

PHARAOH
 FAMILY: Zombie · TYPE: Undead

Habitat: Deserts (ruins)
Nature: Various
Diet: The essence of human men

MANTICORE
 FAMILY: Chimera · TYPE: Monstrosity

Habitat: Wastelands, volcanic regions, and mountains
Nature: Violent, aggressive, and mean
Diet: Carnivorous (favors wild animals and the essence of human men)

SANDWORM
 FAMILY: Worm · TYPE: Arthropod

Habitat: Deserts
Nature: Simple
Diet: Carnivorous (favors wild animals)

GRIFFON
 FAMILY: Griffon · TYPE: Monstrosity

Habitat: Mountains and deserts
Nature: Violent, haughty, and aggressive
Diet: Carnivorous (favors wild animals, especially horses)

HELLHOUND
 FAMILY: Wolf · TYPE: Beastman

Habitat: Volcanic regions, the monster realm, and graveyards
Nature: Violent, aggressive, and selfish
Diet: Carnivorous (favors wild animals)

DEVIL
 FAMILY: Succubus · TYPE: Fiend

Habitat: The monster realm
Nature: Mean, lustful
Diet: The essence of human men

LAVA GOLEM
 FAMILY: Golem · TYPE: Magical Material

Habitat: Volcanic regions
Nature: Violent, passionate
Diet: The essence of human men

KOBOLD
 FAMILY: Wolf · TYPE: Beastman

Habitat: Plains, mountains, caves, and human settlements
Nature: Docile, simple, and obedient
Diet: Omnivorous (eats anything)

MOTHMAN
 FAMILY: Lepidopteran · TYPE: Arthropod

Habitat: Forests and mountains
Nature: Simple, honest, and mild
Diet: Herbivorous (favors nectar, sap, and juice)

DARK PRIEST
 FAMILY: Succubus • TYPE: Fiend



Habitat: Human settlements and Pandemonium
Nature: Lustful, devoted
Diet: The essence of human men

DEMON
 FAMILY: Succubus • TYPE: Fiend



Habitat: The monster realm
Nature: Strong-willed, mean, and lustful
Diet: The essence of human men

IGNIS
 FAMILY: Spirit • TYPE: Elemental



Habitat: Volcanic regions, deserts, etc.
Nature: Aggressive, passionate
Diet: The essence of human men

DARK MATTER
 FAMILY: Spirit • TYPE: Elemental



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

GNOME
 FAMILY: Spirit • TYPE: Elemental



Habitat: Caves, mines, etc.
Nature: Peaceful, gentle
Diet: The essence of human men

BAPHOMET
 FAMILY: Baphomet • TYPE: Monstrosity



Habitat: The monster realm
Nature: Aggressive
Diet: Omnivorous (favors the flesh of beasts and the essence of human men)

DARK ANGEL
 FAMILY: Succubus • TYPE: Angel



Habitat: Pandemonium
Nature: Lustful
Diet: The essence of human men

ANGEL
 FAMILY: Succubus • TYPE: Angel



Habitat: The divine realm
Nature: Devoted
Diet: The essence of human men

DARK SLIME
 FAMILY: Slime • TYPE: Semisolid Life Form



Habitat: The plains of the monster realm, etc.
Nature: Lustful, simple
Diet: The semen, sweat, and saliva of human men

BEELZEBUB
 FAMILY: Fly • TYPE: Arthropod



Habitat: The monster realm
Nature: Violent, selfish, and lustful
Diet: Omnivorous (eats anything, but prefers the semen, sweat, and saliva of human men)

GIRTABLILU
 FAMILY: Arachne • TYPE: Arthropod



Habitat: Deserts
Nature: Aggressive, calm, violent, and lustful
Diet: Carnivorous (favors wild animals)

IMP
 FAMILY: Imp • TYPE: Fiend



Habitat: The monster realm
Nature: Simple, selfish
Diet: The essence of human men

