbalang

Benefit: When you make an unarmed attack, you can use your hooves instead, which is a weapon in the unarmed weapon group. This weapon has a proficiency bonus of +2, and a damage of 1d10. The hooves are not considered to be a weapon that you wield in your hand.

You can master and perform the *Enhance Natural Armaments* ritual (see page 12) as if you had the Ritual Caster feat.

Special: Your hooves, being magical, can be enchanted. Performing the *Disenchant Magic Item* ritual (see the D&D 4E PLAYER'S HANDBOOK) on your hooves does not destroy them.

Unearthly Leap

Prerequisites: Tikbalang, Trained in Athletics

Benefit: You gain a +2 feat bonus to Athletics checks.

You are always considered to have made a running start whenever you make Athletics checks to jump.

Shove Intruders

Prerequisite: Tikbalang

Benefit: Whenever an effect causes you to push an opponent,

you may choose to push that opponent 1 additional square.

Paragon Tier Feats

Goldstrand Ring

Prerequisite: Defender role, tikbalang

Benefit: You may choose a willing ally at the end of every extended rest. That ally loses a ring slot item until you choose a new ally. Whenever you mark an enemy, that enemy takes a -4 penalty to attack rolls against that ally, instead of the normal -2 penalty.

Impulsive Accuracy

Prerequisites: Dexterity 15, Tikbalang, *Fleet of Foot* racial feature

Benefit: You gain a +1 bonus to attack rolls against opponents who have yet to act in an encounter.

Kalikasan Stride

Prerequisite: Tikbalang, *Unearthly Gallop* racial power

Benefit: Whenever you use your *Unearthly Gallop*, you also gain phasing for the next movement that you make before the start of your next turn.

Special: See D&D 4E *Player's Handbook* for rules on phasing.

Epic Tier Feats

Kick-Start Gallop

Prerequisite: Tikbalang, *Unearthly Gallop* racial power

Benefit: Whenever you use your *Unearthly Gallop*, you may make an unarmed melee basic attack as a free action.

Racial Paragon Paths

Eldritch Runner

"Fighting me is like fighting the wind: A battle you cannot hope to win."

Prerequisite: Tikbalang, any arcane class

Like the winds, tikbalangs are swift, unseen, and unpredictable. They can feel the powerful magic of the winds as their manes swim through it, and many take up the arcane arts because of this connection. However, only the truly skilled can gather this magic to power their spells. These tikbalangs are known as the eldritch runners.

Just like most mages, you prefer to stay outside melee, preferring to direct the flow of battle from a safe distance. But to affect real change, you know that galloping through the thick of things is necessary. You dart into the fight one moment and are gone the next; just like the wind that empowers you.

Eldritch Runner Path Features

Windpact Action (11th level): Whenever you spend an action point to take a move action, the next arcane attack power you make before the end of your next turn gains a +4 bonus to the attack and damage roll.

Agile Spellcasting (11th level): Whenever you use an at-will arcane attack power, you may ignore the -5 penalty to attack rolls associated with running.

Master of Winds (16th level): When an effect causes you to be pushed, pulled, or slid, you can instead slide an equal number of squares in a direction of your choice.

Eldritch Runner Spells

Twin Winds

You call upon the cool summer breeze and the humid gust of storms, throwing an opponent and sliding an ally to safety at the same time.

Eldritch Runner Attack 11

Encounter ☞ Arcane, Implement, Cold, Fire

Standard Action Ranged 10

Target: One creature

Attack: Intelligence vs. Fortitude or Charisma vs. Fortitude

Hit: 1d8 + Intelligence or Charisma modifier cold or fire damage (your choice), and you push the target up to 4 squares. In addition, pull an ally within range up to 4 squares. That ally gains Resist 10 cold or 10 fire until the end of your next turn (your choice, special).

Special: The damage and the resistance granted by this power must be of different types.

