



Monster Girl Encyclopedia



KENKOU CROSS

Vol. II



Monster Girl Encyclopedia

VOLUME II

BY

Kenkou Cross

*M*onsters once were ghastly beasts that devoured the flesh and blood of human beings. However, since the ascension of the new Overlord, a succubus with godlike power, monsters have taken on utterly different, bewitching, and fantastic forms resembling those of alluring women. These outward changes have been accompanied by dramatic shifts in their ways of life, patterns of behavior, and values.

Many years have passed since this change, and yet it cannot be said that humans have developed an adequate understanding of monsters in their current form. There is a persistent misconception that monsters use their comely visages to beguile humans in order to slay and devour them.

This monster encyclopedia explains in detail the forms and manners of living ascribed to a wide variety of monsters in hopes that its readers may develop the knowledge necessary to effectively interact with them. The current volume expands on the first by introducing an additional one hundred monsters, presenting a heretofore unmatched diversity of races that live in extremely unusual fashions or dwell only in highly specialized environments—and much more.

The relationship humanity has with both monsters and the Overlord has been profoundly altered. How should we relate to them now in these changed times? It is my hope that you will find in this book an opportunity to carefully consider your own relationship with monsters.

— *A Wandering Scholar of Monsters*

TABLE OF

Preface	03	124 + Cancer.....	62
Treatise + Basic Features of Monsters	07	125 + Flowkelp	64
101 + Demon	10	126 + Kraken	66
102 + Devil.....	12	127 + Yeti.....	68
Treatise + The Overlord's Army and the Extremists	14	128 + Selkie.....	70
103 + Kobold	16	129 + White Horn	72
104 + Troll	18	130 + Glaciers.....	74
105 + Liliraune	20	131 + Ice Queen.....	76
106 + Barometz	22	Treatise + The Realm of Ice	78
107 + Tentacle.....	24	132 + Kikimora.....	80
108 + Soldier Beetle	26	133 + Dark Mage.....	82
109 + Mothman.....	28	134 + Arch-Imp.....	84
110 + Titania.....	30	135 + Familiar.....	86
Treatise + The Realm of Fire	32	136 + Bicorn.....	88
111 + Lava Golem.....	34	137 + Gazer.....	90
112 + Hellhound	36	138 + Slime Carrier (Parasitic Slime)..	92
113 + Chimaera	38	139 + Satyros	94
114 + Manticore	40	Treatise + The God of Wine.....	96
115 + Basilisk.....	42	140 + Gandharva.....	98
116 + Thunderbird.....	44	141 + Aspara.....	100
117 + Griffon	46	142 + Houri	102
118 + Sandworm	48	143 + Cupid	104
119 + Pharaoh.....	50	Treatise + The Goddess of Love.....	106
120 + Apophis	52	144 + Valkyrie.....	108
121 + Khepri.....	54	145 + Dark Valkyrie.....	110
Treatise + The Lost Kingdoms of the Desert.....	56	146 + Dhampir	112
122 + Vamp Mosquito.....	58	147 + Lich	114
123 + Mucus Toad	60	148 + Wight.....	116
		Treatise + The Noble Capital of the Undying.....	118

CONTENTS

149 + Will-o'-the-Wisp	120
150 + Living Doll.....	122
151 + Cursed Sword	124
152 + Living Armor	126

Treatise + The Wondrous Land of Wonderland.....128

153 + Cheshire Cat	130
154 + March Hare.....	132
155 + Mad Hatter	134
156 + Dormouse.....	136
157 + Jubjub.....	138
158 + Humpty Egg.....	140
159 + Trumpart.....	142
160 + Jabberwock.....	144
161 + Cait Sith	146

Treatise + The Kingdom Ruled by Cats, for Cats..... 148

162 + Cu Sith.....	150
163 + Wurm.....	152
164 + Wyvern	154
165 + Dragon Zombie.....	156
166 + Automaton	158
167 + Gremlin.....	160
168 + Mindflayer	162
169 + Wendigo	164
170 + Shoggoth	166
171 + Atlach-Nacha.....	168
172 + Jinko	170
173 + Kakuen.....	172
174 + Renxiongmao	174
175 + Hinezumi	176
176 + Hakutaku	178
177 + Jiangshi.....	180

