



“Mindfeast Vampire” © Wizards of the Coast, by Igor Kieryluk. Accessed at the artist’s ArtStation page [here](#)

[This is a piece of art I’ve been hanging onto for literally years, looking for the right monster to use it for. The bingil is an evil spirit for the Gaddang and Kalinga people of the Philippines, and is traditionally appeased with blood sacrifices, chasing it in effigy and headhunting. The book *Headhunting and the Social Imagination in Southeast Asia* has information on bingil ceremonies, but the relevant material is cut in half on Google Books. Another title to look up once quarantine is over.]

### **Div, Bingil**

#### **CR 10 NE Outsider (extraplanar)**

*This man-shaped horror has corpse-grey skin covered in open sores and purulent boils. Shaggy hair hangs from its head, and its eyes are luminous. It has no lower jaw—tusks curve up and down from its maw, and a long tongue dangles from the opening.*

Bingils are divs that represent cursed land and the decline of settlements. They may follow a tribe or a family for generations, recurring as outbreaks of disease, strange supernatural events, and deaths of prominent and influential people, especially the kind and charitable. Over time, they may even become worshipped as gods to be appeased with sacrifices in order to chase away their depredations. Settlements with a bingil cult become as warped and cruel as the bingil itself, and they often leave disguised pairakas in these places in order to properly cultivate their corruption.

In combat, bingils often weave between foes, seeking to infect as many of them as possible with their rotting disease. Their tongue is infused with negative energy, and its touch can kill weaker opponents outright. All curses, diseases and poisons are more dangerous in their vicinity, and a bingil may ally itself with other monsters with one or more of these abilities in order to maximize their impact. Despite their love of disease, they consider leukodaemons rivals instead of allies—a

bingil would rather leave its victims alive to savor their torment rather than finish them quickly or destroy their soul.

Like all divs, bingils possess a psychological quirk. In this case, they love the taste of blood. A bingil in combat with a creature suffering from a bleed effect will take more actions to lap up spilled blood rather than making more tactically sound choices; they can also be lured towards or away from locations with a large blood offering.

## **Bingil CR 10**

**XP 9,600**

NE Medium outsider (div, evil, extraplanar)

**Init** +4; **Senses** darkvision 60 ft., *detect good*, Perception +16, see in darkness

**Aura** miasma (60 ft.), stench (30 ft., Fort DC 19)

Defense

**AC** 24, touch 15, flat-footed 19 (+4 Dex, +1 dodge, +9 natural)

**hp** 138 (12d10+72)

**Fort** +14, **Ref** +8, **Will** +11

**DR** 10/good; **Immune** curses, disease, fire, poison; **Resist** acid 10, electricity 10; **SR** 21

Offense

**Speed** 40 ft.

**Melee** 2 claws +18 (1d6+6 plus disease), gore +18 (1d12+6), tongue +16 touch (3d8+10 negative energy)

**Spell-like Abilities** CL 10<sup>th</sup>, concentration +13

Constant—*detect good*

At will—*contagion* (DC 17), *dimension door* (self plus 50 lbs. objects only), *stinking cloud* (DC 16)

3/day—*bestow curse* (DC 17), *hold monster* (DC 18), *unholy blight* (DC 18), empowered *vampiric touch*

1/day—[\*curse terrain\*](#), *epidemic* (DC 19), summon (level 6, 1 pairaka, 60%)

Statistics

**Str** 22, **Dex** 19, **Con** 23, **Int** 13, **Wis** 16, **Cha** 16

**Base Atk** +12; **CMB** +18; **CMD** 33

**Feats** Dodge, Empower SLA (*vampiric touch*), Mobility, Multiattack, Power Attack, Vital Strike

**Skills** Bluff +15, Climb +18, Heal +15, Knowledge (nature, planes) +13, Perception +16, Sense

Motive +16, Stealth +17, Swim +18

**Languages** Abyssal, Celestial, Common, Infernal, telepathy 100 ft.

Ecology

**Environment** any land or underground (Abaddon)

**Organization** solitary or cult (1 plus 2-5 pairakas)

**Treasure** standard

Special Abilities

**Disease (Ex)** *Septic slough*; claw—*injury*; *save* Fort DC 22; *onset* 1 round; *frequency* 1/day; *effect* 1d4 Str damage and 1d4 Con damage, a second save must be made immediately or 1 point of each is drain instead; *cure* 2 consecutive saves. The save DC is Constitution based.

**Miasma (Su)** All creatures within 60 feet of a bingil suffer a -2 penalty on all saving throws against curse, disease and poison effects. There is no save against this ability, but creatures protected by a *protection from evil* or similar magic are immune to this ability.

**Tongue (Ex/Su)** A bingil's tongue is a secondary natural attack that makes touch attacks. A creature struck by a bingil's tongue takes 3d8+10 negative energy damage (Will save DC 19 halves). This cannot heal undead creatures, only damage the living. The save DC is Charisma

based.