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[On the [@a-book-of-creatures](#) site, this monster is referred to as “mantabungal”. My copy of *Creatures of Lower Philippine Mythology* calls it a *mantahungal*, with an H, as do a wide variety of internet sources. Doing a deep dive into the name, I think that the H is a typo that originated with the 1990 edition of that book: the Tagbanwa language doesn’t even have an “hu” sound. I love the grassy look of the pelage and the gomphothere-like tusks in the art.]

Mantabungal

CR 8 NE Magical Beast

This shaggy quadruped is vaguely bovine in nature, although it does not have horns. Instead, it has four great tusks protruding from its mouth.

A mantabungal is a native of the First World, a primal creature that embodies the savage belligerence of large herbivores. Anyone who spends long enough in the wild knows that predators are wary and cautious, whereas herbivores can be aggressive and territorial. The mantabungal is the epitome of this axiom—although they eat only plants, they are violent towards just about any man-shaped creature that enters their field of vision. Such foes are trampled and torn to pieces, their bodies left behind as food for scavengers. Mantabungals have a seemingly instinctual hatred towards artificial structures, and often level huts and other small buildings before attacking living targets.

Mantabungals live nomadic lives, roaming around tropical mountains in the First World, and occasionally into the Material plane if they find a weak planar border. They are sometimes intentionally released by malicious fey, who laugh and make merry at the panic and destruction they wreak. Mantabungals eat primarily fruits and fresh shoots, and will happily tear down trees to get to the choicest morsels. They typically roam alone or in a mated pair, but several such individuals may gather near watering holes or founts of primal magic.

Mantabungal CR 8

XP 4,800

NE Large magical beast (extraplanar)

Init +4; **Senses** darkvision 60 ft, Perception +11, scent

Aura fear (30 ft., DC 17)

Defense

AC 20, touch 9, flat-footed 20 (-1 size, +11 natural)

hp 105 (10d10+50)

Fort +12, **Ref** +7, **Will** +7

DR 10/piercing and cold iron; **Immune** fear

Offense

Speed 40 ft.

Melee bite +18 (2d8+13/19-20)

Space 10 ft.; **Reach** 5 ft.

Special Attacks shattering trample, trample (1d8+13, DC 24)

Statistics

Str 29, **Dex** 10, **Con** 21, **Int** 4, **Wis** 15, **Cha** 14

Base Atk +10; **CMB** +20 (+22 sunder); **CMD** 30 (32 vs. sunder, 34 vs. trip)

Feats Improved Critical (bite), Improved Initiative, Improved Sunder (B), Iron Will, Power Attack, Vital Strike

Skills Acrobatics +9 (+13 when jumping), Climb +18, Perception +11; **Racial Modifiers** +4

Acrobatics, +4 Climb

Languages Aklo (cannot speak)

Ecology

Environment warm mountains

Organization solitary, pair or herd (3-8)

Treasure none

Special Abilities

Fear Aura (Su) 30 ft., Will DC 17 negates, panicked 1d4+1 rounds. The save DC is Charisma based.

Shattering Trample (Ex) A mantabungal may make a combat maneuver check to sunder a held or worn item of its choice as a free action against any creature that fails its save against its trample attack, or that elects not to make a save. The damage dealt if this sunder check succeeds is that of its trample attack.