Mirror Gallop

You weave a translucent image of yourself that gallops to the opposite direction. As the image solidifies, you crumble into a cloud of dust and falling stones.

Eldritch Runner Utility 12

Encounter ☞ Arcane, Conjunction, Teleportation

Move Action Close Burst 20

Effect: You conjure an image of yourself that occupies a square adjacent to you. It lasts until the end of your next turn. You and the illusion then move a number of squares equal to your speed.

When the conjunction ends, you teleport to the space the conjunction last occupied.

Special: The conjured image needs to be supported on a solid surface.

Whirling Mane

You sway your mane around, assaulting the mind of those around you and imparting in them a sense of wanderlust.

Eldritch Runner Attack 20

Daily ☞ Arcane, Implement, Psychic

Standard Action Close Burst 2

Target: Each creature in burst

Attack: Intelligence vs. Will or Charisma vs. Will

Hit: 1d10 + Intelligence or Charisma modifier psychic damage, and the target is dominated (save ends). You can only choose move actions for targets dominated this way.

Miss: You slide the target 2 squares, and it is dazed until the end of your next turn.

Razormane Rampager

“My mane, my hooves, and my fists. This is all the magic I need.”

Prerequisite: Tikbalang, must have a power with the *Rage* keyword.

There are those who see the tikbalangs for their inherent magical nature and their ability to mislead travellers. They view tikbalangs as a nuisance when travelling through the thick forests, but they aren't seen as an immediate, physical threat. Those who hold these beliefs have never had the misfortune of dealing with a Razormane Rampager.

Razormane Rampagers are creatures of strength and primal magic. Their manes permanently harden into bristles, and grow into hundreds of sharp daggers in the heat of battle. They also become larger and more terrifying than other tikbalangs, sometimes growing to 8 feet tall as they tap into their anger.

As a Razormane Rampager, you see combat as the most efficient way to drive off intruders. You lack the subtlety of your kin, but you are no less effective at your task. Let others be the wind of deception; you are the typhoon that destroys everything in your path.

Razormane Rampager Path Features

Scattermane Action (11th level): Whenever you spend an action point to take an extra action, each creature adjacent to you takes damage equal to your Constitution modifier.

Razormane Wrestler (11th level): An opponent who begins its turn grabbing or grabbed by you takes damage equal to your Constitution modifier.

Blood-red Mane (16th level): Whenever you are bloodied, you are considered to be raging for the purposes of class features, feats, and powers. If you are already raging, this effect does not count as entering a new rage.



Razormane Rampager

Razormane Rampager Evocations

Prehensile Mane

Your mane slashes and pierces at your opponent's skin, and you wrap it around him to prevent escape.

Razormane Rampager Attack 11

Encounter ☞ Primal

Standard Action Melee 1

Target: One creature

Attack: Strength +4 vs. Reflex
Increase to Strength +6 vs. Reflex at 21st level.

Hit: 5d4 + Strength modifier + Constitution modifier damage, and the target is grabbed (until escape).

Special: If you use this power while raging, your melee reach for the purposes of this attack is 2 squares.

Wildmane Shield

Your mane becomes hard as steel, and you use it to shield your allies and wound your enemies.

Razormane Rampager Utility 12

Daily ☞ Primal, Stance

Minor Action Personal

Effect: Until the stance ends, allies adjacent to you gain concealment, and an opponent who hits you or an ally adjacent to you with a melee attack takes ongoing damage equal to your Constitution modifier (save ends).

Special: If you use this power while raging, the effect extends to allies and opponents within 2 squares of you.

Galloping Giant Rage

You fury swells inside you, seeping into your feyborn body as you leap to the attack.

Razormane Rampager Attack 20

Daily ☞ Primal, Rage, Weapon

Standard Action Melee Weapon

Target: One creature

Attack: Strength vs. AC

Hit: 4[W] + Strength modifier damage.

Miss: Half damage.

