Introducing Native American-Inspired Monsters with the Pantheon of Gods

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In Cresthaven RPG, the world is shaped not only by the actions of its heroes but also by the deities who watch over them and the ancient creatures that roam the land. By blending Native American-inspired monsters with the existing Pantheon of Gods, your campaigns can explore themes of nature, balance, and spirituality in deeper, more immersive ways.

Picture your adventurers coming face-to-face with the *Deer Woman*, a mystical creature both graceful and deadly. In her presence, followers of Aphas (the god of Chaos, Balance, Darkness, and Light) may feel a connection to her dual nature—part protector of the forest, part tempter of wayward souls. This embodiment of balance could serve as both a challenge and a lesson for those who worship Aphas, as they must decide whether to fight or seek understanding.

The *Piasa Bird*, a fearsome guardian of the skies, could be encountered high in the mountains, where the faithful of Bahstet (the god of Protection, Joy, Sun, and Harvest) might petition for guidance. Perhaps this creature was once a protector but now stands corrupted by darker forces, and only those who channel Bahstet's nurturing light can purify it. The clash between the Piasa Bird's destructive power and Bahstet's protective warmth offers a morally complex encounter.

The *White Buffalo*, revered across Native American traditions as a symbol of hope and renewal, could lead a party of adventurers on a spiritual journey. For clerics of Behs (the god of Laughter, Fertility, Agriculture, and Harmony), the White Buffalo may represent a divine messenger, calling them to foster growth and harmony. But to gain the buffalo's blessing, players might need to solve a puzzle that forces them to balance their own needs with the good of the land.

Cunning and mischievous, the *Coyote Spirit* is an iconic trickster in Native American folklore, often helping or hindering those it encounters. When followers of Aysys (the god of Healing, Magic, Earth, and Transformation) come across the Coyote Spirit, they might be tested in their ability to adapt and heal—not just their wounds but the consequences of their choices. The Coyote Spirit's trickery could force the party to reconsider their path, challenging their wisdom and flexibility.

These creatures are not just powerful adversaries but embodiments of the natural world's beauty and danger, much like the gods themselves. Clerics of *Ohsyres*, the god of the Underworld and Rebirth, may see the *Water Panther*—a terrifying, water-dwelling creature—as a guardian of the afterlife's boundary, preventing mortals from tampering with the cycle of death and rebirth. An encounter with this creature could offer deep insight into Ohsyres' domain, where life and death constantly intertwine.

Through these Native American-inspired monsters, the gods of Cresthaven offer adventurers not only physical challenges but spiritual and moral dilemmas. Will they respect the sacred balance of the land, or will they seek power by disrupting it? Each deity offers its own perspective, guiding players to face the trials of these creatures in ways that reflect their faith and alignment.

Whether your players are confronting the raw power of *Seth's* storms or seeking the wisdom of *Toth* as they decipher ancient texts, these monsters—and their deep ties to the Pantheon—are sure to create memorable moments that go beyond combat, inspiring quests of balance, justice, and transformation. In doing so, you will provide your players with encounters that challenge their characters' beliefs and encourage them to explore the complex interplay between the divine and the wild forces of the world.

New Monsters

Wendigo



- **Likelihood of Encounter:** Rare
- **Size:** Large
- **Alignment:** Chaotic Evil
- **Categorization:** Aberration

The Wendigo is a terrifying, emaciated creature with elongated limbs, sunken eyes, and an insatiable hunger for flesh. Its breath is visible even in warm air, and the sound of its movements is accompanied by the crackle of frost. It roams snowy forests, its long claws capable of tearing through wood and bone alike, leaving behind only death and desolation.
The Wendigo is driven by hunger, but it is not mindless. It is intelligent, patient, and enjoys stalking its prey for days, waiting for the perfect moment to strike. Its presence is often heralded by the eerie sound of wind

through the trees, making travelers shiver, even if they are far from its lair.

- **Armor Class:** 16
- **Hit Points:** 45 (6 Hit Dice)
- **Move:** Walk 90 ft, Climb 60 ft
- **Number Appearing:** 1
- **Habitat:** Snowy forests
- **Negotiation:** No
- **Morale DC:** 16
- **Challenge:** 3.8
- **Ability Scores:** STR 4 | DEX 2 | CON 3 | INT 1 | WIS 1 | CHA -1

Combat
Has 2 attacks. Hit Bonus +5. Claw damage: 2d6 + 4 each.
Special Attacks:
Frost Breath: The Wendigo can exhale a cone of freezing air. Creatures within 30 ft must make a Constitution saving throw (DC 13) or take 4d8 cold damage (half on a success).

