

AKA-ONI
 FAMILY: Ogre • TYPE: Demihuman



Habitat: The caves and mountains of Ziyang
Nature: Aggressive
Diet: Omnivorous (favors meat and liquor)

WITCH
 FAMILY: Majin • TYPE: Mage



Habitat: Various, including forests, human settlements, and the monster realm
Nature: Various
Diet: Typical human diet and the essence of human men

MERROW
 FAMILY: Mermaid • TYPE: Piscine



Habitat: The ocean
Nature: Mild, lustful
Diet: Omnivorous (favors seaweed and sea animals, as well as the essence of human men)

GHOUL
 FAMILY: Zombie • TYPE: Undead



Habitat: Graveyards and deserts
Nature: Violent, aggressive
Diet: The essence of human men

SCYLLA
 FAMILY: Scylla • TYPE: Molluskan Demihuman



Habitat: The ocean
Nature: Strong-willed
Diet: Carnivorous (favors sea animals)

VAMPIRE
 FAMILY: Succubus • TYPE: Undead



Habitat: The monster realm
Nature: Strong-willed, haughty, and stubborn
Diet: The blood of human men

SALAMANDER
 FAMILY: Lizard • TYPE: Reptilian



Habitat: Caves and volcanic regions
Nature: Honest, aggressive, and passionate
Diet: Carnivorous (favors wild animals)

LEANNÁN SÍDHE
 FAMILY: Succubus • TYPE: Sprite



Habitat: Forests, human settlements, and the land of sprites
Nature: Devoted, honest
Diet: Brilliant works of creativity

LAMIA
 FAMILY: Lamia • TYPE: Reptilian



Habitat: Deserts, mountains, and caves
Nature: Aggressive
Diet: Carnivorous (favors wild animals)

KITSUNE-TSUKI
 FAMILY: Majin · TYPE: Mage

Habitat: Human settlements
Nature: Lustful (details vary)
Diet: Typical human diet and the essence of human men



RED SLIME
 FAMILY: Slime · TYPE: Semisolid Life Form



Habitat: Various, including plains, grasslands, and caves
Nature: Simple
Diet: The semen, sweat, and saliva of human men

KITSUNE-BI
 FAMILY: Spirit · TYPE: Elemental



Habitat: Unknown (near youko and inari habitats)
Nature: Lustful, simple
Diet: The essence of human men

ORC
 FAMILY: Orc · TYPE: Beastman



Habitat: Mountains
Nature: Lustful (aggressive, violent, and mean; or faint-hearted and devoted)
Diet: Omnivorous (eats anything)

AO-ONI
 FAMILY: Ogre · TYPE: Oni Demihuman



Habitat: Zipangu
Nature: Aggressive, calm
Diet: Omnivorous (favors meat and liquor)

RAIJU
 FAMILY: Weasel · TYPE: Beastman



Habitat: The mountains of Zipangu
Nature: Strong-willed, violent, and hostile
Diet: Carnivorous (favors wild animals)

NUREONAGO
 FAMILY: Slime · TYPE: Semisolid Life Form



Habitat: The plains and grasslands of Zipangu
Nature: Simple, docile, and devoted
Diet: The semen, sweat, and saliva of human men

ICE QUEEN
 FAMILY: Spirit · TYPE: Elemental



Habitat: The palace of ice
Nature: Cold
Diet: The essence of human men

WILL-O'-THE-WISP
 FAMILY: Ghost · TYPE: Undead



Habitat: Graveyards and ruins
Nature: Violent, gloomy, and lonely
Diet: The essence of human men

SELKIE
 FAMILY: Mermaid • TYPE: Beastman



Habitat: Snowy regions (in and near the ocean)
Nature: Strong-willed, stubborn
Diet: Carnivorous (favors fish and wild animals)

UNDINE
 FAMILY: Spirit • TYPE: Elemental



Habitat: Lakes and springs
Nature: Peaceful, devoted
Diet: The essence of human men

SAHAGIN
 FAMILY: Sahagin • TYPE: Aquatic Demihuman




Habitat: River areas and wetlands
Nature: Honest, lacking in emotional expression
Diet: Carnivorous (favors fish and wild animals)

