

Aswang

Medium undead, neutral evil

Armor Class 15 (natural armor)

Hit Points 82 (11d8 + 33)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+3)	16 (+3)	16 (+3)	11 (+0)	10 (+0)	12 (+1)

Saving Throws Dex +6, Wis +3

Skills Perception +3, Stealth +6

Damage Resistances necrotic; bludgeoning, piercing, and slashing from nonmagical attacks

Senses darkvision 60 ft., passive Perception 13

Languages the languages it knew in life

Challenge 5 (1,800 XP)

Special Traits

Aswang Weaknesses: The Aswang has the following flaws:

Forbiddance: The Aswang can't enter a residence protected by a holy symbol hung upon the hearth.

Stake to the Heart: The Aswang is destroyed if a piercing weapon made of a sea creatures bone is driven into its heart while it is incapacitated.

Sunlight Weakness: while in direct sunlight an Aswang is restricted to a humanoid form.

Contortion: In their natural form Aswangs have very flexible bodies and have advantage on escaping from grapples. It can also make a stealth role if obscured by only partial cover. The aswang can swueeze into tight places meant for tiny sized creatures.

Actions

Multiattack: The vampire makes two attacks, only one of which can be a Blood slurping tongue. attack.

Claws: Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 8 (2d4 + 4) slashing damage.

Blood Slurping tongue: Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 6 (1d6 + 3) piercing damage plus 9 (2d8) necrotic damage. The Aswang regains hit points equal to the amount of necrotic damage caused. Instead of dealing the necrotic damage, the Aswang can grapple the target (escape DC 14).

Change Shape: The Aswang magically polymorphs into a humanoid or beast of medium size or smaller that has a challenge rating equal to or less than its own, or back into its true form. It reverts to its true form if it dies. Any equipment it is wearing or carrying is absorbed or borne by the new form (the Aswang's choice). In a new form, the Aswang retains its game statistics and ability to speak, but its AC, movement modes, Strength, Dexterity, and other actions are replaced by those of the new form, and it gains any statistics and capabilities (except class features, legendary actions, and lair actions) that the new form has but that it lacks. If the new form has a tongue, the Aswang can use its Blood slurping tongue in that form.

Bonus actions

Blood slurping tongue: The Aswang automatically deals 9 (2d8) Necrotic damage to a foe grappled with its tongue. The Aswang regains hit points equal to the amount of necrotic damage caused.



An Aswang is an evil shapeshifting undead monster that feeds on the blood and flesh of living creatures.

Aswangs appear to be normal people but at night it can assume its natural form which resembles a monstrous human that walks about on all fours with its long misshapen clawed limbs. Its face is feral with a long lashing tongue that snaps about like a whip. It can also take on the shape of various animals preferring (But not limited to) bats, birds of prey, boars, cats and dogs.

Aswangs dislike combat unless extremely hungry and will usually flee if hard pressed by adversaries. In a fight they will slash and lick to the best of their abilities using their contortion or change into a bird to escape if necessary.

Friends next door Aswangs are shape-shifters. Stories recount aswangs living as regular friendly townspeople. As regular townspeople, they are quiet, shy and elusive. Some even forming friendships functioning as normal productive humanoids. These creatures do not harm their friends and neighbors, and were said to be exempted from their target victims for food as it would bring unwanted attention to the aswang, hence the saying, "Better an aswang than a thief"

Hungry are the children Aswangs will eat anyone but enjoy eating unborn fetuses and small children, favoring soft tissues such as organs.

Aswangs reproduce by transforming humanoids into other aswangs. Those killed by an aswang's tongue can be transformed at the time if the aswang so chooses. They seldom create spawn as it doesn't have any special loyalty to its creator and aswangs dislike competition for food and will save such a gift for someone they grow attached to such as a lover or a spouse..

Manananggal

A creature similar to an aswang is the Manananggal

It lacks the ability to polymorph into a beast.

It gains wings and a fly speed of 60 ft in its natural form, and can use its blood slurping tongue as both of its multi attacks if it so chooses.

When in its natural form the Manananggal disconnects from its legs leaving them behind as an inanimate object (ac 15 and 10 hp) that shares the creature's damage resistances. If this item is destroyed the Manananggal is slain upon its next Contact with direct sunlight.

