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# 100

## Random Monsters

for any fantasy campaign

By Aaron Canton

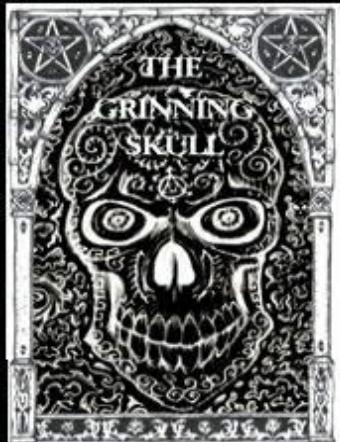
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# Foreword



Encounters with various monsters are a common mechanic in Fantasy RPG campaigns, providing both excitement and challenge for parties of all levels. If you're running such a campaign and would like some ideas on possible monsters for your players' party to encounter, below are 100 possible options for you to choose from.

## About the Author



Aaron Canton is a writer currently living in Singapore. His writing includes science fiction and fantasy stories, essays on mythology, and RPG supplements.

He does work-for-hire in addition to working on his own projects and is currently accepting commissions. A complete list of his published works is available at <https://aaroncanton.wordpress.com/writing/>, and he can be contacted at [dkg800@aol.com](mailto:dkg800@aol.com).

## Choose or Roll D100



# 01-10 Creatures from BRITISH MYTHOLOGY

01. **Dwarves:** A small humanoid species. Dwarves tend to be gifted with wisdom and often fight using simple machines such as automated crossbows.
02. **Elves:** A humanoid species. Elves live in the woods and tend to fight with bow and arrow. They are lithe and dextrous, though often physically weaker than humans. Some can manipulate plants and animals.
03. **Fairies:** A tiny humanoid species. Fairies live in flowers and often fight with magic. They cannot lie, but can gain power over others through tricking others into making deals with them.
04. **Gnomes:** A small humanoid species. Unlike dwarves, gnomes live underground. They tend to rely on brute strength in combat.
05. **Goblins:** A small green-skinned species. Goblins live in dark places such as caves and sewers. They fight in packs and rely mostly on their fists and teeth as well as on rocks or other random items that are close to hand.
06. **Mermaids:** A species with a human head and body and a fish tail. Mermaids live in large bodies of water and often try to drown and eat unwary travellers. Some mermaids can manipulate water with magic.
07. **Ogres:** A large humanoid species. Ogres are brutish, crude beings who tend to fight with big clubs or even small trees that they have ripped out of the ground. Ogre leaders often know some magic.
08. **Orcs:** A grey-skinned humanoid species. Orcs are generally a little stronger and tougher than humans. Orc tribes tend to fight together. They use standard weapons such as swords, spears, and bows.
09. **Trolls:** A large, vaguely humanoid species with green or grey skin and extremely long arms. Trolls fight with their massive fists and fangs. Injured trolls, if not killed, heal very quickly. They are weak in direct sunlight.
10. **Unicorns:** An equine species with crystal horns. Unicorns are mostly solitary creatures. They will fight to defend their territory, and their kicks can break through plate mail. They are often poached for their magical horns.



## Choose or Roll D100

# 11-20 Creatures from Greek Mythology (Non-Monstrous)

11. **Centaurs:** A species with the head of a man and body of a horse. Centaurs are fast, strong, and wise; many are accomplished sages and diviners. They often fight with bows and other common cavalry weapons.
12. **Dryads:** A humanoid species that reside within trees. Dryads generally fight by manipulating plants. After subduing an enemy, they can trap the enemy in their tree to slowly consume its life force over centuries.
13. **Gorgons:** A humanoid species with snakes for hair. Gorgons fight with melee weapons, and their snakes also have a venomous bite. The snakes can turn to stone anyone who makes eye contact with them.
14. **Harpies:** A humanoid species with wings. Harpies live in treetops and mountain crags. They fight with their razor-sharp talons. Harpy leaders can magically control wind and air currents.
15. **Hinds:** A species of golden-furred does. They are magically fast and they fight with their overwhelming speed, ramming into enemies and then swiftly evading their counterattacks.
16. **Mares:** An equine species. Mares look like regular horses but are carnivorous and will savagely attack anyone who they think is potential prey. They fight with their hooves and teeth. Mare leaders can breathe fire as well.
17. **Nymphs:** A humanoid species of nature spirits. They reside in groves and wield plants and animals against any intruders. They can also use powerful charm spells to compel opponents into fighting each other.
18. **Pegasii:** A species of winged horses. Pegasii fight with their hooves as many equines do, but can also attack from above with surprising speed.
19. **Satyrs:** A species with the heads and bodies of men and the legs of goats. Satyrs fight with standard weapons as well as magical instruments they can play to cast spells, especially charm spells.
20. **Sirens:** A species with the heads of women and the bodies of birds. They can cast charm spells with their song, and can also attack with their talons. Siren leaders can often use magic to manipulate water or air.