NIGHTMARE
 FAMILY: Centaur • TYPE: Beastman



Habitat: Unknown
Nature: Timid, weak-willed, and lustful
Diet: The essence of human men

MUMMY
 FAMILY: Zombie • TYPE: Undead



Habitat: Deserts and ruins
Nature: Simple
Diet: The essence of human men

SKELETON
 FAMILY: Golem • TYPE: Undead



Habitat: Graveyards
Nature: Simple, lacking in emotional expression
Diet: The essence of human men

GHOST
 FAMILY: Ghost • TYPE: Undead



Habitat: Graveyards, human settlements, decaying buildings, etc.
Nature: Simple, lustful
Diet: The essence of human men

ZOMBIE
 FAMILY: Zombie • TYPE: Undead



Habitat: Graveyards
Nature: Simple
Diet: Omnivorous (favors the essence of human men)

ANUBIS
 FAMILY: Wolf • TYPE: Beastman



Habitat: Deserts and ruins
Nature: Serious, stubborn
Diet: Omnivorous (favors meat)

SPHINX
 FAMILY: Cat • TYPE: Beastman

Habitat: Deserts
Nature: Selfish, capricious
Diet: Omnivorous (favors meat)

GARGOYLE
 FAMILY: Golem • TYPE: Magical Material

Habitat: Towers and ancient castles
Nature: Aggressive, lustful
Diet: The essence of human men

GOLEM
 FAMILY: Golem • TYPE: Magical Material

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

AMAZONESS
 FAMILY: Succubus • TYPE: Fiend

Habitat: Forests
Nature: Aggressive, lustful
Diet: The essence of human men

JINN OF THE JAR
 FAMILY: Mimic • TYPE: Mimetic Demihuman

Habitat: Wherever there is a jar
Nature: Shy, timid
Diet: The essence of human men

ROPER
 FAMILY: Roper • TYPE: Tentacle Monster

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

CENTAUR
 FAMILY: Centaur • TYPE: Beastman

Habitat: Grassland and forests
Nature: Violent, lustful
Diet: Carnivorous (favors wild animals)

DEVIL BUG
 FAMILY: Devil Bug • TYPE: Arthropod

Habitat: Buildings and caves
Nature: Lustful, simple
Diet: Omnivorous (eats anything edible)

DARK ELF
 FAMILY: Succubus • TYPE: Elf

Habitat: Forests and the monster realm
Nature: Strong-willed, lustful
Diet: The essence of human men

MINOTAUR
 FAMILY: Minotaur · TYPE: Beastman

Habitat: Grasslands and dungeons, such as those found in caves and labyrinths
Nature: Aggressive, violent
Diet: Omnivorous (favors meat)



UNICORN
 FAMILY: Centaur · TYPE: Beastman

Habitat: Forests
Nature: Peaceful, devoted, and lustful
Diet: Herbivorous (favors grasses and vegetables)



HOLSTAUR
 FAMILY: Minotaur · TYPE: Beastman

Habitat: Grasslands and human settlements
Nature: Gentle, devoted
Diet: Omnivorous (favors grass)



HARPY
 FAMILY: Harpy · TYPE: Avian

Habitat: Grasslands, mountains
Nature: Cheerful
Diet: Omnivorous (favors nuts and wild animals)



ARACHNE
 FAMILY: Arachne · TYPE: Arthropod

Habitat: Caves, forests
Nature: Aggressive, violent, and lustful
Diet: Carnivorous (favors wild animals)



WEREBAT
 FAMILY: Bat · TYPE: Beastman

Habitat: Caves
Nature: Mean, timid
Diet: Omnivorous (favors fruits, insects, and small animals)



COCKATRICE
 FAMILY: Harpy · TYPE: Avian

Habitat: Mountains, caves, etc.
Nature: Timid
Diet: Omnivorous (favors grains, fruits, insects, and small animals)