Treatise + The Continent Enshrouded in Mist.....182

178 + Ryu	184
179 + Shirohebi.....	186
180 + Nekomata.....	188
181 + Raiju.....	190
182 + Kamaitachi	192
183 + Kitsune-Bi	194
184 + Kitsune-Tsuki	196
185 + Gyoubu Danuki.....	198
186 + Kunoichi	200
187 + Akaname.....	202
188 + Kejourou.....	204

Treatise + The Ethereal Land of Zipangu.....206

189 + Ao-Oni	208
190 + Ushi-Oni.....	210
191 + Oomukade.....	212
192 + Nureonago.....	214
193 + Chochin Obake.....	216
194 + Karakasa Obake.....	218
195 + Ittan Momen	220
196 + Ochimusha.....	222
197 + Unagi Joro.....	224
198 + Umi Osho.....	226
199 + Otohime	228

Treatise + The Exotic Hospitality of Ryugujo 230 |

200 + Nurarihyon.....	232
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Afterword.....	235
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BASIC FEATURES OF MONSTERS

MONSTER IS A GENERAL TERM encompassing a number of races, diverse in appearance and behavior, ruled over by the Overlord.

This volume follows in the footsteps of the first, presenting illustrations and descriptions of one hundred monster races as observed by the author. Before addressing these new beings, however, let us review the basic features of monsters and other fundamentals necessary to understanding them. As the first *Monster Girl Encyclopedia* covered these subjects in more detail, citations referring back to Volume I can be found in the headings of the sections below.

1. Monsters (MGE I, p. 7)

Monsters include races of various forms, all united by monstrosity. They range from diabolical fiends to hybrid beings combining, for instance, the upper body of a human with the lower body of a snake or spider. That said, all monsters share a commonality of appearance, one that resembles that of a woman of outstanding comeliness. Monsters were created by the hand of god, originating as freakish beasts, enemies of humanity. However, when a succubus of awesome might ascended the throne of their Overlord, the power of her influence transformed monsters into beasts of lechery and fine, feminine form.

At the present time, all monsters are female. As there are no males of their own kind, they instead reproduce with human males. Monsters predominantly tend to be more loyal to their instincts than humans and are, perhaps as a result of their succubus nature, highly lustful. They exhibit strong affection and desire for human men and think and behave accordingly. Monsters are typically superior to humans in both physical and magical ability, and their powers are various and

unique among the different races. Monsters are also blessed with long lives. Though some have a lifespan only a little longer than humans, others live for hundreds or thousands of years. All, however, maintain their adorable, or beautiful, timeless feminine forms, regardless of their duration of life. They do not age.

All monsters adore essence, the life energy of human men obtained through copulation, as a feast above all others. Yet they do not drain men to their deaths. Instead, they prefer to sip essence from the same man perpetually. In almost all cases, monsters perceive human men as males of their own species and thus have a strong instinct to bear the children of men who meet their fancy. Currently, children born of a human and a monster are always monster females, with no males observed. This, however, is merely a transitional phase in the modernization of monsters that speaks to their status above humans and the sway of the mother's body. The Overlord explains that the current situation is but one step in the development of her and her monsters' power—and that one day, human males will be born of humans and monsters, as well.

Hence, monsters long for human men fervently; the acquisition of men comes first in their thoughts and actions. Perhaps as a vestige of the previous age, when they attacked humans as their enemies, monsters still employ assault as their primary means of achieving sexual intercourse with human men. Even so, there are also monsters who seduce men with the allure of their appearance and charm, as well as those who awaken men's passion by means of magic arts. A man who has lain once with a monster is overcome by the pleasure of her monstrous body, which surpasses all human understanding. He is therefore unable to consider leaving her side.

The criteria by which monsters select men differ from those used by humans. Monsters do not account for comeliness or age, and rarely consider the magnitude of a man's member or the abundance of his seed, for these are attributes they can grant in due time. Monsters approve of the lust and affection men feel for them; human males who exhibit such interest are most often favored when the monster in question does not already have a partner. Though certain races instinctively perceive the men they have defeated as their husbands, many monsters cast off such instincts in favor of deep affection or true love—bonds, for instance, that develop from a friendship formed at an early age. A monster who forms such a bond often comes to eventually view the man involved as her husband. In general, monsters are full of instinctive love; their behavior follows coherent patterns closely linked to love, lust, reproduction, and appetite (for men's essence). They rarely fall in love with their ideal man and instead glorify the appearance, personality, endowments, and essential flavor of the men they love—or develop them to fulfill their ideals.