GLACIES
 FAMILY: Spirit • TYPE: Elemental



Habitat: Snowy regions and the palace of ice
Nature: Calm, strong-willed
Diet: The essence of human men

YUKI-ONNA
 FAMILY: Spirit • TYPE: Elemental



Habitat: The snowy mountains of Zepang
Nature: Devoted, mild
Diet: Omnivorous (favors the essence of human men)

SIREN
 FAMILY: Harpy • TYPE: Avian



Habitat: The seaside
Nature: Cheerful
Diet: Omnivorous (favors fruits and fish)

SEA SLIME
 FAMILY: Slime • TYPE: Semisolid Life Form



Habitat: The ocean
Nature: Simple, honest
Diet: The semen, sweat, and saliva of human men

ALICE
 FAMILY: Succubus • TYPE: Fiend



Habitat: Unknown
Nature: Docile
Diet: The essence of human men

MERMAID
 FAMILY: Mermaid • TYPE: Piscine



Habitat: The ocean
Nature: Mild
Diet: Omnivorous (favors seaweed and sea animals)

QUEEN SLIME
 FAMILY: Slime • TYPE: Semisolid Life Form



Habitat: Various, including plains, grasslands, and caves
Nature: Simple, honest
Diet: The semen, sweat, and saliva of human men

NEREID
 FAMILY: Succubus • TYPE: Aquatic Demihuman



Habitat: The ocean
Nature: Lustful, peaceful
Diet: The essence of human men

SLIME
 FAMILY: Slime • TYPE: Semisolid Life Form



Habitat: Various, including plains, grasslands, and caves
Nature: Simple, honest
Diet: The semen, sweat, and saliva of human men

PIXIE
 FAMILY: Imp • TYPE: Sprite



Habitat: Forests
Nature: Mean
Diet: The essence of human men

USHI-ONI
 FAMILY: Arachne • TYPE: Arthropod



Habitat: The mountains and caves of Zipangu
Nature: Violent, lustful
Diet: Carnivorous (favors meat, wild animals, and the essence of human men)

KAMAITACHI
 FAMILY: Weasel • TYPE: Beastman



Habitat: The mountains of Zipangu
Nature: Varies among the three
Diet: Carnivorous (favors wild animals)

UMI OSHO
 FAMILY: Turtle • TYPE: Aquatic Demihuman



Habitat: The seas of Zipangu
Nature: Timid, devoted
Diet: Omnivorous (favors seaweed and shellfish)

RENXIONGMAO
 FAMILY: Bear • TYPE: Beastman



Habitat: The bamboo forests of the Continent of Mist
Nature: Cheerful, lustful, and peaceful; sometimes violent
Diet: Omnivorous (favors bamboo leaves)

HAKUTAKU
 FAMILY: Minotaur • TYPE: Beastman



Habitat: The waterfronts (such as lakeshores and riverbanks) of the Continent of Mist
Nature: Peaceful, calm
Diet: Omnivorous (favors grasses)

WURM
 FAMILY: Dragon • TYPE: Reptilian

Habitat: Wetlands, mountains, and caves
Nature: Violent, simple, and honest
Diet: Carnivorous (favors wild animals)



RYU
 FAMILY: Dragon • TYPE: Reptilian

Habitat: The waterfronts (such as lakeshores, marshes, and riversides) of Ziyungu
Nature: Devoted, mild
Diet: Carnivorous (favors wild animals and the essence of human men)



THUNDERBIRD
 FAMILY: Harpy • TYPE: Avian

Habitat: Mountains, wastelands, and valleys
Nature: Lascivious, violent
Diet: Carnivorous (favors wild animals)



DRAGON ZOMBIE
 FAMILY: Dragon • TYPE: Undead

Habitat: Caves, mountains, and wetlands
Nature: Simple, lustful, and violent
Diet: The essence of human men



WYVERN
 FAMILY: Dragon • TYPE: Reptilian

Habitat: Mountains
Nature: Strong-willed
Diet: Carnivorous (favors wild animals)



CU SITH
 FAMILY: Wolf • TYPE: Beastman

Habitat: Human settlements
Nature: Docile, obedient, and devoted
Diet: Omnivorous (prefers meat)