Effect: You enter the rage of the galloping giant. Until the rage ends, your melee reach increases by 1, and you may grab targets as if you were one size larger. In addition, you can spend a standard action to move your speed and make a melee basic attack at any point in your movement.

New Monsters

The goals of the tikbalang people often conflict with those of the other races, but they rarely turn into open warfare. However, they have been known to come into conflict with adventurers looking for passage into Kalikasan.

Addlewalk Tikbalang

The most common type of tikbalang that travellers encounter is the addlewalk. When confronted by enemies, the addlewalk's first instinct is to use their magic to lead the intruders as far away as possible from the portals that they guard.

Addlewalk Tikbalang	Level 11 Controller
Medium Fey Humanoid (tikbalang)	XP 600
HP 114; Bloodied 57	Initiative +11
AC 25; Fortitude 23, Reflex 23, Will 24	Perception +6
Speed 7, see also <i>Unearthly Gallop</i>	low-light vision
Vulnerable 10 psychic	
Standard Actions	
⊕ Shoving Hoof ☞ At-will	
<i>Attack:</i> +16 vs. AC	
<i>Hit:</i> 2d10 + 7 damage, and the target is pushed 2 squares.	
☞ Lost (charm, psychic) ☞ Recharge ☞☞	
<i>Attack:</i> +14 vs. Will	
<i>Hit:</i> 3d8 + 10 psychic damage, and the target is dazed (save ends). <i>First Failed Save:</i> The target is transported to a remote but nonthreatening corner of Kalikasan (save ends dazed and returns the creature to a nonhindering space within range of the tikbalang's choosing).	
✧ Wanderlust (Charm, Psychic) ☞ Encounter	
<i>Attack:</i> Area burst 2 within 10; +14 vs. Will	
<i>Hit:</i> The addlewalk tikbalang slides the target 2 squares, and the target takes 15 ongoing psychic damage (save ends). <i>Sustain Minor:</i> If the target hasn't successfully saved against this power, the addlewalk tikbalang slides the target 2 squares.	
Minor Actions	
☞ Unearthly Gallop ☞ At-will (1/round)	
<i>Effect:</i> The next time the addlewalk tikbalang willingly moves from its space before the start of its next turn, it ignores difficult terrain.	
Skills Arcana +14, Endurance +11, Nature +11	
Str 15 (+7)	Dex 19 (+9) Wis 12 (+6)
Con 18 (+9)	Int 12 (+6) Cha 21 (+10)
Alignment Unaligned	Languages Common, elven
Equipment none	

Addlewalk Tikbalang Tactics

The addlewalk knows that it is not the strongest physical warrior, so it tries to stay hidden in the first rounds of combat. When it finds the opportunity, it enters the confrontation with its *Wanderlust* attack. It will then use *Lost* whenever it can, aiming for the party leader if possible. It uses *Unearthly Gallop* to escape melee attackers after attacking with *Shoving Hoof* to avoid opportunity attacks.

Nightmare Tikbalang	Level 14 Artillery
Medium Fey Humanoid (devil, tikbalang)	XP 1000
HP 113; Bloodied 56	Initiative +13
AC 26; Fortitude 27, Reflex 25, Will 26	Perception +9
Speed 7, see also <i>Infernal Gallop</i>	darkvision
Resist 10 fire; Vulnerable 10 psychic	
Standard Actions	
⊕ Burning Hooves (fire) ☞ At-will	
<i>Attack:</i> +19 vs. AC	
<i>Hit:</i> 2d10 + 8 fire damage	
☞ Fiery Spittle (fire) ☞ At-will	
<i>Attack:</i> Ranged 10; +18 vs. Reflex	
<i>Hit:</i> 3d6 + 11 fire damage.	
☞ Induce Nightmare (fear, psychic, sleep) ☞ Recharge ☞☞	
<i>Attack:</i> Ranged 10; +18 vs. Will	
<i>Hit:</i> 4d8 + 10 psychic damage, and the target is dazed and takes ongoing 10 psychic damage (save ends both). <i>First failed save:</i> The target falls unconscious instead of dazed (save ends both the unconscious effect and the ongoing damage).	
Minor Actions	
☞ Infernal Gallop ☞ At-will (1/round)	
<i>Effect:</i> The next time the nightmare tikbalang willingly moves from its space before the start of its next turn, it ignores difficult terrain. Any creature that hits the nightmare tikbalang with an attack during this move takes 15 fire damage.	
Skills Arcana +17, Endurance +15, Intimidate +17	
Str 17 (+10)	Dex 18 (+11) Wis 14 (+9)
Con 23 (+13)	Int 17 (+10) Cha 20 (+12)
Alignment evil	Languages Common, elven
Equipment none	

