

# MANANANGGAL

## *Bisecting Terrors of the Night*



There are many creatures of the night that feast on the flesh of the living, but few match the insidious nature of the Manananggal. Disguised as a living woman during the day, the creature severs its torso from its lower body at sundown, spreading its wings to fly through the night sky. Its entrails dangle from its severed stomach and a long tongue protrudes from its mouth, seeking sleeping victims to prey upon. Some say they are created from the remains of a woman who was left at the altar, others by eating a black chick produced from the stomach of another Manananggal, but one thing is certain; to become a Manananggal is to become a blight upon the living.

### **DEATH IN DISGUISE**

By day the Manananggal lives its life as a normal mortal woman. So long as it maintains this disguise, it is indistinguishable from the living until night falls. The transformation is gruesome and terrifying, leaving the monster free to spread its wings and stalk its prey.

### **FLYING NIGHTMARES**

Manananggal prey on sleepers, stretching their long tongue through open windows to feast on their blood and sometimes vital organs. They are particularly enticed by grooms-to-be and pregnant women, craving vengeance and the lives of the unborn. An influx of sickness and complications in pregnancies may herald the presence of a Manananggal.

### **FATAL FLAWS**

Despite the danger a Manananggal poses, one aware of their weaknesses can easily destroy the creature by exploiting them. A Manananggal must rejoin with its lower half before sunrise or be turned to dust. Thus the creature must hide its defenseless lower half in a safe place, but close enough to return to. Those who happen upon the lower half can simply rub the connecting point with garlic, as the Manananggal abhors its stench. Additionally, the creature's resilience can be nullified by rubbing weapons with garlic or utilizing stakes or spears made from bamboo. A prepared adventurer can make light work of this otherwise fearsome foe.

# Manananggal

Medium Undead, Chaotic Evil

**Armor Class 12** (natural armor)

**Hit Points 59** (11d8 + 10)

**Speed 5 ft.** (Lower Torso 30 ft.), fly 40 ft.

STR	DEX	CON	INT	WIS	CHA
13 (+1)	19 (+4)	13 (+1)	8 (-1)	14 (+2)	11 (+0)

**Saving Throws** DEX +6

**Damage Resistance** Necrotic; Bludgeoning, Piercing, and Slashing from Nonmagical Attacks

**Damage Vulnerabilities** Fire

**Condition Immunities** Charmed, Exhaustion, Frightened, Poisoned

**Skills** Perception +3, Stealth +6

**Senses** Darkvision 60 ft., Passive Perception 13

**Languages** The languages it knew in life

**Challenge 4** (1,100 XP)

**Proficiency Bonus +2**

**False Appearance.** The Manananggal is indistinguishable from a living human woman while its lower half is attached.

**Favored Prey.** The Manananggal favors certain types of creatures to attack in the dead of night; soon-to-be-grooms and pregnant humanoids (specifically the child within). It has advantage on Wisdom (Perception or Survival) checks to locate them.

**Manananggal Weaknesses.** The Manananggal has the following flaws:

**Allium.** The Manananggal hates the scent of garlic, and will endeavor to escape any it can smell. Rubbing garlic on the lower torso of the Manananggal while it is separated prevents the two halves from being able to rejoin. Rubbing garlic on one's weapon causes attacks with it to ignore the Manananggal's damage resistances to nonmagical bludgeoning, piercing, and slashing damage.

**Bamboo.** Piercing damage from weapons made purely of bamboo ignores the Manananggal's damage resistances.

**Lower Half.** The Manananggal's severed lower torso is relatively defenseless, and if the Manananggal is unable to reattach to the lower torso before sunrise, it instantly dies and both halves turn to dust.

**Sunlight Sensitivity.** While in sunlight, the Manananggal has disadvantage on attack rolls and ability checks.

**Sunlight Hypersensitivity.** While separated, each half of the Manananggal takes 20 radiant damage if it starts its turn in sunlight.

## Actions

**Multiattack.** The Manananggal makes two attacks, only one of which can be a proboscis attack.

**Claw.** *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. Hit: 4 (1d6 +1) slashing damage. Instead of dealing damage, the Manananggal can grapple the target (escape DC 13).

**Proboscis.** *Ranged Weapon Attack:* +4 to hit, range 30 ft., one target. Hit: 10 (2d6 + 4) necrotic damage. If the target is asleep, this damage does not wake them. The damage can't reduce the target's hit points below 1. The Manananggal regains hit points equal to the amount of damage dealt.

**Kick (Lower Torso Only).** *Melee Weapon Attack:* +1 to hit, reach 5 ft., one target. Hit: 3 (1d4 +1) bludgeoning damage.

## Bonus Actions

**Sever.** The Manananggal's torso separates from its lower half, allowing it to fly. While separated, both halves of the Manananggal share the same pool of hit points. While severed, on its turn the Manananggal can move both halves of its body up to their full movement. Additionally, the Manananggal can reattach its torso to its lower half as a bonus action while they are within 5 feet of each other.

## Reactions

**Take Flight.** When the Manananggal is reduced to below half its maximum hit points or fewer, it can move up to half its movement speed without provoking attacks of opportunity.

**Read Out:** *As you enter the darkened bedroom, a slurping sound draws your eye to the window. As a sleeping victim lays motionless in bed, a glistening strand of flesh snakes out from its open mouth to the toothy maw of a face in the window. Its body has the pallor of death, with long dark hair falling from its head. From its back sprout leathery wings and its torso terminates in a mass of hanging entrails. As its tongue slithers from its prey's throat, it hisses in fury and ascends into the night sky...*