

MARCH MONSTER MADNESS 2026

In the following pages, you will find basic information about each of the combatants in this year's March Monster Madness bracket. The information is organized alphabetically to make it easier for you to find any particular monster/creature. You are always more than welcome to complete your own research as well. Each round's winners will be determined by a vote completed through Microsoft Forms. The same information cards here will be included with the voting each round.

Good luck, and may the most monstrous win!

ADZE



Type: Hybrid

An ADZE is a vampiric spirit from Africa. It can take the form of a firefly to gain access to homes through small entrances. Once inside, it will suck the blood from its victims. When captured it will assume humanoid form. While in humanoid form, the ADZE has the ability to possess humans.

ANNABELLE



Type: Spirit

ANNABELLE is a doll that is haunted by an evil spirit. It can make a variety of paranormal events occur in a household, including causing fear and terror, as well as poltergeist activity. This is usually intended to allow ANNABELLE to claim the soul of a member of the household.

AQRABUEMELU



Type: Hybrid

AQRABUEMELU are scorpion men from Babylonian or Assyrian culture. They were created by the gods as both soldiers to wage war on other gods, as well as soldiers to guard the land of darkness.

BABA YAGA



Type: Humanoid

BABA YAGA is a witch from Slavic folklore. She (and sometimes her two sisters of the same name) is often described as a fearsome old woman who steals and eats children. However, in some stories, she is known to aid the hero. BABA YAGA is famous for her hut, which walks on chicken legs, and for flying in a mortar and pestle.

BANSHEE



Type: Spirit

A BANSHEE is a female spirit from Irish folklore whose screams are said to tell of the impending death of a family member. In some popular culture uses, interfering with the BANSHEE and her prediction can cause the death of the person who interferes instead of the original victim.

BASILISK



Type: Reptilian

The BASILISK is a large snake creature that possesses an incredibly venomous bite. In some mythologies it can also breathe fire. In the *Harry Potter* films, it was also very large, and its venom was described as capable of killing any creature, as well as being capable of destroying other objects.

BIBLICALLY ACCURATE ANGEL



Type: Celestial

ANGELS are described in Hebrew and Christian texts as beings constructed of wings, feathers, wheels, and eyes. They are also known for inspiring both fear and awe in those that witness them. ANGELS possess many powers, but are traditionally limited in their ability to use them for their own purposes.

BOGEYMAN



Type: Spirit

The BOGEYMAN is a traditional spirit used to frighten children. In older times, this was used as a way to scare children into better behavior. The BOGEYMAN is associated with many “monster under the bed” or “monster in the closet” events in childhood. It is said he will drag children from their beds while they sleep.

CENTAUR



Type: Hybrid

A **CENTAUR** comes from classical Greek mythology, and consist of the bottom part of a horse and the top part of a human. They are often considered wild and untamed, and are associated with natural environments. **CENTAURS** are also often depicted as masters of archery.

CHIMERA



Type: Mammalian

The **CHIMERA** is a creature made up of the head and body of a lion, with the head of a snake forming its tail, and the head of a goat coming from its side. The goat and lion heads are known to breathe fire, while the snake head is venomous.

CTHULHU



Type: Celestial

CTHULHU is an elder god of cosmic origins. He is hundreds of meters tall, and sleeps under the ocean in the submerged city of R'lyeh. His dreams are said to cause the anxiety of the human race. If CTHULHU awakes, he will rise from the ocean depths and end the world.

CUPID



Type: Humanoid

CUPID is the child of the Roman gods Venus and Mars. While originally depicted as a young man, over time CUPID has become more often described as a chubby boy or even a baby. He carries a bow and arrows that cause anyone hit by them to be filled with uncontrollable love or desire.

CYCLOPS



Type: Humanoid

A CYCLOPS is a large humanoid who possesses a single eye. They are known for physical strength and in some mythologies eat human beings. In *The Odyssey*, the CYCLOPS is the son of Poseidon, the Greek god of the seas.