Nightmare Tikbalang

Tikbalangs are infused with magical energy, and many times, their arcane practices transform them physically. The nightmare tikbalang is one such creature. Having bargained with the forces of hell, the nightmare tikbalang has joined the ranks of true devils, shaping hellfire and inducing terror in their foes.

Nightmare Tikbalang Tactics

The nightmare tikbalang distances itself from the

Leaping Giant	Level 16 Elite Skirmisher	
Large Fey Humanoid (tikbalang)	XP 2800	
HP 314; Bloodied 157; see also <i>Rabid Bite</i>	Initiative +17	
AC 30; Fortitude 28, Reflex 29, Will 27	Perception +12	
Speed 8	low-light vision	
Action Points 1		
Traits		
Unearthly Leaper		
The Leaping Giant is always considered to have made a running start for the purposes of Athletics checks made to jump.		
Standard Actions		
⊕ Kick ⚡ At-will		
<i>Attack:</i> Reach 2; +21 vs. AC		
<i>Hit:</i> 2d10 + 12 damage, and the target is knocked prone.		
⊕ Leaping Stomp ⚡ Recharge ⏏ ⏏ ⏏		
<i>Effect:</i> The Leaping Giant jumps a number of squares equal to its speed, then makes a kick attack at the end of the jump. If the attack hits, the attack deals an additional 1d10 damage, and the target is dazed (save ends).		
⊕ Thrashing gallop ⚡ Recharge when first bloodied		
<i>Effect:</i> The leaping giant moves a number of squares equal to its speed, ignoring difficult terrain while doing so. The leaping giant can make up to 4 kick attacks at any point during the movement.		
Minor Actions		
Rabid Bite ⚡ At-will (usable only when bloodied)		
<i>Attack:</i> +21 vs. AC		
<i>Hit:</i> 1d8 + 12 damage.		
Skills Athletics +20, Perception +12		
Str 20 (+13)	Dex 24 (+15)	Wis 9 (+7)
Con 21 (+13)	Int 15 (+10)	Cha 18 (+12)
Alignment unaligned	Languages Common, elven	
Equipment none		

center of combat as much as possible, staying at the edge of the battlefield. If an enemy gets too close, the nightmare tikbalang flails wildly with its fiery mane as it escapes with *Infernal Gallop*. Nightmare tikbalangs like to prey on the fallen, and they are known to use their *Induce Nightmare* ability as a coup-de-grace on unconscious opponents.

Leaping Giant

If tikbalangs in general are the subtle winds of change, then the leaping giants are the howling voice of the stormwind. They are giants even amongst the large race of the tikbalang; if they would ever stand straight and still, they would tower over twelve feet tall.

Leaping Giant Tactics

Unlike other large monsters, the Leaping giant uses Athletics to jump as often as practical during combat. Leaping giants leap from foe to foe, causing as much damage as possible rather than focusing their attacks on single targets.

Once bloodied, the leaping giant stays where it can reach the most opponents and starts kicking and biting multiple targets. Once all of its nearby opponents are felled it leaps off to wreak havoc elsewhere.