While monsters involved in both monogamous and polygynous relationships can be found, a monster who has selected a husband will never mate with another man. To them, pairing is more than a contract: a monster's body and soul transform over time so that she can engage in perfect carnal union with her husband. His scent, his body, and the taste of his essence all become her favorites, and while her desire to join and reproduce with her husband grows, her engagement with other men steadily withers to the point that only her husband is perceived by her as male. Monsters have varying attitudes towards their men, some treating them as brothers, others as masters, servants, prey, or slaves. Ultimately though, all of these roles are equivalent to the role of husband, and the fathomless love of monsters for their companions is unequivocal.

2. Essence (MGE I, p. 16)

Essence is the life force found in individuals of non-monster races, including humans—especially men. It is, effectively, human mana. Men's semen and saliva contain large quantities of essence, which monsters absorb through sexual congress with human males, enjoying its taste with their mouths, genitals, and other regions. It is the daily bread from which they convert mana in order to become more powerful.

The taste of essence, as monsters perceive it, heightens in tandem with their desire and love for their partners, their monstrous bodies gradually optimizing in order to savor and absorb their husband's essence most efficiently. And rather than tiring of their beloved's human mana, they instead only ever seek it with growing intensity. Conversely, they develop a loathing for the essence of other men so that it tastes flavorless or even vile.

Monsters are highly sensitive to the scent of essence; they can identify individuals by it and even use it to track down specific men. It should also be noted that the bodies of human men produce essence internally via food and sleep. Even if a man is wrung dry by a monster, even if exhausted to the point of unconsciousness, he will not die.

3. Monster Mana (MGE I, p. 16)

Monster mana is the life force contained in the bodies of all monsters and serves as the fount of their power. Due to the conversion of mana from human essence, their power increases the more they mate. Monsters are ever cloaked in mana, which they use unconsciously while making love, a function that serves a number of important purposes. Monster mana may protect men from their appendages (such as scales, claws, or horns, which might otherwise cause injury) or be poured into a man to heighten his libido and production of essence. The mana that enwraps a monster may

also temporarily remove features such as fur or scales that cover her breasts or lower body.

4. Monsterization (MGE I, p. 14)

Human women transform into monsters when their bodies are suffused with monster mana, most after a woman undergoes a monstrous assault. Their personalities and memories retain potent remnants of their time as humans, but their minds are shaped by wantonness and the aggressive search for congress with men—in the true manner of monsters. Their outer appearances also maintain the distinguishing features and impressions of their previous human form while simultaneously developing the captivating charm of monsters, which is ever a fascination of men.

A woman experiences an intense sense of euphoria once she's become a monster. If there were a man she felt affection for as a human, she will escape from the moralistic shackles which bound her as a human, follow the mandate of her desire, and join him to her in matrimony. As human women restore their internal essence through both independent production and by collecting mana from their surroundings, it is not unusual for women to inadvertently absorb monster mana. As monster mana unites easily with women's unfulfilled love and desire, their affinity for becoming monsters is quite remarkable.

5. Incubi (MGE I, p. 15)

Human men generally become incubi by absorbing a large quantity of monster mana through repeated sexual contact with monsters. Incubi are sometimes considered male monsters. Strictly speaking, however, they are humans whose abilities have been enhanced by mana. While they are identical to humans in appearance, their libido and potency far surpass that of a human's—all the better to serve monsters as their companions—and

their minds become utterly dominated by thoughts of intimate relations with monsters.

Incubi may adapt to the environment in which their accompanying monster resides. For instance: they may become capable of living underwater or develop a resistance to heat or cold. The most important change, however, rests in the fact that, just as monsters live on the sustenance of their husbands' essence, an incubus can live on a monster's mana. This allows an incubus-monster couple to live in endless sexual debauchery, which fills the incubus with life, keeps him from aging, and extends his years to match those of his monster mate. Because all monsters wish to spend their lives with the men they love, a monster who has acquired a husband is sure to ravish him into an incubus as soon as possible.