DEMOGORGON



Type: Fey

A DEMOGORGON is a resident of a parallel earth known as the Upside Down. They are ferocious hunters, and are capable of taking extreme amounts of damage before being disabled. They tend to avoid both heat and fire, since their home dimension is cold and toxic.

DJINN



Type: Spirit

In Arabic folklore, DJINN are elemental spirits. In popular culture, DJINN are often given the ability to grant wishes or favors to human beings, but these usually come with unintended consequences. In some stories, a DJINN could possess an unwary human.

DOMOVOY



Type: Spirit

In Slavic tradition, DOMOVOY are spirits connected to a home. It is often thought that they are the spirit of the original builder or ancestor of a family. DOMOVOY are extremely protective of the family of the home in which they live, especially towards children or pets.

DRAGON



Type: Aerial

A DRAGON is a flying reptile which possesses an incredibly long lifespan. Most are driven by the desire to acquire treasure throughout their lives. DRAGONS in European tradition tend to have fire breath, but other types of breath weapons have been described, such as frost or acid.

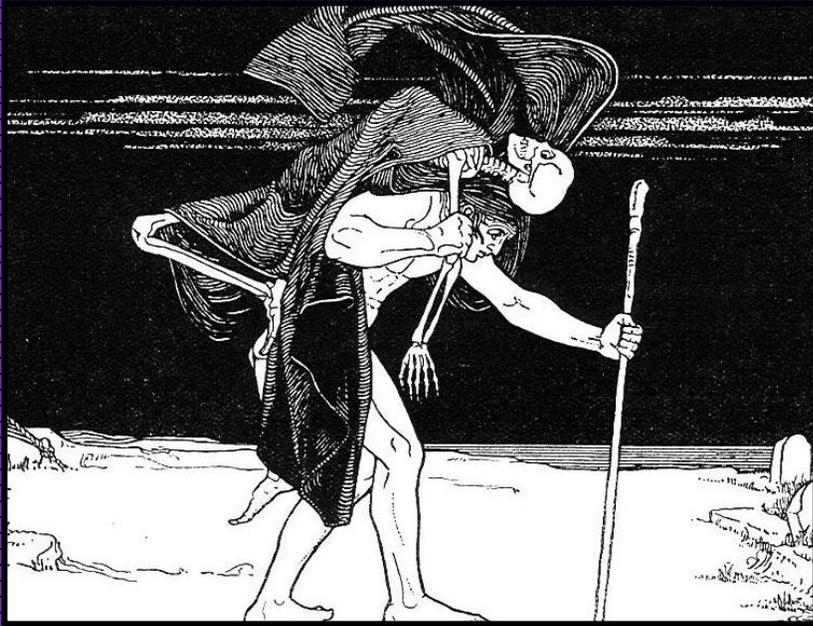
DROP BEAR



Type: Mammalian

The DROP BEAR is a predatory relative to the koala in Australia. They are carnivorous and inhabit tall tree tops, where they ambush people or animals that walk beneath, quickly devouring them. A DROP BEAR is considerably larger than the standard koala, often described as being as large, and as fierce, as a leopard.

DYBBUK



Type: Spirit

In Jewish folklore, a DYBBUK is a malevolent spirit. The DYBBUK will attach itself to its victim, possessing them. The victim will then be forced to work towards the completion of the DYBBUK's unfinished business or goal. The behavior of the spirit in the victim's body is often unacceptable to the person's own morals.

EL SILBON



Type: Humanoid

EL SILBON, or The Whistler, is a figure from Venezuelan folklore. After murdering his own father, EL SILBON was tortured and cursed to carry the bones in a sack. It is said that hearing his whistle foretells your death. If the whistle is close, EL SILBON is far away, but if the whistle is far away, EL SILBON is close by.

FAIRY



Type: Fey

A FAIRY is a type of mythological creature from many different European traditions. While there are many different types of FAIRIES, the most common depiction is a small person with butterfly or insect wings, who has many different magical abilities, many relating to nature.

