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[I've done a few monsters from Philippine mythology in the past, but am somewhat intimidated by the scope. Each island may have multiple cultures, each with their own take on the same basic concept. Separating ghouls, viscera-suckers and cigar smoking giants may go by a dozen different names, and the same name can be used to refer to a bunch of different monsters ("aswang", for example, can be a ghoul, vampire, werewolf, witch, demon or all of the above, and may be explicitly alive or explicitly undead, depending on who's telling the tale). So I in no way claim that these are the be-all and end-all of monstrous interpretations for these concepts.

Take for example the anggitay. I found references to them being a singular cursed human, in a very Greek mythology like "individual mortal pisses off a god". I found references to them being a species. I found references to them being females of the tikbalang. Primary sources are thin on the ground. Which one do I choose? I mixed and matched a little bit, and added my own stuff.]

Anggitay

CR 3 CN Monstrous Humanoid

This creature looks something like a small centaur, its head and torso humanoid and its body that of a pony. A single horn grows from its forehead, and it carries a bow and arrows.

Anggitay are small, more magical kin to centaurs. They also tend to be less benevolent and greedier than the average centaur. Some legends claim that their ancestors were originally human, cursed into a monstrous form to make it more difficult for the anggitay to steal from others and get away with it. Anggitay themselves dissuade such talk, often while picking the pocket of the one telling the story. They are fleet of foot and can magically pass through barriers, hazards and traps, often laughing all the while.

Most anggitay live alone or in small bands, avoiding large organizations and complex societies. They rarely own more than they can carry, but delight in material wealth. Typically this takes the form of gemstones and jewelry. They are omnivores, feeding on fruits, fungi and small game hunted by bow and arrow. Anggitay are surprisingly good climbers, and often feel safer nestled in the branches of a large tree, where they keep watch and sleep. Some anggitay are lured into the city by

the promise of riches, and these often join thieves' guilds or use their speed to hire themselves as couriers.

Anggitay advance by class level, with most of them taking levels in ranger or rogue. Divine spellcasting is more common than arcane among them.

Anggitay CR 3

XP 800

CN Medium monstrous humanoid

Init +3; **Senses** darkvision 60 ft., low-light vision, Perception +8

Defense

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 30 (4d10+8)

Fort +3, **Ref** +7, **Will** +5

Defensive Abilities slip bonds

Offense

Speed 40 ft.

Melee gore +5 (1d6+1), 2 hooves +3 (1d4) or spear +5 (1d6+1), gore +3 (1d6), 2 hooves +3 (1d4)

Ranged composite shortbow +8 (1d4+1/x3)

Special Attacks powerful charge (gore, 2d6+1)

Statistics

Str 13, **Dex** 16, **Con** 14, **Int** 11, **Wis** 13, **Cha** 10

Base Atk +4; **CMB** +5; **CMD** 18 (22 vs. trip)

Feats Multiattack, Point-Blank Shot

Skills Climb +10, Perception +6, Sleight of Hand +5, Stealth +8; **Racial Modifiers** +4 Climb

Languages Common, Sylvan

SQ undersized weapons

Ecology

Environment warm forests

Organization solitary, pair or band (3-12)

Treasure standard (Small spear, Small composite shortbow [+1 pull], other treasure)

Special Abilities

Slip Bonds (Su) As a free action on its turn, an anggitay can choose to act as if under a *freedom of movement* spell as a supernatural ability. It can use this ability for 10 rounds per day, and these rounds do not need to be consecutive.