LIVING ARMOR
 FAMILY: Armor • TYPE: Magical Material

Habitat: Dilapidated structures (such as ruins and ancient castles)
Nature: Devoted, lacking in emotional expression
Diet: The essence of human men



FLOWKELP
 FAMILY: Mandragora • TYPE: Plant

Habitat: The ocean
Nature: Peaceful, gloomy
Diet: Sunlight (through photosynthesis) and the essence of human men



MUCUS TOAD
 FAMILY: Toad • TYPE: Amphibious Demihuman

Habitat: Waterfronts and wetlands
Nature: Lascivious, violent
Diet: Carnivorous (favors insects and wild animals)



TENTACLE
 FAMILY: Tentacle · TYPE: Plant

Habitat: The monster realm (Forest of Tentacles)
Nature: Mild, honest, and timid
Diet: The essence of human men



LILIRAUNE
 FAMILY: Alraune · TYPE: Plant

Habitat: Forests
Nature: Lustful, lonely
Diet: The nutrients of the earth and the essence of human men



BAROMETZ
 FAMILY: Alraune · TYPE: Plant

Habitat: Mountains and wastelands
Nature: Peaceful, lustful
Diet: The nutrients of the earth and the essence of human men



SYLPH
 FAMILY: Spirit · TYPE: Elemental

Habitat: High in the mountains, in the sky, and wherever the wind blows
Nature: Simple, selfish, and capricious
Diet: The essence of human men



TROLL
 FAMILY: Troll · TYPE: Demihuman

Habitat: Caves and wastelands
Nature: Mild
Diet: Omnivorous (eats anything)



KAPPA
 FAMILY: Sahagin · TYPE: Aquatic Demihuman

Habitat: The river areas and wetlands of Zipangu
Nature: Aggressive, cheerful
Diet: Omnivorous (favors fish, fruits, and vegetables, especially cucumbers)



SEA BISHOP
 FAMILY: Mermaid · TYPE: Piscine

Habitat: The ocean
Nature: Mild, devoted
Diet: Omnivorous (favors seaweed and sea animals)



DRAGON
 FAMILY: Dragon · TYPE: Reptilian

Habitat: Caves and mountains
Nature: Strong-willed, proud under certain conditions, honest and lustful
Diet: Carnivorous (favors wild animals)



ELF
 FAMILY: Succubus · TYPE: Elf

Habitat: Forests
Nature: Proud, strong-willed, then lustful
Diet: The essence of human men

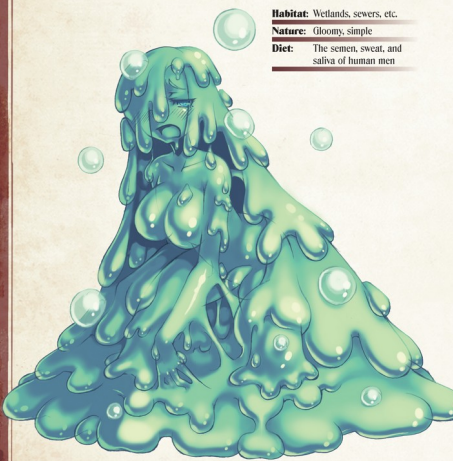


GIANT SLUG
 FAMILY: Shell • TYPE: Molluskan Life Form



Habitat: Sewers, wetlands, and forests
Nature: Mild, dull
Diet: Herbivorous (favors sprouts)

BUBBLE SLIME
 FAMILY: Slime • TYPE: Semisolid Life Form



Habitat: Wetlands, sewers, etc.
Nature: Gloomy, simple
Diet: The semen, sweat, and saliva of human men

FAIRY
 FAMILY: Succubus • TYPE: Sprite



Habitat: Forests and the land of sprites
Nature: Simple, honest, and cheerful
Diet: The essence of human men

ECHIDNA
 FAMILY: Lamia • TYPE: Reptilian



Habitat: The deepest recesses of dungeons
Nature: Lustful
Diet: Carnivorous (favors wild animals)