Tikbalang Lore

DC 11: Tikbalangs are horse-headed fey known for their speed, strength, and guile. They are fiercely territorial and defend their forest domains and portals to Kalikasan with trickery and force.

Tikbalangs have a tribal society tied to close-knit family groups known as kapatirans (a term that means brotherhood or compact). A kapatiran is lead by a datu or warchief, and spiritual leaders known as babayan. Tikbalangs are fiercely loyal to their tribe and family.

DC 16: Tikbalangs have a strong affinity for magics tied to movement, the wind, and the storm. Their kinship with horses gives them unearthly speed and grace when running. Some tikbalangs seek to develop their affinity for magic, others develop their tough bodies, and whispers speak of outcast tikbalang who call on darker powers.

Addlewalk tikbalangs defend portals to Kalikasan. They would much rather use fey magic and illusions to draw intruders away from the places they guard, but if push comes to shove, addlewalks use more potent tactics without hesitation.

Nightmare tikbalangs are twisted outcasts, hell-bent on attaining power. Gifted with a fey talent for magic, nightmare tikbalangs make pacts with infernal powers, granting them the ability to shape hellfire and induce terrible hallucinations. They love to elicit terror in their prey, feeding on fear like the nightmares from which they take their names.

Rumors speak of the leaping giants, mighty tikbalang warriors infused with primal might. The leaping giants tower above their kin and use their massive frames as weapons in defense of Kalikasan. Where other tikbalang tricksters are likened to the subtle, deceptive whispers of the wind, the leaping giants are the howling voice of the storm,

scattering all in their path.

DC 21: The deceptive magics of tikbalang magicians can also leave them vulnerable to the mind-bending powers of others.

Tikbalangs are said to have a hidden weakness - a golden strand of hair within their mane. It is said that a brave (or foolish) person can attempt wrest this golden strand from the creature's mane in order to create a charm that can dominate the mind of the tikbalang. When it rains with a clear and sunny sky above, it is said that such a pact is being forged. Woe to the fool who tries and fails to prove this myth.

Encounter Groups

Tikbalangs are often mistaken as a type of centaur subrace. While the two races share little in common other than having horse-like characteristics, it is true that they get along well together. They are also periodically found with eladrin, but they just as often will have conflicting goals.

In contrast to the rest of their kin, nightmare tikbalangs don't get along with their fellow fey, and instead have been known to fight alongside devils.

While they are noted for fighting alongside horse-like creatures, they never ride on such creatures; it is believed that they refrain from doing so as a form of respect.

Level 11 encounter (2800 xp)

- ☞ 1 addlewalk tikbalang (level 11 controller)
- ☞ 1 centaur mystic (level 13 controller, see the D&D 4E MONSTER MANUAL 2)
- ☞ 2 centaur ravagers (level 12 brute, see the D&D 4E Monster Manual 2)

Level 14 encounter (5000 xp)

- ☞ 4 legion devil veterans (level 16, see the D&D 4E MONSTER MANUAL)
- ☞ 1 nightmare (level 13 skirmisher, see the D&D 4E Monster Manual)
- ☞ 1 erinyes, riding the nightmare (level 13 soldier, see the D&D 4E Monster Manual 2)
- ☞ 2 nightmare tikbalangs (level 14 artillery)

Tikbalangs in Your Game

Tikbalangs make for a great addition in any game that showcases fantastic encounters with the fey. As part of the greater fey courts, tikbalangs can fill in as the first line of defense in outside threats, or the force called upon to drive such threats away from Kalikasan. Alternatively, a kapatiran of tikbalangs can stand alone as a formidable set of foes for the adventuring party. Such swift and tough creatures could harry a party across the early levels of their paragon

adventure, haunting them with the ever-distant but constant sound of their galloping pursuit.