FOMORIAN



Type: Giant

FOMORIANS are giants from Celtic and Irish folklore. They are often depicted as coming from under the water or the earth. They are feared as much for their great strength as their monstrous and misshapen appearance. One of the most famous FOMORIANS, Balor, had an eye that killed all he looked upon.

FRANKENSTEIN



Type: Humanoid

More accurately known as FRANKENSTEIN'S MONSTER, this creature is an assemblage of deceased body parts that was brought to life through the electrical experiments of Victor Frankenstein. FRANKENSTEIN'S MONSTER is known for being incredibly strong and durable, while having wildly varying levels of intelligence depending on the adaptation.

GHOUL



Type: Humanoid

A GHOUL is often associated with death and graveyards. In the Arabic tradition, they are known for consuming human flesh, which makes them stronger. In more modern interpretations, GHOULS are often identified by either the smell of death and decay, or the flies that swarm around them.

GNOME



Type: Fey

A GNOME is a creature that was introduced to mythology in the 16th century, and was originally classified as an earth elemental. They have the ability to move through solid earth, often being responsible for knocking noises in mines. In more modern times, they have been adapted into lawn and garden decorations.

GOATMAN



Type: Hybrid

In Maryland, the legend of the GOATMAN gained popularity in the early 1970's, with some stories being told about sightings as early as the 1930's. While his origins are in dispute, he is said to hide in the woods of Prince George's County.

GODZILLA



Type: Giant

GODZILLA is a giant atomic lizard who resides in the Pacific Ocean off the coast of Japan. Over his history he has both attacked Tokyo and defended it from other monsters. He uses his gigantic size and atomic breath to both defeat his opponents and destroy cities. GODZILLA has been seen in many different forms over the decades.

GREMLIN



Type: Fey

GREMLINS were originally described as spirits that sabotaged technology, most often airplanes. In the 1980's changed when mutated creatures which came from improperly caring for a Mogwai were introduced. These GREMLINS are malicious pranksters that cause significant damage and harm to humans.

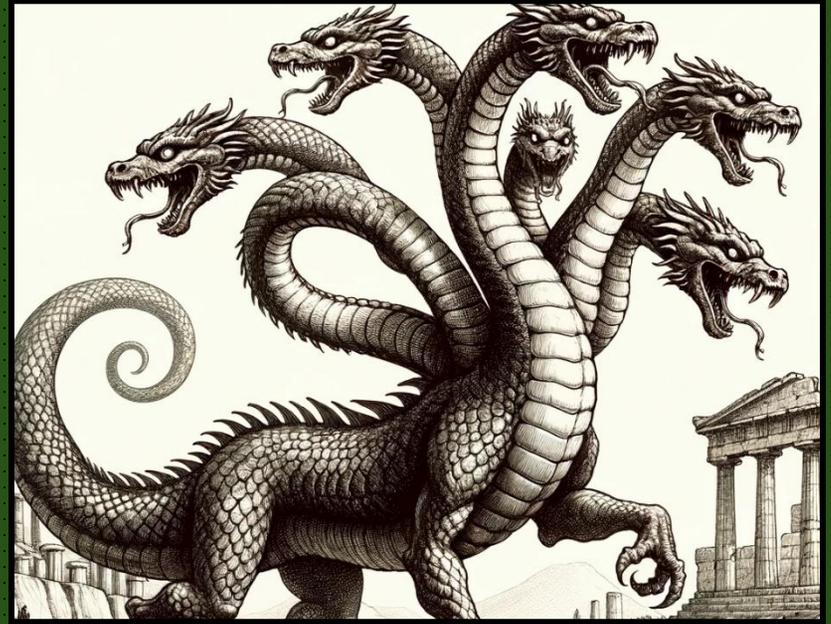
GRIFFIN



Type: Mammalian

A GRIFFIN is a legendary creature that has the head and wings of an eagle, with the body and hind legs of a lion. With lions being the king of the beasts and eagles being kings of the air, a GRIFFIN reigns supreme over them all. They are known for being ferocious guards of treasures.