## Choose or Roll D100



# 21-30 Creatures from Greek Mythology (Monstrous)

21. **Aetuses:** A species of gigantic vultures said to attack those condemned by the gods. They fight with immensely powerful talons and razor-sharp beaks. They enjoy devouring the livers of those they kill.
22. **Cerberus:** A species of massive three-headed dogs. They are often used to guard secured vaults. They fight with their jaws and fangs.
23. **Ceteas:** A species of gigantic whales. A single cetea is powerful enough to sink even the largest and strongest of ships if not driven off. Their chief attacks are ramming enemies and biting them with their jaws.
24. **Chimeras:** A species with goat's heads, lion's bodies, and snake's heads in place of tails. They can attack with both heads and have a compulsion to seek out and slay wizards and other magic-users.
25. **Cyclopses:** A very large humanoid species, each member of which has just one large eye in the centre of his or her head. They are generally unintelligent and fight with sheer brute force.
26. **Drakainas:** A species with the heads of women and the bodies of dragons. Older and stronger drakainas have multiple heads and necks. They can breathe fire, and many can cast spells.
27. **Hydras:** A species of many-headed serpents. The hydras' heads are venomous. If one of a hydra's heads is cut off, two more heads grow to replace it.
28. **Manticores:** A species with the heads of humans, the bodies of lions, and the tails of scorpions. They are proud hunters and enjoy hunting 'worthy' prey. They fight with their claws, jaws, and poisonous tails.
29. **Minotaurs:** A species with the heads of bulls and the bodies of men. They are gluttonous beasts who will happily devour entire villages of men. They fight with standard weapons as well as their fists and horns.
30. **Sphynxes:** A species with the heads of women, the bodies of lions, and wings. They give potential prey a riddle and devour those who get it wrong. They know spells to reduce the intelligence and tactical skill of enemies.

## Choose or Roll D100



# 31-40 Creatures from Slavic Mythology

31. **Bukavacs:** A species with the bodies of gigantic long-armed lizards, each of which has six horns. Bukavecs live underwater but will surface at night and attempt to either gore or jump on and strangle their prey.
32. **Cikavacs:** A species of birds with extremely long beaks. They are extremely fast and use their beaks to drain the blood and other fluids from prey. They can be distracted by honey, which they love.
33. **Domovoi:** A species of small humanoids covered in fur. Domovoi live in other people's houses and will fight to protect the houses' occupants. They know minor magic and often fight with household implements.
34. **Firebirds:** A species of large birds wreathed in flame. Firebirds are both proud and wise, and want little to do with others. They will fight with fire and talon to maintain their solitude.
35. **Indriks:** A species of gigantic beasts with the bodies of lions, legs of deer, heads of horses, and massive horns. They fight with their bodies, which are almost impossible to damage with mundane weapons.
36. **Polevoi:** A species of small humanoids covered in grasses. Polevoi live in other people's fields and will fight to protect the owners of the fields. They know minor magic and can manipulate the plants in their fields.
37. **Poroniecs:** A species of small demons which look like human children with claws and talons. Poroniecs fight with all types of magic and have the ability to put powerful curses on their enemies.
38. **Rusalki:** A species of the spirits of drowned women. They attempt to lure men into nearby pools of water to drown them. They are skilled with illusion and charm spells, and often trick others into fighting on their behalf.
39. **Samodivas:** A species of small female winged humanoids. They live in forests and attack most intruders with fire magic. If someone dances with a samodiva, the samodiva can compel him to dance until he dies.
40. **Vodyanoys:** A species of water spirits with the bodies of men and the heads of frogs. They hate surfaces and try to drag them down to their underwater homes to serve as slaves. They have powerful water magic.