DM Notes on Tactics: The Wendigo often attacks from ambush, utilizing its speed to strike swiftly and retreat into the trees. It uses *Frost Breath* to slow down and weaken prey before closing in for the kill.

Thunderbird



- **Likelihood of Encounter:** Uncommon
- **Size:** Huge
- **Alignment:** Neutral Good
- **Categorization:** Elemental

The Thunderbird is a majestic, powerful bird with a wingspan larger than a house. Its feathers shimmer with the energy of a storm, crackling with electricity as it soars across the sky. It is said to control the weather, bringing rain and lightning with every beat of its wings.
Thunderbirds are protectors of the natural world, often coming to the aid of those who respect the land. However, they are fearsome when angered, summoning thunderstorms to drive off intruders or those who bring harm to their domain.

- **Armor Class:** 18
- **Hit Points:** 60 (7 Hit Dice)
- **Move:** Fly 180 ft
- **Number Appearing:** 1
- **Habitat:** Mountains, Stormy skies
- **Negotiation:** Yes
- **Morale DC:** 17
- **Challenge:** 4.5
- **Ability Scores:** STR 5 | DEX 2 | CON 3 | INT 2 | WIS 3 | CHA 0

Combat
Has 1 attack. Hit Bonus +6. Talon damage: 3d8 + 5.
Special Attacks:
Lightning Strike: Once per combat, the Thunderbird can call down a bolt of lightning to strike a target within 60 ft. Dexterity save (DC 14) for half of 5d10 lightning damage.

DM Notes on Tactics: The Thunderbird uses its speed and high mobility to stay out of reach, attacking with lightning and swooping down for devastating talon strikes.

Coyote Spirit



- **Likelihood of Encounter:** Common
- **Size:** Medium
- **Alignment:** Chaotic Neutral
- **Categorization:** Spirit

The Coyote Spirit is a trickster entity that takes the form of a sleek, silver-furred coyote. Its eyes are full of mischief, and its movements are swift and unpredictable. Known for its cleverness and ability to deceive, the Coyote Spirit enjoys leading adventurers astray, or sometimes helping them out in unexpected ways.

Though mischievous, the Coyote Spirit is not malicious. It revels in playing tricks, but its ultimate goal is often to teach a lesson or reveal deeper truths. It can phase in and out of existence, making it difficult to capture

or combat directly.

- **Armor Class:** 14
- **Hit Points:** 24 (4 Hit Dice)
- **Move:** Walk 120 ft
- **Number Appearing:** 1d3
- **Habitat:** Deserts, Plains
- **Negotiation:** Yes
- **Morale DC:** 10
- **Challenge:** 1.2
- **Ability Scores:** STR 2 | DEX 3 | CON 1 | INT 2 | WIS 2 | CHA 3

Combat
Has 1 attack. Hit Bonus +4. Bite damage: 1d6 + 2.
Special Attacks:
Illusionary Trick: The Coyote Spirit can create an illusion within 60 ft that lasts for 1 minute, distracting or confusing opponents (Wisdom save DC 12 to resist).

DM Notes on Tactics: The Coyote Spirit avoids direct combat, relying on illusions and speed to outmaneuver its foes.

Deer Woman



- **Likelihood of Encounter:** Rare
- **Size:** Medium
- **Alignment:** Chaotic Neutral
- **Categorization:** Fey

The Deer Woman appears as a beautiful woman with the lower body of a deer. Her long, flowing hair and radiant beauty often distract travelers, drawing them into dangerous situations. However, her appearance is deceptive. While some tales tell of her kindness, more often, she lures those with impure hearts into the forest, never to return.
Despite her allure, the Deer Woman is deeply connected to nature. She is fiercely protective of the land and animals, and those who respect her domain may earn her favor, while those who trespass face dire consequences.

- **Armor Class:** 15
- **Hit Points:** 30 (5 Hit Dice)
- **Move:** Walk 120 ft
- **Number Appearing:** 1
- **Habitat:** Forests
- **Negotiation:** Yes
- **Morale DC:** 12
- **Challenge:** 2.5
- **Ability Scores:** STR 2 | DEX 4 | CON 2 | INT 1 | WIS 3 | CHA 4

Combat
Has 1 attack. Hit Bonus +5. Kick damage: 1d8 + 3.
Special Attacks:
Charm: Once per encounter, the Deer Woman can charm a humanoid target within 30 ft (Wisdom save DC 13). The charmed creature is under her control for 1 minute.