Perhaps one of your players seeks to play as a tikbalang. Tall, horse-headed fey creatures are simple enough to integrate in a campaign; and while the character may seem out of place in the civilized world, their charismatic nature means they usually tend to get along quite well with others, unlike many other monstrous races.

The following skill challenge can be used as a variant tikbalang encounter. It can help define the creatures

Steal the Gold Mane

Level (as tikbalang)

Skill Challenge

XP (variable)

You leap onto the tikbalang, clutching its mane in search of an elusive golden strand.

If the Game Master permits, an encounter with a tikbalang can be enhanced by letting PCs look for the single strand of golden mane that'll help them charm the fey creature.

Complexity 1 (requires 4 successes before 3 failures)

Primary Skills Acrobatics, Athletics, Perception

Secondary Skills Endurance, Insight

Victory The PC engaged in a skill challenge claims the strand. The tikbalang will continue fighting as normal to attempt to reclaim it; but if subdued, it can be the target of a *Mane Ring Binding* ritual.

Defeat The tikbalang uses its formidable size to slam the characters to the ground. Each PC adjacent to the tikbalang is knocked prone and loses a healing surge. In addition, if a PC was grabbing the tikbalang, the grab ends.

Acrobatics vs Tikbalang's Reflex (1 success)

As a standard action, the PC can attempt this special Acrobatics check to grab the target tikbalang.

Athletics vs Tikbalang's Fortitude (1 success)

As a standard action, the PC can attempt this special Acrobatics check to either grab the target tikbalang or move a grabbed tikbalang.

Endurance, moderate DC (1 success)

At the start of the tikbalang's turn, a PC grabbing it rolls an Endurance check as it thrashes around and tries to escape. It will otherwise continue combat normally, but makes no further attempts to end the grab aside from this effect.

Insight, hard DC (1 success). *Can only be used while grabbing the tikbalang*

As a minor action, the PC can try to discern the next move of the tikbalang. Success negates the Endurance roll above during the tikbalang's next turn in addition to counting as a success.

Perception, hard DC (1 success).

As a standard action, the PC sifts through the tikbalang's mane to look for a single golden strand. You cannot win this skill challenge until at least 1 success has been gained with this skill.



From Left: Nightmare Tikbalang, Addlewalk Tikbalang, and Leaping Giant

as beings bound to the arcane magic of *Kalikasan*; at the same time, it can be ignored entirely if the idea of charming creatures against their will is unappealing.

If tikbalangs feature prominently in a game, however, the creatures react after the first few instances of charming have been done against their kind. They will begin to trim their gold mane more consistently, which reduces the chance that they'll be charmed. They might even offer their golden manes to their siblings or allies for some magical benefit, at the discretion of the Game Master.

The level of the skill challenge is the same as that of the tikbalang whose golden mane is sought. Once the level has been identified, refer to the D&D 4E DUNGEON MASTER'S GUIDE to identify the DC's of the skill challenge. Be sure to check the latest updates for the smooth flow of the challenge.

Game Masters are advised to refrain from using this skill challenge against players using tikbalang characters.

Player characters control their own destiny; their golden mane is more suited as a boon to the character (such as through the *Goldstrand Ring* feat) rather than as a potential weakness.

Finally, the Game Master may decide that the Gold Mane of a tikbalang is nothing but the product some storyteller's imagination. In such a case, the weakness simply does not exist; there are many fantastic tales regarding these mighty fey creatures, after all. Advise your players beforehand if you make this decision as a Game Master.

New Rituals

The two rituals detailed in this section are attributed to the tikbalang; one is a ritual that their race is acknowledged for creating, while the other is a bane that their kind are forced to endure. The Game Master is the final arbiter on whether these rituals are allowed for players.

Enhance Natural Armaments

Tikbalangs originally mastered this ritual to fight with their hooves and fists as well as they do with blades or spears.