BLACK HARPY
 FAMILY: Harpy · TYPE: Avian

Habitat: Grasslands, mountains
Nature: Lustful
Diet: Omnivorous (favors nuts and wild animals)



WERECAT
 FAMILY: Cat · TYPE: Beastman

Habitat: Forests, peripheries of human settlements
Nature: Self-centered, capricious
Diet: Omnivorous (prefers meat)



GRIZZLY
 FAMILY: Bear • TYPE: Beastman




Habitat: Forests, mountains
Nature: Peaceful, but sometimes violent
Diet: Omnivorous (prefers wild animals and fish)

WERERABBIT
 FAMILY: Rabbit • TYPE: Beastman



Habitat: Grasslands
Nature: Cheerful, hasty, and lonely
Diet: Herbivorous (favors grasses and vegetables)

WERESHEEP
 FAMILY: Sheep • TYPE: Beastman



Habitat: Grasslands, human settlements
Nature: Peaceful, sometimes violent and lustful
Diet: Herbivorous (favors grasses)

MATANGO
 FAMILY: Matango • TYPE: Fungus




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

SUCCUBUS
 FAMILY: Succubus • TYPE: Fiend



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

LESSER SUCCUBUS
 FAMILY: Succubus • TYPE: Fiend



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

HOBGOBLIN
 FAMILY: Goblin • TYPE: Demihuman



Habitat: Various, including caves, mountains, and human settlements
Nature: Simple, mild, and mean
Diet: Omnivorous (eats anything)

GOBLIN
 FAMILY: Goblin • TYPE: Demihuman



Habitat: Various, including caves, mountains, and human settlements
Nature: Simple, mean
Diet: Omnivorous (eats anything)





SHOGGOTH
 FAMILY: Slime · TYPE: Semisolid Life Form

Habitat: Caves, burrows, and human settlements
Nature: Devoted, lustful
Diet: The semen, sweat, and saliva of human men

HUMPTY EGG
 FAMILY: Slime · TYPE: Semisolid Life Form

Habitat: Wonderland
Nature: Lustful, simple, hasty, and honest
Diet: The semen, sweat, and saliva of human men

JUBJUB
 FAMILY: Harry · TYPE: Avian

Habitat: Wonderland
Nature: Lustful, hasty, and honest
Diet: Omnivorous (eats anything)

JABBERWOCK
 FAMILY: Dragon • TYPE: Reptilian



Habitat: Wonderland
Nature: Lustful, strong-willed, and proud
Diet: Carnivorous (favors wild animals and the essence of human men)

WENDIGO
 FAMILY: Wendigo • TYPE: Beastman



Habitat: Snowy fields and mountains
Nature: Peaceful, timid, and devoted
Diet: Carnivorous (favors wild animals)

MINDFLAYER
 FAMILY: Scylla • TYPE: Molluskan Demihuman



Habitat: Caves and burrows
Nature: Lustful, mean
Diet: The minds of human men

CUPID
 FAMILY: Angelic Being • TYPE: Angel



Habitat: The divine realm and human settlements
Nature: Calm, devoted, and peaceful
Diet: The love of human men

WIGHT
 FAMILY: Zombie • TYPE: Undead



Habitat: Graveyards and ruins
Nature: Lustful
Diet: The essence of human men

MARCH HARE
 FAMILY: Rabbit • TYPE: Beastman



Habitat: Wonderland
Nature: Lustful, cheerful, and lonely
Diet: Herbivorous (favors the produce of the monster realm)

CURSED SWORD
 FAMILY: Glaive • TYPE: Magical Material



Habitat: Dilapidated structures (such as ruins and ancient castles)
Nature: Violent, honest, and devoted
Diet: The essence of human men

DHAMPIR
 FAMILY: Succubus • TYPE: Mage



Habitat: Human settlements and the monster realm
Nature: Honest, calm, and devoted
Diet: Typical human diet and the essence of human men