MANTIS
 FAMILY: Mantis • TYPE: Arthropod



Habitat: Forests
Nature: Alternatively calm and unemotional or calm and lustful
Diet: Carnivorous (favors wild animals)

KESARAN PASARAN
 FAMILY: Mandragora • TYPE: Plant



Habitat: Wherever the wind takes them, the land of sprites
Nature: Cheerful, honest
Diet: The essence of human men

MEDUSA
 FAMILY: Lamia • TYPE: Reptilian



Habitat: Dungeons, such as those found in caves and towers
Nature: Aggressive, stubborn
Diet: Carnivorous (favors wild animals)

MANDRAGORA
 FAMILY: Mandragora • TYPE: Plant



Habitat: Grasslands, forests
Nature: Timid
Diet: The essence of human men and the nutrients of the earth

LIZARDMAN
 FAMILY: Lizard • TYPE: Reptilian



Habitat: Caves
Nature: Aggressive, stubborn
Diet: Carnivorous (favors wild animals)

DRYAD
 FAMILY: Dryad · TYPE: Plant



Habitat: Forests
Nature: Mild, gentle, and passionate
Diet: The nutrients of the earth and the essence of human men

OGRE
 FAMILY: Ogre · TYPE: Demihuman



Habitat: Mountains, caves, and wild lands
Nature: Aggressive, violent
Diet: Carnivorous (favors wild animals)

ALRAUNE
 FAMILY: Alraune · TYPE: Plant



Habitat: Forests
Nature: Lustful, aggressive
Diet: The essence of human men; the nutrients of the earth

OTOHIME
 FAMILY: Dragon · TYPE: Mermaid



Habitat: The seas of Zipangu
Nature: Willful, cheerful, and devoted
Diet: Carnivorous (favors fish and shellfish)

GREMLIN
 FAMILY: Imp · TYPE: Fiend



Habitat: Ancient ruins
Nature: Selfish, mean
Diet: Omnivorous (favors sweet provisions)

TRUMPART
 FAMILY: Majin · TYPE: Mage



Habitat: Wonderland
Nature: Honest (details vary)
Diet: Omnivorous (favors a typical human diet)

AUTOMATON
 FAMILY: Golem · TYPE: Magical Material



Habitat: Ancient ruins
Nature: Devoted, lacking in emotional expression
Diet: The essence of human men

MAD HATTER
 FAMILY: Matango · TYPE: Mage



Habitat: Wonderland
Nature: Calm, lustful
Diet: Omnivorous (favors moist fare, such as tea and the semen of human men)

DORMOUSE
 FAMILY: Mouse · TYPE: Beastman



Habitat: Wonderland
Nature: Peaceful, passionate
Diet: Omnivorous (eats anything)

CAIT SITH
 FAMILY: Cat • TYPE: Beastman



Habitat: Human settlements and the kingdom of cats
Nature: Selfish, capricious, and proud
Diet: Omnivorous (prefers meat)

VALKYRIE
 FAMILY: Angelic Being • TYPE: Angel



Habitat: The divine realm
Nature: Calm, earnest
Diet: The essence of human men

SATYROS
 FAMILY: Satyros • TYPE: Beastman



Habitat: Forests and grasslands
Nature: Cheerful, lustful
Diet: Omnivorous (favors wine and fine pairings)

CYCLOPS
 FAMILY: Ex-Giant • TYPE: Ex-Giant Demihuman



Habitat: The depths of the mountains
Nature: Peaceful, lacking in emotional expression
Diet: Omnivorous (favors mountain fruits and vegetables and wild animals)

CHARYBDIS
 FAMILY: Mimic • TYPE: Mimetic Demihuman



Habitat: The ocean
Nature: Timid, lustful
Diet: Omnivorous (eats anything edible)

DWARF
 FAMILY: Succubus • TYPE: Dwarf



Habitat: Caves, mines, human settlements, etc.
Nature: Cheerful, aggressive, and lustful
Diet: The essence of human men

ANT ARACHNE
 FAMILY: Arachne • TYPE: Arthropod



Habitat: Caves and burrows (such as those found under plains and forests)
Nature: Lustful, aggressive
Diet: Animal corpses, grains, etc.