# Choose or Roll D100



## 41-50 Creatures from Central American Mythology

41. **Acalicas:** A species of small fairies which look like tiny wizened old men. They have magic which enables them to control the weather, and they use this magic to fight intruders. They live in deep caves.

42. **Cadejos:** A species of dog-like spirits with goat hooves and coats that are either white or black. Cadejos can use magical curses to afflict victims or drive them insane, and can also rip victims apart with their jaws.

43. **Chupacabras:** A species of shape-shifters. They can make themselves as large as a small bear and favour forms with spines along their backs and tails. They are brutal melee warriors and drain the blood of their victims.

44. **Duendes:** A species of small humanoids. Duendes often act as tricksters, but will on occasion attack travellers in their domains. They fight with standard weapons and can cast minor curses on enemies.

45. **Lloronas:** A species of ghosts. They attempt to abduct children in an attempt to regain the family that they had in life. They fight with magical attacks that bypass standard armour, and can also cast spells to induce despair.

46. **Patasolas:** A species of spirits which take the form of beautiful one-legged women. The patasolas attempt to lure individuals away from groups, at which point they rip their victims apart with their bare hands.

47. **Pishtacos:** A species of spirits which take the form of men. They have powerful mental magic which enables them to brainwash victims into killing each other and are usually protected by a few brainwashed minions.

48. **Sayonas:** A species of spirits which take the form of women. They seek out adulterers and kill them with bladed weapons.

49. **Sihuanabas:** A species of spirits which have human bodies and horse heads. They take the forms of beautiful women to get close to victims before attacking them with powerful fear and insanity spells.

50. **Sisimitos:** A species with the bodies of gorillas and the heads of humans. They are fiercely territorial and attack with powerful curses and other magic, though most of their spells require eye contact to hit.

## Choose or Roll D100



# 51-60 Creatures from Chinese Mythology

51. **Dragons:** A species of large winged lizards. Their scales are nearly impossible to pierce, and they can attack with fire breath as well as their talons. Some control local weather as well. Many are greedy for gold.

52. **Foo dogs:** A species of magical dogs. They are often found around monasteries, and will relentlessly attack any trespassers. They can turn to stone and thus become harder to hurt, though this slows their movements.

53. **Huli jing:** A species of fox spirits. They are tricksters and fight with magic, especially (but not exclusively) illusion spells. They love eggs.

54. **Jiangshi:** A humanoid species. Jiangshi are a type of vampire. They can only move by hopping and their arms are fixed in front of them. They attack by absorbing the life force of those they touch.

55. **Longma:** A species with the bodies of horses, wings, and dragon scales. They mostly fight by kicking, but some can breathe fire. They are unusually strong and fast.

56. **Monkey disciples:** A species of monkeys which studied under the Monkey King Sun Wukong. Monkey disciples can shape-shift and are skilled martial artists. Some fight with a staff that grows or shrinks as needed.

57. **Nians:** A small species with the bodies of dragons and the head of a lion. Nians live underground but come out to eat sacrifices; if there are no sacrifices, they will grow to a huge size and destroy the area with its body.

58. **Phoenixes:** A species of birds which are always wreathed in fire. If they die, their bodies will burn up and then regenerate unless the ashes are very quickly dispersed. They fight with powerful fire magic.

59. **Pixius:** A species with the bodies of lions, the heads of snakes, and wings. Wild pixius search endlessly for gold, though some are kept as pets. They fight anyone who gets in their way with water and earth magic.

60. **Qilins:** A species with the bodies of lions and the horns of deer. They are always wreathed in fire. They are said to move so subtly they do not even bend grass. They fight with fire magic.

## Choose or Roll D100



# 61-70 Creatures from Japanese Mythology

61. **Gozus and Mezus:** Two humanoid species. Gozus have the heads of oxen and Mezus have the faces of horses. They live in areas with many dead bodies, like cemeteries. They fight with polearms.

62. **Hibagons:** A large species with the body of a gorilla and very large hands and feet. Hibagons are generally solitary creatures. They live high in the mountains and will tear apart those who trespass in their lands.

63. **Inugamis:** A species of spirits which possesses dogs. Good inugamis often guard shrines, but bad ones get themselves adopted by humans whom they then drive mad with magic. Their jaws are very strong.

64. **Kappas:** A species of spirits with vaguely humanoid appearances as well as scales, gills and fins. Kappas live in the water and attempt to seize passerby in their powerful grips and drown them.