DEMON

FAMILY: Succubus • TYPE: Fiend

Habitat: The monster realm

Nature: Strong-willed, mean,
and lustful

Diet: The essence of human men



THE DEMON IS A HIGHER-ORDER FIEND with blue skin, black eyes, and vast, wicked magic. In the reign of the previous Overlord, demons' attitudes toward humans went beyond mere appetite or instinctive bloodthirst and into undeniable malice. The "fiends" feared then were not succubi (MGE I, p. 10), but demons. Now, while demons swear fealty to the current Overlord, their philosophy is more extreme; they lead a group of monsters called the Extremists (p. 15), who theorize that humans are foolish and frail, deserving of monstrous dominance. Accordingly, the Extremists plot to envelop the entire world in the monster realm.

Demons enjoy watching humans struggle against pleasure, only to succumb to monstrosity. They draw humans onto the path of depravity with both guile and sensual force. Their forms, redolent with corrupt decadence, pull men inexorably from grace. No man can escape a demon's sweet whispers, which spell dreams of ecstatic days to come.

Once a man has lent his body to one of these fiends, he will find that despite her wicked and overbearing demeanor, she lends him back a sweet and desperate comfort, which drags him deeper into the delight of her abyss. When the man thus strays from the straight and narrow,



The crest of the fiend's contract reinforces its binding power by causing her womb to throb in response to the swelling of her companion's member, compelling it to rise in response to her womb's need for essence.

the demon presents him with a contract. This contract requires that he give her everything—in exchange for her promise of eternal ecstasy.

In most cases, this pact perfectly realizes the days the man dreamt of. Unable to relinquish his need for unending pleasure, he surrenders himself to her wholly and joyously. The contract is inviolable, enforced by magic. Once complete, there is no return from the eternity of pleasure and submission to follow. That said, the man begins to perceive his service to her as a titillating delight, and soon a single command from her is enough to send his member towering to the heavens and plunging into her void.

To the demon, the man is her possession—every hair on his head, every drop of his sperm. She keeps him close and sips of his essence as she pleases, granting him the everlasting pleasure she promised.

In actuality, the fiend's tyranny is deceptive. She cannot break the contract under any circumstances, meaning the man may partake of her bodily delights at any time, in any manner, he so desires. If he seeks coitus, the demon must unconditionally respond. Moreover, demons are even known to do favors *not* required by the contract, like cooking whatever her man desires each and every day or purchasing attire he wants her to wear. Demons seem to have a weakness for indulging men, regardless of contracts. Perhaps they keep their men close simply out of a sense of protection and devotion; perhaps the contract is—to them—simply one of matrimony, simply a wish to take what they see as weak, vulnerable humans under their wings.

Demons hold that all women should be monsters and actively assault human females in order to make them so. If a woman thusly attacked does not share the demons' extreme views, she will almost always become a succubus instead. With this knowledge in mind, demons educate the women they wish to add to their ranks by breaking and training them thoroughly during the process of monsterization, awakening their hidden need to dominate men and planting in them the seed of a blossoming flower of wicked desire.



DEVIL

FAMILY: Succubus • TYPE: Fiend



Habitat: The monster realm

Nature: Mean, lustful

Diet: The essence of human men

THE DEVIL IS A MIDDLE-ORDER FIEND characterized by a diminutive appearance, blue skin, a sinister aura, and blacks of eyes instead of whites. The race of devils was born during the reign of the previous Overlord, among monsters made mostly to slaughter humans out of instinct and appetite, cultivating in them a plain spite for humankind. In the old days, they lived for the contortions and cries of human fear and agony. But now that they are fiends of lust, they prefer humans writhing and moaning in thrill and ecstasy. Devils love corruption and chaos, and hate purity and order. They stand on the vanguard of the Extremists (p. 15), who plot to transform all women into monsters and engulf the world in the all-consuming pleasure of the monster realm.

True to their extreme philosophy, devils revel in copulating with humans and relish corrupting them into lascivious creatures. As such, they will attack any promising candidate, man or woman, without hesitation. A devil may attack a chaste and noble man, drowning him in the monstrous pleasure of her body until he becomes an incubus brimming over with the irresistible urge to mate—a most suitable trait for the companion of a fiend. Alternatively, a devil may assail an innocent, virgin woman, etching monstrous pleasure and desire through her body and soul. The woman will transform into a sex fiend, a devotee of coitus who revels



As illustrated, devils are willing to use any means to corrupt the men they love.

in debasing her husband day after torrid day, just as she was debased. Devils, after all, love nothing better than seeing the men they fancy drowning in fleshly passion. They dedicate their slight bodies to fulfilling such desires with the most fulsome of stimulation. Though there is a certain sadistic bent to their character, while in the act, they prioritize the man's pleasure above all else. There are even times when, instead of assailing the man, they swell his lust until he rams into them like a beast or brute.