HYDRA



Type: Reptilian

A HYDRA is a large reptilian creature from Greek mythology. It is known for having many heads, and if one was cut off or removed, two more would grow in its place. The HYDRA also possessed toxic blood, making it incredibly dangerous to fight.

JOROGUMO



Type: Spirit

JOROGUMO is a spirit in Japanese culture that is both a beautiful woman as well as a spider creature. It can transition between forms, or become a hybrid of the two. It often uses its webs and many legs to drag its prey back to its lair where it will be consumed.

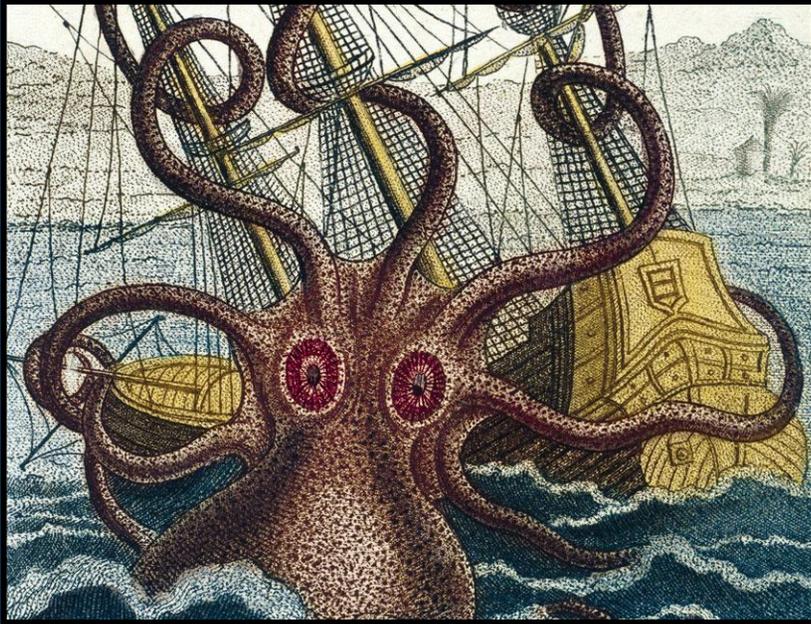
KIRIN



Type: Reptilian

KIRIN, or qilin, is a Chinese creature that has both the hooves and horns of some mammals along with other more reptilian features. Their appearances are most often associated with illustrious or benevolent rulers, and can be seen as a sign of the wisdom such a ruler exhibits.

KRAKEN



Type: Aquatic

The KRAKEN is a gigantic sea creature, often similar to a squid or octopus. It is known for attacking ships in the deep ocean, breaking the, up and dragging them to the bottom, where the KRAKEN will consume the sailors on board with its beak.

KRAMPUS



Type: Fey

KRAMPUS is a half-demon, half-goat monster in European folklore who punishes misbehaving children at Christmas. In most legends, KRAMPUS beats the misbehaving children with sticks and branches, but in other stories he is said to eat them.

KUCHISAKE-ONNA



Type: Spirit

KUCHISAKE-ONNA is an angry spirit, or onryo, of a woman who partially covers her face and carries a sharp object. She will ask victims if they think she is beautiful, and depending on their answer will either kill them or reveal her split open face. She will then ask again, and depending on the answer, will either cut the victim in half or cut their face like her own.

LA PATASOLA



Type: Humanoid

In Colombia, LA PATASOLA, or “single leg,” is a female monster that lives in the jungles. It is known to specifically stalk male loggers when they have thoughts about women. LA PATASOLA lures her victims into the jungle, where she devours them and drinks their blood.