65. **Kitsunes:** A species of fox spirits. They are associated with fertility and prosperity, but will use illusions and other magic to attack those who try to interfere with the prosperity of those they like. They love tofu.

66. **Oni:** A species of very large humanoids with grotesque appearances, very thick skin, and horns on their heads. They live in secluded caves and will attempt to brutally smash anyone who stumbles across them.

67. **Tengu:** A species of humanoids with bird wings and beaks. Tengu are extremely nimble and are trained in many weapons that ninjas use, including swords and throwing stars. Tengu leaders are skilled wizards.

68. **Tsuchigumos:** A species of spirits with the bodies of large tigers and the legs and heads of spiders. They lay eggs underground and use both poison fangs and very strong webs to attack any who approach their nests.

69. **Ushi-onis:** A species of large bulls. Ushi-onis live in fields. They can summon fake treasure chests which stick to and weigh down whoever picks them up, allowing the ushi-oni to gore the victim with its horns.

70. **Wanis:** A species of shape-shifting sea monsters which can take the forms of crocodiles, alligators, or sharks, and which attempt to kill any swimmers or sailors they come across.

## Choose or Roll D100



# 71-80 Creatures from Jewish Mythology

71. **Broxas:** A species of bat-like monsters which are several times larger than a normal bat. Broxa attack farms and attempt to drain the blood from goats and even human passerby.

72. **Dybbuks:** A species of spirits which possess others and take control of their bodies in order to accomplish specific tasks. Dybbuks can be beaten by killing their hosts, exorcising them, or helping them to finish their tasks.

73. **Estries:** A species of vampires with very long hair. They can fly, cast spells, and drink blood. However, their powers only work when their hair is loose. Slain estries will resurrect unless their mouths are packed with dirt.

74. **Goldems:** A species of humanoids built of stone. Golems are crafted and brought to life by wizards. They follow their orders slavishly, and some can even think for themselves. They fight with massive fists.

75. **Ibburs:** A species of spirits which consensually possess others. They can be beaten by killing their hosts, exorcising them, or compelling their hosts to withdraw consent.

76. **Lillin:** A species of invisible spirits. They appear at night and attack any males that they can find. Their punches, kicks, and other physical attacks bypass all armour.

77. **Mazikeen:** A species of small invisible demons. They mostly just play pranks on those they come across, but can fight fiercely if angered. They know minor magic and have sharp claws and fangs.

78. **Naamahs:** A species of humanoid demons. They have the power to cause illnesses of all severities in victims, and are also capable of wielding melee weapons. They often live near clinics and hospitals.

79. **Shamir:** A species of very small worms. Shamir can cut their way through almost any substance, including the strongest metals. They fight in swarms and attacking by rushing an enemy and cutting him to pieces.

80. **Shedem:** A species of snake-like demons. They fight with their venom and a wide array of magical powers. They particularly enjoy attacking paladins and others who fight for good.

## Choose or Roll D100



# 81-90 Creatures from Classical Horror Stories

81. **Bird swarm:** Large mobs of birds seeking to dive down upon any intruders and peck them to death.
82. **Fish monsters:** A species of humanoids with gills, fins, and scales. They lurk in murky bogs and attempt to drown or strangle travellers.
83. **Ghosts:** A species of humanoid spirits. They remain near where they died and attempt to kill those who disturb their bodies. They have a variety of psychic and magical attacks, all of which bypass armour.
84. **Mummies:** A species of undead humanoids wrapped in bandages. Mummies lurk in tombs and attack all who enter, assuming them to be robbers. Their physical attacks inflict disease, and many are powerful wizards.
85. **Plant monsters:** A species of large carnivorous plants. These monsters tend to be rooted to one spot. They can use poisonous pollen and flowers to weaken prey, and vines to drag prey into their jaws.
86. **Skeleton warriors:** A species of reanimated humanoids who have been reduced to just bones. They generally fight with standard weapons such as swords, and can usually be found near abandoned graveyards.
87. **Slimes:** A species of goos which are sentient and seek out prey. They can move, albeit slowly, and inflict acid damage upon those they touch. Elder slimes can fling toxic and poisonous slime-balls at distant enemies.
88. **Vampires:** A species of undead humanoids who drink blood. Vampires can turn into bats, can control swarms of rats, can heal very quickly, and know charm spells. They are weak to daylight, garlic, and holy symbols.
89. **Werewolves:** A species of humanoids which can shape-shift into wolf forms. While in their wolf body, they are much stronger and faster than normal wolves and also heal extremely quickly. They are weak to silver.
90. **Zombies:** A species of undead humanoids which can be found almost anywhere. They attack any sentient being they come across on instinct. They use their fists and teeth in battle, and their scratches induce disease.

