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[Commissioned by @thetygre, and ooh boy, was this a doozy to write up. Although I've done several rounds of monsters based on Filipino folklore, I have studiously avoided the aswang up to this point. That's because the aswang is a whole *complex* of monsters, incorporating vampires, witches, ghouls, werebeasts and more. No two stories can agree on what an aswang looks like or what it does. So I incorporated that uncertainty into my mechanics. The [manananggal](#) is a canon Pathfinder monster in the aswang complex, and some of my other monsters that overlap with aswangs are the [balbal](#), the [wakwak](#) and the [mambabarang](#)]

Vampire, Aswang

CR +2 Template

This woman has pale skin and bloodshot eyes, and her hair hangs down in tangles and clumps. Her teeth are fangs, and her hands clawed. Her limbs are contorted into long, skittering appendages.

An aswang is an especially monstrous offshoot of a vampire. They resemble vampires in their true form—they are gaunt, gray and have claws and fangs—but are also capable of warping their bodies in a number of ways, taking the shape of people, or beasts, or various gargoyle-like horrors. No two aswangs thus ever look exactly alike, and they are often confused for other sorts of creatures. Aswangs have more catholic diets than many other vampires. In addition to blood, they also enjoy eating the organs of their victims, unborn children and rotting corpses.

An aswang can make more members of its horrible kind, but does not do so automatically as a vampire does. Instead, it requires a lengthy ritual more akin to the creation of a hag or lich. Some spiteful and cruel mortals become aswangs following a lengthy apprenticeship to an existing aswang, or an aswang may teach a manananggal or penanggalen the ritual to make them less dependent on a fragile mortal body.

Creating an Aswang

“Aswang” is an acquired template that can be added to any living creature with 5 or more Hit Dice. Most aswangs were once humanoids, fey or monstrous humanoids. An aswang uses the base creature's stats and abilities except as follows:

CR Same as base creature +2

AL Any evil

Type The creature's type changes to undead (augmented, shapechanger). Do not change the base creature's class Hit Dice, BAB, or saves

Senses An aswang gains darkvision 60 ft. and scent.

Armor Class Natural armor improves by +7

Hit Dice Change all racial Hit Dice to d8s. Class Hit Dice are unaffected. As undead, aswangs use their Charisma modifier to determine bonus hit points (instead of Constitution)

Defensive Abilities An aswang gains channel resistance +4, DR 10/magic and slashing, and resistance to cold and electricity 10, in addition to all of the defensive abilities gained by the undead type. An aswang reduced to 0 hit points does not die, but instead falls helpless for 24 hours. If the aswang's body is not destroyed (see below), it returns to life in 24 hours.

Weaknesses Aswangs cannot stand the strong odor of garlic and ginger, and cannot enter an area anointed with these spices. Similarly, they recoil from strongly presented holy symbols and vials of coconut oil. These things don't harm the aswang—they merely keep it at bay. A recoiling aswang must stay at least 5 feet away from the coconut oil or holy symbol and cannot touch or make melee attacks against that creature. Holding an aswang at bay takes a standard action. After 1 round, an aswang can overcome its revulsion of the object and function normally each round it makes a DC 25 Will save.

In order to destroy an incapacitated aswang, the creature must be quartered, and each half of its body, left and right, must be buried on opposite sides of a river or stream and both of the graves marked with a slashing or piercing weapon made of iron. If the aswang's body is not intact (say, through burning or a *disintegrate* spell), the ashes must be divided and buried in the same manner, after having been soaked in coconut oil.

An aswang is not destroyed by sunlight, but cannot use its change shape or monstrous transformation abilities in sunlight. An aswang in its true form in sunlight is treated as staggered and cannot attack.

Speed Same as the base creature

Melee An aswang gains 2 claw attacks and a bite attack that deal damage as normal for a creature of its size. It also gains the grab special attack with its bite. An aswang's natural weapons are treated as being magic for the purposes of overcoming damage reduction.

Special Attacks An aswang gains several special attacks

Blood Drain (Ex) An aswang can suck blood from a grappled opponent, dealing 1d4 points of Strength damage and Constitution damage per round. The aswang heals 5 hit points, or gains 5 temporary hit points, each round it drains blood.