LEPRECHAUN



Type: Fey

A LEPRECHAUN is a small being from Irish folklore who are traditionally mischievous. In many legends, they possess gold, stored at the end of the rainbow, which they must give to whomever manages to catch them. Like most fey creatures, it is important not to fully trust a LEPRECHAUN.

LOCH NESS MONSTER



Type: Aquatic

The LOCH NESS MONSTER is a lake monster said to live in Loch Ness in Scotland. It has made various appearances, but has never been clearly photographed. It is said to look similar to the plesiosaur.

MEDUSA



Type: Hybrid

MEDUSA is a gorgon. She is a woman who possesses hair made of snakes. In some versions, the lower half of her body is also snake-like. She possesses the ability that anything that looks upon her is turned to stone.

MERMAID



Type: Aquatic

MERMAIDS are ocean-dwelling combinations of humans and fish. Usually, the top half is human, while the bottom half is a fish's tail and fins. MERMAIDS are known for following ships near ports and drawing the attention of sailors on board.

MOTHMAN



Type: Hybrid

MOTHMAN first appeared in West Virginia on November 15, 1966. Sightings continued for over a year with various events, including a bridge collapse, connected to the creature. It's glowing red eyes have been said to have a hypnotic effect.

MUMMY



Type: Humanoid

A MUMMY is generally known as the embalmed corpse of an Egyptian ruler, but it can also apply to all such embalmed corpses. The Curse of the Mummy can cause the corpse to reanimate through magical means. The reanimated MUMMY will then stalk those that disturbed its tomb until all are killed and it can return to its rest.

NUCKALAVEE



Type: Mammalian

The NUCKALAVEE is a creature in Scottish folklore which combines a man on the back of a horse into one being. This creature possesses no skin. It lives in the sea, and its breath is said to destroy crops and sicken livestock. The NUCKALAVEE is said to be responsible for drought and epidemics.

OGOPOGO



Type: Aquatic

OGOPOGO is a serpent-like lake monster that lives in Okanagan Lake in British Columbia. This lake was formed by melting glaciers over 10,000 years ago. OGOPOGO can move through the lake at high speeds, coiling and uncoiling itself quickly. Many track its origins to Native American folklore in the area.

ONI



Type: Giant

The ONI is an ogre from Japanese folklore. They are known for having superhuman strength. They are evil spirits who often engage in murder and cannibalism. ONI also are often associated with thunder and lightning. Despite being evil spirits, ONI can also be linked to good fortune and wealth.

PHOENIX



Type: Aerial

The PHOENIX is a legendary bird whose feathers are engulfed in flames. When a PHOENIX dies, its whole body combusts, leaving behind ash and an egg which will hatch into a new version of itself. In some stories, the PHOENIX is capable of great healing abilities.

RAKSHASA



Type: Humanoid

RAKSHASA are beings primarily from Hindu and Buddhist folklore. They are malevolent beings that can shapeshift, and are often consumed by hunger. They attempt to satiate that hunger by eating human beings, sometimes even drinking blood from their skulls.

SAJA BOYS



Type: Boy Band

The SAJA BOYS are five demons who serve Gwi-Ma, the King of the Demons. They showcase powers such as super speed, strength, teleportation, and other magic. The demon forms of the SAJA BOYS are patterned after the Korean form of the Grim Reaper. Their goal is to collect souls through pop music to fuel their demonic powers.

SASQUATCH



Type: Humanoid

SASQUATCH is a large bipedal creature known for lurking in the deep woods. He is illusive and difficult to find or get photos of. Due to his large size, SASQUATCH possesses significant strength, and his ability to hide implies an intelligence beyond that usually associated with forest animals.

SCYLLA and CHARYBDIS



Type: Aquatic

SCYLLA and CHARYBDIS come from the Greek epic *The Odyssey*. SCYLLA is a multi-headed monster which would eat sailors whole, while CHARYBDIS lives under the water creating massive whirlpools that can swallow entire ships. The only way to bypass both is an extremely narrow channel, but most who try fall to one monster or the other.