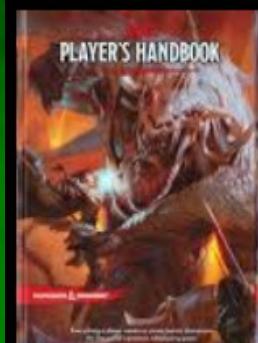
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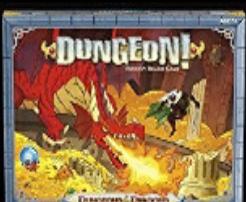
**91-100**

## Mundane Creatures

91. **Assassins:** A group of trained killers. They fight with small weapons, poisons, and quiet magic.
92. **Bandits:** A group of thieves. They attack travellers and kill them for their wealth. They use standard weapons.
93. **Bounty hunters:** A group of mercenaries. They specialize in tracking down targets, subduing them, and returning them to civilization. They often have enchanted weapons.
94. **Clerics of Yuvanim:** A group of clerics serving an evil goddess of war. They are heavily armed and attack any strangers they meet on the road in order to please their mad goddess.
95. **Fanatics:** A group of peasants which have been induced or coerced into joining a violent cult. They roam from village to village, slaying everyone who does not yield to their cult leader.
96. **Knights:** A group of cavalry who were unable to achieve glory in a recent battle and so are killing travellers and claiming that the dead were actually bandits. They have heavy armour and fight with powerful swords.
97. **Infantry:** A group of soldiers deserting from a nearby battle and seeking to seize enough plunder from travellers that they can hide out for a while. They fight with standard weapons.
98. **Nature cult:** A group of druids and nature worshippers who fight anyone that dares trespass in their grove. They use both magic and standard weapons in combat.
99. **Sorcerers:** A group of evil wizards who are killing people in order to harvest their bodies for spell ingredients. They fight with powerful magic.
100. **Thugs:** A group of drunken brutes who love violence. They try to pick fights with those they run across. They fight with their fists.