Monstrous Transformation (Su) An aswang can modify its body as a move action, granting itself one of the following abilities

- *Spider Legs*: the aswang gains a climb speed equal to the base creature's land speed, plus the ability to ignore naturally occurring difficult terrain
- *Wings*: the aswang gains a fly speed equal to the base creature's land speed plus 10 feet (average maneuverability)
- *Draining Tongue*: the aswang gains a sting attack with a reach equal to the base creature's reach +10 feet, which deals damage as normal for a creature of its size and has the attach special attack. An aswang with a sting can use its blood drain ability to a creature it is attached to with this weapon
- *Talons*: the aswang's claw attacks deal damage as if it were one size larger, and the creature gains the rend special attack

An aswang can only use this ability in its natural form. A monstrous transformation remains until the aswang assumes a different form using change shape, or chooses another monstrous transformation as a move action.

Special Qualities An aswang gains the following

Change Shape (Su) An aswang can assume the form of one type of humanoid and two animals of its choice, as per the *polymorph* spell.

Reverse Reflection (Su): Reflections in an aswang's eyes in any shape, or in a mirror or other reflective object carried by an aswang, appear upside down.

Ability Scores Str +4, Dex +4, Int +2, Wis +2, Cha +6. As an undead creature, an aswang has no Constitution score

Skills Aswangs gain a +8 racial bonus on Disguise, Perception and Stealth checks

Feats Aswangs gain Alertness, Improved Initiative, Iron Will and Lightning Reflexes as bonus feats.

Sample Aswang CR 11

XP 12,800

Female human aswang [oracle](#) 10

NE Medium undead (augmented humanoid, human, shapechanger)

Init +8; **Senses** darkvision 60 ft., Perception +18, scent

Defense

AC 27, touch 14, flat-footed 23 (+4 Dex, +6 armor, +7 natural)

hp 148 (10d8+100); fast healing 5

Fort +13, **Ref** +11, **Will** +12; channel resistance +4

DR 10/magic and slashing; **Immune** undead traits; **Resist** cold 10, electricity 10

Weakness aswang weaknesses

Offense

Speed 30 ft., climb 30 ft.

Melee 2 claws +13 (1d4+6), bite +13 (1d6+6 plus grab)

Special Attacks blood drain (1d4 Str and 1d4 Con), death touch 1d6+5 (11/day), monstrous transformation (spider legs)

Spells CL 10th, concentration +17 (+21 casting defensively)

5th (4/day)—*insect plague*, *mass inflict light wounds* (DC 24), *slay living* (DC 24), *telekinesis* (DC 23)

4th (6/day)—*divine power*, *fear* (DC 23), *inflict critical wounds* (DC 23), *spell immunity*

3rd (7/day)—*animate dead*, *bestow curse* (DC 22), *blindness/deafness* (DC 22), *dispel magic*, *inflict serious wounds* (DC 22), *invisibility purge*

2nd (8/day)—*bull's strength*, *cat's grace*, *false life*, *inflict moderate wounds* (DC 21), *levitate*, *minor image* (DC 20), *resist energy*, *silence* (DC 20)

1st (8/day)—*bane* (DC 19), *cause fear* (DC 20), *detect good*, *inflict light wounds* (DC 19), *obscuring mist*, *protection from good*, *shield of faith*

0th—*bleed* (DC 19), *create water*, *detect magic*, *ghost sound* (DC 18), *guidance*, *light*, *mage hand*, *mending*, *read magic*, *resistance*, *virtue*

Mystery—bones

Statistics

Str 20, **Dex** 18, **Con** - **Int** 14, **Wis** 12, **Cha** 26

Base Atk +7; **CMB** +12 (+16 grapple); **CMD** 29

Feats Alertness (B), Combat Casting, Defensive Combat Training, Improved Initiative (B), Iron Will (B), Lightning Reflexes (B), Silent Spell, Still Spell, Spell Focus (necromancy), Toughness

Skills Bluff +18, Climb +13, Diplomacy +18, Disguise +26, Intimidate +18, Knowledge (arcana)

+9, Knowledge (religion) +12, Perception +18, Sense Motive +21, Spellcraft +9, Stealth +22; **Racial**

Modifiers +8 Disguise, +8 Perception, +8 Stealth

Languages Common, Infernal, Necril

SQ change shape (human, cat or dire boar, *polymorph*), oracle's curse (haunted), revelations (armor of bones [+6, 10 hours/day], death touch, voice of the grave [DC 21, 10 rounds/day]), reverse reflection

Gear NPC gear (*amulet of mighty fists* +1, *headband of charisma* +2, *cloak of resistance* +2, wand of *spiritual weapon* [CL 3rd, 10 charges])