The bodies of devils burst with the honey-sweet allure of sin. Their diabolical accoutrements and fragile frames should send a clear message that they are not to be penetrated. It must be unimaginable suffering for a man to know this and yet feel an undeniable need urging him to impregnate these devilish, dainty monsters.

This suffering, however, is the spice which engraves that already rapturous debauchery deep into his heart. When he takes her small body, when he squeezes his member into its tender orifice, when he releases his sperm into its delicate womb, he knows that what he is doing is too much for her petite frame—but that very thought expands his perverse pleasure manifold. His recognition of the violation, and the inescapable thrall of the devil before him, plunge his heart into darkness. Soon he finds himself scrabbling to pursue the dark pleasures before him, while the devil smiles in what might be construed as sinister satisfaction at his irreparable loss of innocence.

Since times of yore, devils have brought humans to ruin by granting them power and riches beyond their capacity to manage. This practice is still alive and well today. They take all manner of steps beyond sex to keep their men happy, to render them fat and foolish—plying them with homemade cuisine and dousing them with love and pleasure beyond their just deserts.

Devils take great pleasure in the pathetic and deplorable expressions their husbands make while wallowing in the euphoria of love. If a devil sees a melancholy or grim look on her husband's face, she will put her hands and tongue to his member to replace it with one of adoration.

THE OVERLORD'S ARMY & THE EXTREMISTS

1. *The Overlord*

The Overlord is the god-ordained ruler of the monsters. Before the rise of the current Overlord, succession was governed by slaughter. The monsters fought until only one contestant remained—their new leader. As a result, the Overlord tended to be vicious and mighty in nature. Linked by mana, the Overlord's power swells in proportion to monsterkind's strength; all monsters are influenced by the Overlord's nature, their power rising with their leader's.

The current Overlord is a succubus; for many years, she has applied her power to absorbing essence through unceasing copulation with her partner. In this manner, she has attained a god-like power never before garnered by an Overlord.

Objecting to the endless butchery between humans and monsters, she raised her banner against the gods that dictated this. No longer would monsters instinctively kill and devour humans; instead, she decreed they should love humans libidiously and subsist by deflowering them. She granted monsters beautiful, feminine forms unlike those they had before; she gave them sexual powers, diabolical in nature, and a profound love for humankind. This new premise is unchanging, even as the Overlord accumulates ever-greater might and expands the forces of monsterkind. Her ultimate goal is the creation of a new, harmonious race in which humans are the males, and monsters the females.

2. *The Overlord's Army*

The monster realm is made of discrete realms scattered throughout the world. Most massive of these is the Supreme Monster Realm. Within it stands the Overlord's Castle, protected by the Overlord's Army. This body is charged with the protection of the surrounding town, as well as those who abide there: monsters and their accompanying men.

Biologically speaking, all monsters live under the Overlord and her influence. However, not all individual monsters serve the Overlord directly. Some live in small tribes, form fully independent factions, or serve other powerful monsters. There are even monsters known to serve the rulers of the human kingdoms in which they live alongside their male companions.

The Overlord's Army is not a reference to all of the Overlord's biologically-bound monsters in general, but rather to the members of the society that centers on, and serves her, directly. Their primary function is to fight the Order of the Omnipotent, which continues to oppose monsters, believing they are the enemy of god and man, and must be destroyed. They disregard the new Overlord's succession, which has taken place since the time when monsters gorged upon humankind.

The Overlord's Army also responds to disasters and other pressing concerns. The scope of its activities extends beyond the Overlord's Castle and the Supreme Monster Realm. It protects other monster realms throughout the world and collaborates closely with the pro-monster human states. These states have chosen a path of coexistence with monsters, answering their call from branches and stations across the world. In addition to monsters who have long sworn fealty to the Overlord, the Army's ranks are drawn from monster volunteers who hope to acquire men in the field or in battle—as well as from former human warriors, now corrupted into incubi or monsters, who still wish to follow their calling. The scale of the Overlord's Army is, thus, tremendous.