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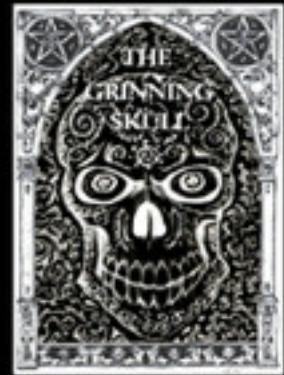
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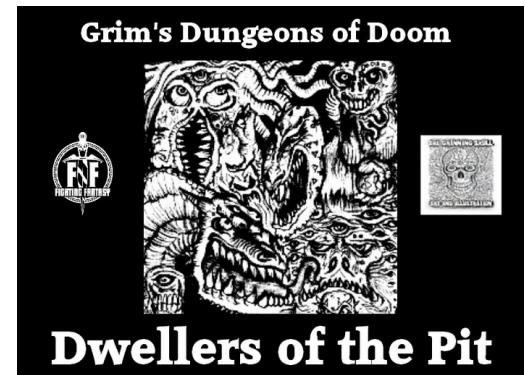
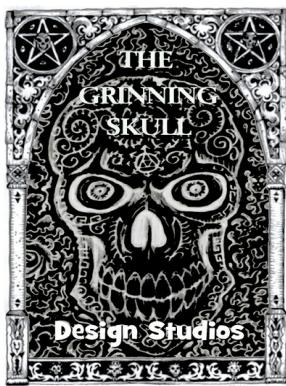
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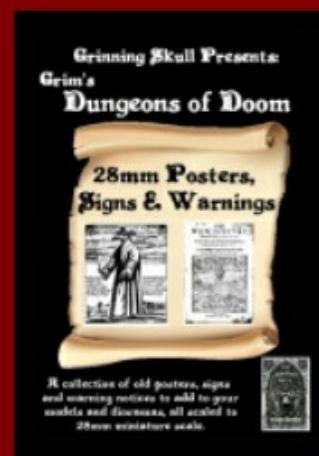
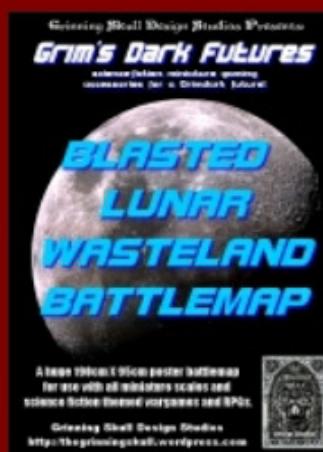
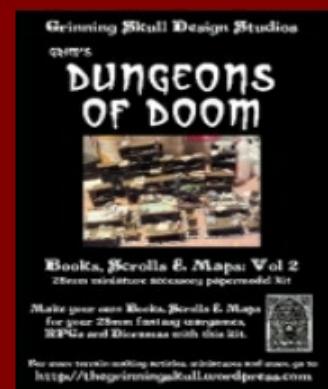
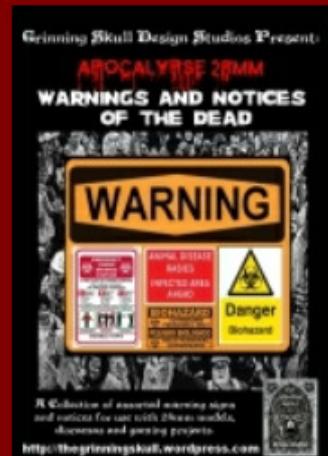
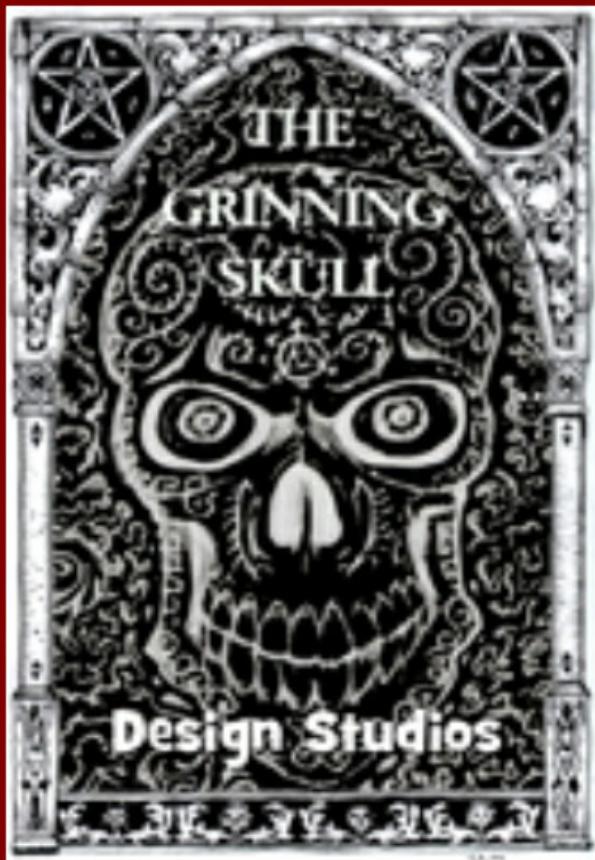
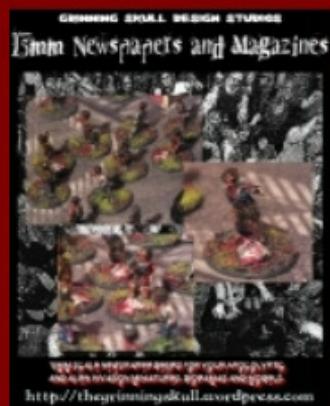
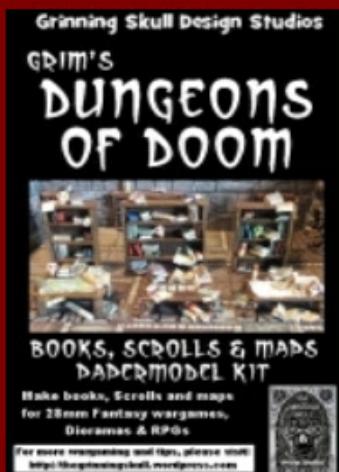
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