HOURI
 FAMILY: Angelic Being • TYPE: Angel



Habitat: The divine realm and human settlements
Nature: Cheerful, peaceful, and devoted
Diet: The love of human men

CHESHIRE CAT
 FAMILY: Cat · TYPE: Beastman

Habitat: Wonderland
Nature: Lascivious, mean, and capricious
Diet: Omnivorous (prefers meat)



LIVING DOLL
 FAMILY: Doll · TYPE: Magical Material

Habitat: Human settlements, dilapidated structures, etc.
Nature: Selfish
Diet: The essence of human men



LICH
 FAMILY: Zombie · TYPE: Undead

Habitat: Graveyards and ruins
Nature: Calm
Diet: The essence of human men



DARK VALKYRIE
 FAMILY: Angelic Being · TYPE: Angel

Habitat: Pandemonium
Nature: Earnest, devoted, and lustful
Diet: The essence of human men



FAMILIAR
 FAMILY: Chimera · TYPE: Monstrosity

Habitat: The monster realm and human settlements
Nature: Cheerful, docile, and lustful; possibly treacherous
Diet: The mana of witches and the essence of human men



APSARA
 FAMILY: Spirit · TYPE: Aquatic Demihuman

Habitat: Waterfronts (such as beaches, riverbanks, and lakeshores)
Nature: Lascivious, cheerful, and peaceful
Diet: The essence of human men



BICORN
 FAMILY: Centaur · TYPE: Beastman

Habitat: The monster realm and forests
Nature: Peaceful, devoted, and lustful
Diet: The essence of human men



GANDHARVA
 FAMILY: Harpy · TYPE: Avian

Habitat: Mountains and deserts
Nature: Cheerful, lustful, and passionate
Diet: Aromas and the essence of human men



APOPHIS
 FAMILY: Lamia · TYPE: Reptilian

Habitat: Deserts
Nature: Aggressive, lustful
Diet: Carnivorous (favors wild animals and the essence of human men)



YETI
 FAMILY: Ape-man • TYPE: Beastman

Habitat: Snowy fields and mountains
Nature: Cheerful, mild, and docile
Diet: Omnivorous (eats anything)



GAZER
 FAMILY: Gazer • TYPE: Monocular Demihuman

Habitat: The monster realm and caves
Nature: Mean, haughty
Diet: The essence of human men



ARCH-IMP
 FAMILY: Succubus • TYPE: Fiend

Habitat: The monster realm
Nature: Simple, selfish
Diet: The essence of human men



DARK MAGE
 FAMILY: Majin • TYPE: Mage

Habitat: Various (including forests, swamps, and the monster realm)
Nature: Lustful, selfish
Diet: Typical human diet and the essence of human men



KHEPRI
 FAMILY: Beetle • TYPE: Arthropod

Habitat: Deserts (ruins)
Nature: Devoted, loyal
Diet: Airborne monster mana and the essence of human men



KRAKEN
 FAMILY: Scylla • TYPE: Molluscan Demihuman

Habitat: The ocean
Nature: Peaceful, gentle
Diet: Carnivorous (favors fish and shellfish)



KIKIMORA
 FAMILY: Wolf • TYPE: Beastman

Habitat: Human settlements
Nature: Devoted, earnest, and peaceful
Diet: Omnivorous (favors the essence of human men)




WHITE HORN
 FAMILY: Centaur • TYPE: Beastman

Habitat: Snowy fields and mountains
Nature: Peaceful, passionate
Diet: Omnivorous (favors grasses and vegetables)



CANCER
 FAMILY: Cancer • TYPE: Crustacean Demihuman

Habitat: Waterfronts (such as beaches and riverbanks)
Nature: Honest, devoted, lacking in emotional expression
Diet: Carnivorous (favors small fish and shellfish)