Level: 2 **Component Cost:** Special
Category: Creation **Market Price:** 100 gp
Time: 1 hour **Key Skill:** Nature (no check)
Duration: Permanent

This ritual functions like the Enchant Magic Item ritual (see the D&D 4E *Player's Handbook*), except that you can only enchant weapons in the unarmed weapon group like your unarmed attack or an unarmed weapon granted to you by a class or feat.

You cannot use Enhance Natural Armaments to resize items.

Special: Using the Disenchant Magic Item ritual (see the D&D 4E *Player's Handbook*) on weapons enchanted this way destroys its magical properties, but does not destroy the weapon itself. The ritual otherwise produces the normal amount of residuum.

Mane Ring Binding

You bind the inherently magical soul of the tikbalang to yours as you wrap its mane around your finger.

Level: 12 **Component Cost:** 500 gp, and a golden mane that you personally plucked from a tikbalang
Category: Binding **Market Price:** 2600 gp
Time: 10 minutes **Key Skill:** Arcana
Duration: Special (see below)

You tie the golden mane around your ring finger, which causes you to lose one of your ring item slots for the duration of this ritual. This process allows you to exercise a degree of control over the tikbalang (whose level must not exceed yours) that produced the strand. The creature need not be in the immediate vicinity, but you must be in the same plane of existence as the creature while you perform this ritual.

Upon the completion of this ritual, it begins to rain for 10 miles around you, regardless of the season. The rain will even fall during a cloudless, sunny day. At the Game Master's discretion, the rain may or may not have an effect on visibility or lighting; it can be a purely aesthetic effect with no game changes.

This ritual has been known to backfire on the caster; its effectiveness and duration depends on your Arcana check:

19 or lower: The tikbalang has immediate authority over you and can issue one command you can obey, one that takes up to a day of effort to accomplish.

20-24: You bind the tikbalang to a minor pact. Before rolling initiative on one encounter during the next 24 hours, you can call upon the tikbalang to join the battle by your side. It teleports to a space within 5 squares of you of its own choosing, rolls initiative, and tries to protect you during the

encounter. However, it retains its free will, and you cannot command it to perform specific tasks in combat.

25-34: You bind the tikbalang to a moderate pact. In addition to being able to call upon it within the next 24 hours, as above, you can command the creature to perform a task that takes up to a day of effort to accomplish.

35-39: You bind the tikbalang to a powerful pact. Within the next 24 hours, it accompanies you on your adventure, and tries to protect you to the best of its ability. However, it retains its free will, and you cannot command it to perform specific tasks in combat. Alternatively, you can command the tikbalang to perform a task that requires up to a week of effort to accomplish.

40 or higher: You bind the tikbalang to a supreme pact. Within the next week, it accompanies you on your adventure, and tries to protect you to the best of its ability. It will even give its life to protect yours if the situation arises. Alternatively, you can command the tikbalang to perform a task that requires up to a harvest season's length in effort. While it retains its free will during the extent of this ritual, the tikbalang is inclined to respond favourably to requests that you make over that period of time. The Game Master is the final arbiter on what the tikbalang will and will not do while this ritual is in effect.

Once the task is completed or the time has elapsed, the tikbalang (or you) will be released from service, and the golden mane turns into a nondescript strand of horse hair. Issuing impossible tasks, such as forcing the tikbalang to fly, discharges the ritual, as is issuing tasks that are blatantly suicidal.

Special: Removing the gold mane from your finger immediately ends the ritual, and the tikbalang is no longer compelled. You cannot remove it if you are the one compelled by this ritual. Finally, you cannot use this ritual if you have no ring item slots remaining.

For use with the 4th Edition

**DUNGEONS
& DRAGONS**
ROLEPLAYING GAME

Requires the use of the D&D *Player's Handbook*, *Monster Manual*, and *Dungeon Master's Guide*, *Player's Handbook* 2, *Monster Manual* 2, *Adventurer's Vault* core rulebooks, available from Wizards of the Coast, LLC