SHEZMU



Type: Hybrid

SHEZMU is an Egyptian deity whose main role is in the judgment of the damned. He is often depicted with a lion's head, but could also have the head of a vulture. SHEZMU was considered a god of perfume and wines, but also a god of blood, who dismembered other gods in the pantheon.

SIREN



Type: Hybrid

Traditionally, SIRENS were birds with the heads of women, but are more widely known today as being similar to mermaids. In both versions, the SIREN is primarily known for singing its song to lure sailors from their boats to their inevitable doom.

SKINWALKER



Type: Humanoid

A SKINWALKER is a harmful witch from the Navajo culture which possesses the ability to turn into or possess other beings, often animals. The SKINWALKER is the opposite to all the traditional values held by the Navajo culture. Traditionally, SKINWALKERS are not spoken about with those outside of the culture.

SLENDERMAN



Type: Spirit

SLENDERMAN is a supernatural spirit known primarily for his tall stature, lack of features, and unnaturally long limbs. He is primarily located in remote forests, but can teleport. SLENDERMAN generally targets children or young adults as his prey.

SPEARFINGER



Type: Humanoid

SPEARFINGER is a Cherokee legend. She is made of stone, and creates sounds like thunder when she walks. SPEARFINGER uses her finger, which takes the form of an obsidian knife which she uses to cut her victims. She is known to eat the livers of those she kills. Her only weak spot is her heart, located on her palm, which she hides.

TENGU



Type: Hybrid

TENGU warriors come from Shinto beliefs. They are generally shown with the characteristics of monkeys and birds of prey. Originally, these warriors were seen as demonic forces that were responsible for wars. Over time, this has changed and TENGU are more often seen as protective warrior spirits.

THE BLACK SHUCK



Type: Spirit

THE BLACK SHUCK is a ghostly black dog spirit that haunts the British Isles. While in most tales it is monstrous and can serve as an omen of impending death, in other tales THE BLACK SHUCK can be a companion to those who travel in dangerous areas.

THUNDERBIRD



Type: Aerial

THUNDERBIRD is a bird-like spirit in many different Native American mythologies. The THUNDERBIRD is often depicted as controlling the skies or upper world. It is known to be able to cause thunder with its wings and lightning with its eyes. It can be a protector, but expects prayers and gifts in return.

UNICORN



Type: Mammalian

UNICORNS are horse creatures with a singular horn on their head. This horn is said to be the source of the creature's magical abilities. In some myths, UNICORNS are pure and peaceful creatures, but in others they are fearsome and fierce, attacking those who encounter them.

VAMPIRE



Type: Humanoid

A VAMPIRE is an undead creature who feeds on the blood of the living. They are traditionally able to transform into things like bats and mist, as well as wielding other magical abilities. VAMPIRES are physically strong and do not age, but also have numerous weaknesses, such as sunlight and running water.

WENDIGO



Type: Humanoid

A WENDIGO is an evil spirit from Algonquin folklore. When possessed by the spirit of the WENDIGO, a person will be driven by evil thoughts, including murder and cannibalism. In some versions, the creature's approach is marked by a chill in the air or a foul smell.

WEREWOLF



Type: Hybrid

A WEREWOLF is a human who has been affected by lycanthropy, and transforms into a beast, usually during the full moon. WEREWOLVES usually maintain limited amounts of their human intelligence and will spend their transformation hunting savagely.

WILL-O-THE-WISP



Type: Spirit

WILL-O-THE-WISPS are a spirit that takes the form of small lights, often seen by travelers in wet, boggy conditions. There are many different interpretations across many cultures as to what spirits become a WILL-O-THE-WISP, but one question remains: does following their path lead to joy or endless sorrow?

XENOMORPH (ALIEN)



Type: Celestial

XENOMORPHS are an alien species encountered throughout the galaxy. They reproduce by impregnating another species, with the infant bursting from their chest. Adult XENOMORPHS take on characteristics of the host species and have acidic blood and saliva. They are very hard to kill.