OCHIMUSHA
 FAMILY: *Zombie* · TYPE: *Undead*

Habitat: The graveyards and former battlefields of Zipangu
Nature: Calm, devoted
Diet: The essence of human men



NURARIHYON
 FAMILY: *Specter* · TYPE: *Mage*

Habitat: The human settlements of Zipangu
Nature: Lustful, mean
Diet: Omnivorous (favors a typical human diet)



UNAGI JORO
 FAMILY: *Mermaid* · TYPE: *Piscene*

Habitat: The waterfronts (such as lakeshores, marshes, and riversides) of Zipangu
Nature: Peaceful, devoted, and lustful
Diet: Carnivorous (favors fish and shellfish)



CHOCHIN OBAKE
 FAMILY: *Isukumogami* · TYPE: *Magical Material*

Habitat: The human settlements of Zipangu
Nature: Devoted, peaceful; lustful and passionate in proportion to their flame
Diet: The essence of human men



KEJOUROU
 FAMILY: *Succubus* · TYPE: *Mage*

Habitat: The human settlements of Zipangu
Nature: Lustful, devoted
Diet: The essence of human men




AKANAME
 FAMILY: *Specter* · TYPE: *Mage*

Habitat: The human settlements of Zipangu
Nature: Lustful, gloomy, and mean
Diet: The essence and filth of human men



ITTAN MOMEN
 FAMILY: *Ittan Momen* · TYPE: *Magical Material*

Habitat: The human settlements and highways of Zipangu
Nature: Capricious, lacking in emotional expression
Diet: The essence of human men



OOMUKADE
 FAMILY: *Centipede* · TYPE: *Arthropod*

Habitat: The forests, mountains, and caves of Zipangu
Nature: Gloomy, violent
Diet: Carnivorous (favors meat and wild animals)



HINEZUMI
 FAMILY: *Mouse* · TYPE: *Beastman*

Habitat: The volcanoes of the Continent of Mist
Nature: Strong-willed, stubborn, and timid
Diet: Omnivorous (favors fire but eats anything)



KARAKASA OBAKE
 FAMILY: Tsukumogami • TYPE: Magical Material

Habitat: The human settlements of Zipangu
Nature: Devoted, lonely
Diet: The essence of human men

KUNOICHI
 FAMILY: Succubus • TYPE: Fiend

Habitat: The mountains and human settlements of Zipangu
Nature: Devoted, calm, and lacking in emotional expression
Diet: The essence of human men

GYOUBU DANUKI
 FAMILY: Tanuki • TYPE: Beastman

Habitat: The human settlements, forests, and mountains of Zipangu
Nature: Cheerful, mean, and lustful
Diet: Omnivorous (prefers meat)

JINKO
 FAMILY: Tiger • TYPE: Beastman

Habitat: The mountains, forests, and wildlands of the Continent of Mist
Nature: Earnest, calm
Diet: Carnivorous (favors wild animals)

JIANGSHI
 FAMILY: Zombie • TYPE: Undead

Habitat: The graveyards of the Continent of Mist
Nature: Placid, violent
Diet: The essence of human men

NEKOMATA
 FAMILY: Cat • TYPE: Beastman

Habitat: The forests and human settlements of Zipangu
Nature: Cheerful, capricious
Diet: Omnivorous (favors the essence of human men)

KAKUEN
 FAMILY: Simian • TYPE: Beastman

Habitat: The mountains of the Continent of Mist
Nature: Cheerful, selfish, and lustful
Diet: Omnivorous (eats anything)

ATLACH-NACHA
 FAMILY: Arachne • TYPE: Arthropod

Habitat: Caves and burrows
Nature: Strong-willed, mean
Diet: Carnivorous (favors wild animals)

SHIROHEBI
 FAMILY: Lamia • TYPE: Reptilian

Habitat: The waterfronts (such as lakeshores, marshes, and riversides) of Zipangu
Nature: Devoted, mild
Diet: Carnivorous (favors wild animals)