ALP
 FAMILY: Succubus • TYPE: Fiend



Habitat: Unknown
Nature: Various, then lustful
Diet: The essence of human men

CHIMAERA
 FAMILY: Chimaera • TYPE: Monstrosity



Habitat: Wastelands, volcanic regions, and mountains
Nature: Violent (particulars vary with personality)
Diet: Omnivorous (favors wild animals, fruits, vegetables, and the essence of human men)

BASILISK
 FAMILY: Lamia • TYPE: Reptilian



Habitat: Caves and deserts
Nature: Calm, gloomy
Diet: Carnivorous (favors wild animals)

VAMP MOSQUITO
 FAMILY: Fly • TYPE: Arthropod



Habitat: Forests, waterfronts, and wetlands
Nature: Mean
Diet: The nectar of flowers and blood (of human men, etc.)

TITANIA
 FAMILY: Succubus • TYPE: Sprite



Habitat: Forests and the land of sprites
Nature: Mild, honest, and simple
Diet: The essence of human men

SOLDIER BEETLE
 FAMILY: Beetle • TYPE: Arthropod




Habitat: Forests and mountains
Nature: Honest, calm, obedient, and lacking in emotional expression
Diet: Herbivorous (favors sap and fruit)

LILIM
 FAMILY: Succubus • TYPE: Fiend



Habitat: The monster realm
Nature: Lustful
Diet: The essence of human men

DULLAHAN
 FAMILY: Dullahan • TYPE: Undead



Habitat: The monster realm
Nature: Strong-willed, stubborn, and calm; sometimes honest and lustful
Diet: The essence of human men

KARASU-TENGU
 FAMILY: Harpy • TYPE: Avian



Habitat: The mountains of Zipangu
Nature: Aggressive
Diet: Omnivorous (favors wild animals and vegetables)

JOROU-GUMO
 FAMILY: Arachne • TYPE: Arthropod



Habitat: The forests and human settlements of Zipangu
Nature: Gentle, violent, and lustful
Diet: Carnivorous (favors wild animals)

INARI
 FAMILY: Fox • TYPE: Beastman



Habitat: The forests, mountains, and human settlements of Zipangu
Nature: Devoted, lustful
Diet: Omnivorous (favors the essence of human men)

YOUKO
 FAMILY: Fox • TYPE: Beastman



Habitat: Forests, mountains, human settlements, and the Continent of Mist
Nature: Aggressive, lustful, and selfish
Diet: Omnivorous (favors meat and the essence of human men)

DOPPELGÄNGER
 FAMILY: Ghost • TYPE: Undead



Habitat: The monster realm and human settlements, etc.
Nature: Various, but fundamentally timid
Diet: The essence of human men

MIMIC
 FAMILY: Mimic • TYPE: Mimetic Demihuman



Habitat: Wherever there is a treasure chest
Nature: Cheerful
Diet: The essence of human men

SLIME CARRIER (PARASITIC SLIME)
 FAMILY: Majin (Slime) • TYPE: Mage (Semisolid Life Form)



Habitat: Caves and ruins
Nature: Simple, but diverse
Diet: The semen, sweat, and saliva of human men

WEREWOLF
 FAMILY: Wolf • TYPE: Beastman



Habitat: Forests, mountains, etc.
Nature: Violent, loyal
Diet: Carnivorous (wild animals, etc.)

HORNET
 FAMILY: Bee • TYPE: Arthropod



Habitat: Forests
Nature: Violent, aggressive
Diet: Carnivorous (favors wild animals and insects)

LARGE MOUSE
 FAMILY: Mouse • TYPE: Beastman



Habitat: Sewers, caves, structural dungeons, etc.
Nature: Fleasy, mean
Diet: Omnivorous (eats anything)

HONEY BEE
 FAMILY: Bee • TYPE: Arthropod



Habitat: Grasslands, forests
Nature: Mild, gentle
Diet: The nectar of flowers and altramu

GIANT ANT
 FAMILY: Ant • TYPE: Arthropod



Habitat: Caves and burrows (such as those found under plains and forests)
Nature: Diligent
Diet: Animal corpses, grains, etc.