

# Tigbanua Buso

A race of vicious and ghoulish creatures, tigbanua are the most common type of buso, the only known other type being the victims of their infection, the tagamaling buso.

**Ghoulish Physique.** Standing seven feet all and emaciated, weighing only ne-hundred-forty pounds, tigbanuas have long and flexible necks, large bony feet, and gnarled hands with sharp claws. Their known also for their depressed noses, and mouths filled with sharp teeth. Their heads are covered in curly unkempt patches of hair, and their skin is pale with a leathery texture. The most distinguishing feature of a tigbanua is the large eye in the center of its head which can vary from creature to creature in terms of colour, though often it is a sickly yellow or bloody crimson.

**Savage Combatants.** Tigbanua's are not known for their intelligence, in fact its quite the contrary. Most accounts of thier attacks indicate that they emerge from cover of night, targeting lone humanoids. Often they attack the vulnerable such as travelling villagers or merchants, leaving nothing but death in their wake. Using their sharp claws and fangs, they attack holding nothing back, revelling in the havoc they cause. When confronted with a real threat they have no chance against, most tigbanuas will opt to flee rather than fight.

THE DOGS? OH, THEY'RE MOSTLY JUST GOOD COMPANY. PLUS, I'VE NEVER MET A FAIR WANDERER ON THE ROAD WHO COULD RESIST A WINNING SMILE AND THE WAGGING TAIL OF A PUP. LET'S HOPE THAT'S ALL WE NEED 'EM FOR AND LEAVE IT AT THAT.  
- K'AIRYN WINDSWEPT, AIR GENASSI RANGER

**Fear of Dogs.** Tigbanuas are terrified of canine creatures. From the humble house pet to the noble dire wolf, a tigbanua will almost never attack a dog or those in the company of hounds. For this reason, many who live in areas where tigbanuas are known to hunt will travel with dogs and keep dogs in the house.

**Mistaken Identity.** Despite their resemblance to undead creatures such as ghouls, tigbanuas are not undead. Considering the fact that they are carnivorous and especially enjoy consuming rotting flesh of the recently deceased, the confusion is understandable. This unfortunate case of mistaken identity has lead more than one cleric or paladin to make the fatal error of employing tactics that drive away undead creatures and spirits, only to have the tigbanua ignore their efforts and assault them head-on.

## TIGBANUA BUSO

*Medium monstrosity, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 44 (8d8 + 8)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	12 (+1)	6 (-2)	12 (+1)	9 (-1)

**Skills** Perception +3, Stealth +4

**Senses** darkvision 60 ft., passive Perception 13

**Languages** -

**Challenge** 3 (700 XP)

**Lifeblood.** The blood of a tigbanua buso is suffused with life energy. When used to enrich crops, its properties will cause the crops to yield twice as much when harvested. One tigbanua buso typically has enough blood to enrich a quarter mile of soil.

**Fear Aura.** A tigbanua buso has a ten-foot aura of fear around it at all times. Any creature that enters the aura for the first time or starts their turn in the aura must succeed on a DC 13 Wisdom saving throw or be frightened of the tigbanua buso. Creatures frightened in this way must use any remaining movement to leave the tigbanua buso's aura if possible.

**Tagamaling Curse.** A humanoid wounded by a tigbanua buso's claw attack must make a DC 14 Constitution saving throw or contract the tagamaling curse. Each night, there is a cumulative 1% chance (1% the first night, 2% the second night, 3% the third night, and so on) that a cursed creature undergoes a horrible transformation that lasts the duration of the night. The transformed victim

becomes a tagamaling buso: Its feet become long and bony, its eyeballs fuse together into a single red or yellow eye, its hands sprout sharp claws, and its teeth enlarge into horrible fangs. The tagamaling buso's Intelligence score becomes 2 for the duration of the transformation, and the creature attacks every creature it sees.

In tagamaling form, a character cannot use any class abilities, spells, or skills based on Intelligence or Charisma and becomes an NPC under the DM's control using the tagamaling buso stat block.