DM Notes on Tactics: The Deer Woman uses her charm ability to control a single opponent, turning them against their allies or leading them away from the party.

Manitou

- **Likelihood of Encounter:** Uncommon
- **Size:** Huge
- **Alignment:** Lawful Good
- **Categorization:** Spirit

The Manitou is a powerful, benevolent spirit that appears as a massive, humanoid figure wreathed in swirling mist or light. Its presence is calming, and it radiates a sense of peace and protection. It watches over the natural world and the balance of life, intervening when great danger threatens. Manitous are rarely encountered directly, but when they appear, they are forces of restoration and healing, driving away dark forces and mending the wounds of the earth. They can summon powerful elemental forces to aid them in their duties.

- **Armor Class:** 20
- **Hit Points:** 80 (10 Hit Dice)
- **Move:** Walk 60 ft, Fly 120 ft
- **Number Appearing:** 1
- **Habitat:** Sacred Sites, Mountains
- **Negotiation:** Yes
- **Morale DC:** 18
- **Challenge:** 5.5

- **Ability Scores:** STR 5 | DEX 2 | CON 4 | INT 3 | WIS 4 | CHA 4

Combat
Has 2 attacks. Hit Bonus +6. Slam damage: 2d10 + 5.
Special Attacks:
Elemental Burst: Once per encounter, the Manitou can unleash a burst of elemental energy in a 30 ft radius. Creatures must make a Dexterity save (DC 15) or take 4d10 damage from the chosen element (fire, water, earth, or air).

DM Notes on Tactics: The Manitou uses its elemental burst to protect the land and its allies, often stepping into battle to defend nature.

Water Panther (Mishipeshu)



- **Likelihood of Encounter:** Rare
- **Size:** Large
- **Alignment:** Chaotic Evil
- **Categorization:** Elemental

The Water Panther, or Mishipeshu, is a fierce, serpentine creature with the body of a large panther and scales that glisten like the surface of a river. It stalks the depths of lakes and rivers, emerging to drag unsuspecting victims into the water. Its eyes glow with a malevolent light, and its roar is said to cause ripples in the air and water alike.
Water Panthers are territorial and will attack any who disturb their waters. They are known for their speed in the water and their deadly bite, which can crush bones with ease. The creature is also said to have control over the

flow of water, using it to trap or drown its prey.

- **Armor Class:** 17
- **Hit Points:** 50 (6 Hit Dice)
- **Move:** Swim 120 ft
- **Number Appearing:** 1
- **Habitat:** Lakes, Rivers
- **Negotiation:** No
- **Morale DC:** 14
- **Challenge:** 4.2
- **Ability Scores:** STR 5 | DEX 3 | CON 3 | INT 1 | WIS 2 | CHA -1

Combat
Has 1 attack. Hit Bonus +7. Bite damage: 2d10 + 5.
Special Attacks:
Water Manipulation: The Water Panther can control a 30 ft radius of water around it, causing currents or whirlpools. Creatures in the water must succeed on a Strength save (DC 14) or be pulled 10 ft closer to the Water Panther.

DM Notes on Tactics: The Water Panther excels in watery environments, using its speed and water control to dominate combat and pull opponents into the depths.

Piasa Bird



- **Likelihood of Encounter:** Rare
- **Size:** Large
- **Alignment:** Neutral Evil
- **Categorization:** Monstrosity

The Piasa Bird is a monstrous, winged creature with a fearsome visage, resembling a hybrid between a dragon and a bird of prey. Its wings are leathery, and its scales gleam with a dull, obsidian hue. It is known to snatch travelers from the ground and carry them off to its lair, where it devours them.

This creature is feared by all who live near cliffs or high mountains, where it nests. It is cunning and patient, often watching its prey for days before launching a surprise attack. Despite its monstrous nature, some tales speak

of brave souls bargaining with the Piasa Bird for their lives.

- **Armor Class:** 18
- **Hit Points:** 58 (7 Hit Dice)
- **Move:** Fly 180 ft
- **Number Appearing:** 1
- **Habitat:** Cliffs, Mountains
- **Negotiation:** Yes (if desperate)
- **Morale DC:** 16
- **Challenge:** 4.0
- **Ability Scores:** STR 5 | DEX 3 | CON 4 | INT 2 | WIS 1 | CHA 1

Combat
Has 1 attack. Hit Bonus +6. Talon damage: 3d8 + 5.
Special Attacks:
Dive Attack: If the Piasa Bird flies at least 30 ft straight toward a target and then hits it with a talon attack, the attack deals an extra 2d8 damage.