When dawn arrives, the transformed victim returns to its natural form and retains no memory of any actions committed during the night. The creature gains one level of exhaustion. A cursed character can be cured by casting remove curse within the first ninety-nine days of infection. When the chance of transformation reaches 100% (after one hundred days), the victim can no longer be cured by any means short of a wish or miracle.

### ACTIONS

**Multiattack.** The tigbanua buso makes three attacks, two with its claws and one with its bite.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) slashing damage and if the target is humanoid they must succeed on a DC 14 Constitution saving throw or be affected by the tagamaling curse.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.

*Made with Giffyglyph's Monster Maker*



**Pack Hunters.** Having minimal intelligence with a penchant for chaos and destruction is a dangerous combination. United by their shared nature, groups of buso gather on occasion in small groups to wreak havoc together. Typically a pack of buso would not form any kind of lair, but rather travel from place to place in search of prey to devour. They took no trophies from the dead as their sole desire was for carnage and consumption. They often travel in this fashion until they come to a village or other settlement where they will attack nightly and feed until the settlement has either been completely exhausted of food, or the people there manage to drive them off. They are especially fond of cemeteries where the recently buried could be exhumed in order to be fed upon. They have no real hierarchy, instead simply following their mutual instincts as a group with members frequently coming or going as their nature drives them.

**Cannibalistic.** Typically buso's will not consume one another, although, when starving, they are liable to turn on one another. This usually results in a free for all battle amongst the group until one of them is slain. The meat from the slaughtered buso will be enough to stave off starvation of the others for a time, but eventually the pack will continue to turn on itself until only one remains. This is not common occurrence, but if the pack wanders too far from humanoid or animal food sources it's bound to happen.

**Cursed Creatures.** The true origin of the buso is a mystery. Many scholars believe they were once a race of peaceful humanoid creatures in an age long before the current era of recorded history. Peaceful as they may have been, at some point, they changed into the horrific monsters seen today and scattered across the world. Some think that this was caused by their own magical meddling and research into forbidden rituals. Others believe it must have been some sort of divine punishment meted out by a deity they had wronged. Whatever the true nature of their origin, they certainly hold no remnant of what they once were.

**Tagamaling Curse.** The curse the buso bear is also their primary means of reproduction. Much like the curse of lycanthropy, the tagamaling curse is passed on magically by the tiganua through their claws. Any humanoid cut with their claws is surely doomed to go through a horrific transformation, the chances of which increase gradually as the curse takes root. Eventually it becomes impossible to hold the curse back and the creature will change yet again from a tagamaling buso to a full-blooded tiganua buso. Once this happens, there is no bringing back the creature to their previous form without magic exceeding mortal comprehension.

**Bountiful Blood.** The one redeeming feature of the buso, specifically the tiganua buso, is that their blood hold a magical property capable of making things grow well beyond their typical means. If their blood is used to fertilize crops, the crops will yield double the amount they typically would when it comes time to harvest. For this reason, their blood is prized and invaluable to any community where agriculture is important. Many small villages with need for extra crops will pay adventurers to hunt and harvest the blood from the local tiganua population. This not only serves to eliminate a significant threat, but also to aid the community in its growth. Such jobs are often paid at a premium rate.



## TAGAMALING BUSO

*Medium humanoid, chaotic evil*

**Armor Class** 15 (natural armor)

**Hit Points** 36 (8d8 + 0)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
10 (+0)	15 (+2)	10 (+0)	2 (-4)	12 (+1)	6 (-2)

**Skills** Perception +3, Stealth +4

**Senses** darkvision 60 ft., passive Perception 13

**Languages** -

**Challenge** 2 (450 XP)

### ACTIONS

**Multiattack.** The tagamaling buso makes two attacks, one with its claws and one with its bite.

**Claw.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 6 (1d6 + 3) slashing damage.

**Bite.** *Melee Weapon Attack:* +5 to hit, reach 5 ft., one creature. *Hit:* 7 (1d8 + 3) piercing damage.

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