DM Notes on Tactics: The Piasa Bird uses its superior speed and flying capabilities to remain airborne, diving in for devastating strikes before retreating to the skies.

Uktena



- **Likelihood of Encounter:** Uncommon
- **Size:** Huge
- **Alignment:** Lawful Evil
- **Categorization:** Dragon

The Uktena is a great serpent with wings and antlers, its scales gleaming like polished copper. A crystal embedded in its forehead is said to grant immense power, but few live to claim it. It dwells in deep forests and mountain caves, guarding treasures and sacred sites.
Uktena is feared for its poisonous bite and ability to control the winds. It is intelligent, often seeking to dominate weaker beings and using its cunning to manipulate others into serving it. Legends say that those who slay an Uktena and claim its crystal gain immense power.

- **Armor Class:** 19
- **Hit Points:** 72 (8 Hit Dice)
- **Move:** Walk 60 ft, Fly 120 ft
- **Number Appearing:** 1
- **Habitat:** Mountains, Caves
- **Negotiation:** Yes (if threatened)
- **Morale DC:** 17
- **Challenge:** 5.0
- **Ability Scores:** STR 6 | DEX 2 | CON 4 | INT 3 | WIS 3 | CHA 2

Combat
Has 2 attacks. Hit Bonus +7. Bite damage: 2d10 + 6.
Special Attacks:
Poison Breath: The Uktena can exhale a cone of poisonous gas (30 ft cone). Creatures in the area must make a Constitution save (DC 15) or take 4d10 poison damage (half on a success).

DM Notes on Tactics: Uktena uses its poison breath to weaken enemies from a distance, following up with powerful bite attacks.

Stone Coat (Oniare)



- **Likelihood of Encounter:** Rare
- **Size:** Large
- **Alignment:** Neutral Evil
- **Categorization:** Giant

Stone Coats are massive humanoids whose skin is as tough as stone, giving them their name. They live in remote mountains and caves, where they hoard treasure and feast on those unfortunate enough to cross their path. Their bodies are immune to most weapons, making them nearly invincible.
Despite their brutish appearance, Stone Coats are cunning, often laying traps for unwary travelers. They are solitary by nature, rarely working with others, but they have been known to strike deals with those who offer valuable enough tribute.

- **Armor Class:** 20
- **Hit Points:** 70 (8 Hit Dice)
- **Move:** Walk 60 ft
- **Number Appearing:** 1
- **Habitat:** Mountains, Caves
- **Negotiation:** Yes (with tribute)
- **Morale DC:** 16
- **Challenge:** 5.5
- **Ability Scores:** STR 6 | DEX 1 | CON 5 | INT 2 | WIS 2 | CHA 1

Combat
Has 2 attacks. Hit Bonus +6. Slam damage: 2d8 + 6.
Special Attacks:
Stone Skin: The Stone Coat takes half damage from non-magical weapons.

DM Notes on Tactics: The Stone Coat uses its durability and high defenses to engage in prolonged combat, absorbing damage while wearing down its enemies.

White Buffalo



- **Likelihood of Encounter:** Very Rare
- **Size:** Large
- **Alignment:** Lawful Good
- **Categorization:** Beast

The White Buffalo is a sacred creature, revered as a symbol of peace and prosperity. Its pure white coat shines with a divine light, and its presence is said to bring good fortune to those who treat it with respect. However, it is also fiercely protective of its herd and will defend them with great strength.
White Buffalos are seen as harbingers of important events, often appearing before great changes. They are not aggressive by nature, but they will fight fiercely if threatened or if their sacred grounds are disturbed.

- **Armor Class:** 17
- **Hit Points:** 60 (7 Hit Dice)
- **Move:** Walk 90 ft
- **Number Appearing:** 1
- **Habitat:** Plains, Sacred Sites
- **Negotiation:** Yes
- **Morale DC:** 18
- **Challenge:** 3.8
- **Ability Scores:** STR 5 | DEX 2 | CON 4 | INT 1 | WIS 3 | CHA 3

Combat
Has 1 attack. Hit Bonus +6. Gore damage: 2d10 + 5.
Special Attacks:
Divine Light: The White Buffalo can emit a radiant light once per day, healing all allies within 30 ft for 4d8 hit points.

DM Notes on Tactics: The White Buffalo prefers to avoid combat, but when necessary, it uses its healing powers to bolster allies and its powerful charge to protect its sacred grounds.