Combatants in the Overlord's Army use weapons made of a special metal: realmsilver. Such weapons do not cause pain. Instead of drawing blood, essence or mana flows from the body of the target, allowing the Army to subdue its opponents non-lethally. Once a target has been immobilized, a monster is

likely to attack and possess him on the spot, though she may also carry him off as a prisoner. The Overlord's Army treats prisoners of war extremely graciously. Married men taken prisoner may be released or relocated to the monster realm with their families. Unmarried men are carefully but rigorously assessed by many monsters while in jail. They are then seduced and taken on by one of these monsters as her companion.

Discipline in the Overlord's Army is lax. If a monster requests relocation because of a man, her request is usually granted. It is assumed that couples will serve together, and monsters with partners tend to be deployed to defensive encampments so they can spend their time copulating with their husbands—except in times of emergency. The front lines are left to unmarried monsters eager to meet men to make into husbands.

3. *The Extremists*

The Extremists are a radical faction within the Overlord's Army, spearheaded most prominently by demons (p. 10) and devils (p. 12), and are infatuated with the Overlord's goal of a united race. While they swear fealty to the Overlord, their philosophy is generally more extreme than hers. They conduct incursions into human territory, pursuing human women to transform into monsters and thus envelop the whole world in the monster realm.

The majority of monsters have only one thing on their minds: living ecstatically with their husbands. Most only monsterize women as a personal favor—but the Extremists are not most monsters. They cleave to their vision, resolve unwavering, and monsterize every woman they see, believing that all women should be monsters. As stated earlier, if a monster such as a demon or devil pours mana into a woman, and the woman hasn't the proper aptitude, she typically becomes a succubus. Because the Extremists wish to expand their ranks, however, they have instituted an

Organization of Breaking. Through harsh and thorough training, this organization seeds the Extremists' philosophy into the minds of women who are to become devils and demons.

The Extremists' best-known activities include invading human states, monsterizing their women, raping their men, and engulfing them all in the monster realm. That said, the Extremists also conduct more subtle operations, such as smuggling items that induce monsterization, like edible plants or cursed items, into the human realm.

Though the Extremists believe all lands must eventually become monstrous, they do not invade human territory indiscriminately. A number of states and communities are under their constant, close monitoring; they take great care to choose the best ways to minimize human and monster casualties and provide happy, lascivious lives for residents after they are swallowed into the monster realm. Only after planning a thoughtful campaign do they begin invasion.

Even so, situations considered too urgent to overlook may arise: portents of mass monster executions, war between states, civil unrest, oppression of the poor, persecution of human groups—as well as the sacrifice of individual rights to the whims of society. Extremists allocate resources and personnel posthaste to take immediate and unequivocal action against such situations, which they view as victimizations of their future monstrous partners and comrades that cannot be ignored—lest the blood of their soon-to-be brethren flows in the streets before they become part of the monster realm.

Readers may recall the recent case of the Godly Kingdom of Lescatié. Lescatié was the second-largest Order-affiliated state in the world until it was overthrown by one of the lilim, who are the daughters of the Overlord (MGE I, p. 234). After the overthrow, it became the Monstrous Realm of Lescatié, which the author visited while conducting research for the book *Fallen Maidens*.



KOBOLD

FAMILY: Wolf • TYPE: Beastman

Habitat: Plains, mountains, caves,
and human settlements

Nature: Docile, simple, and obedient

Diet: Omnivorous (eats anything)



KOBOLDS ARE A COMMON TYPE OF beastman with small, fur-covered bodies. They are harmless monsters found in a wide range of environments and are said to have lost their viciousness due to evolution after many years spent living alongside humans. Indeed, the sight of a human does not provoke them to attack. The kobold is docile and friendly, known to follow the man she fancies as her master and live close by his side. Because she loves his praise, the kobold uses her outstanding sense of smell to find precious plants and minerals, and to hunt down prey in the forest.

While kobolds are not lacking in intelligence, their thoughts are simple and instinctual; their actions belie their thoughts. When a kobold wants attention, for example, she will rub her whole body against her master's. Her expressions are rich, often employing her whole body rather than her face alone. When she is happy, she wags her tail and smiles enthusiastically. When she is sad, her tail droops and her eyes fill with tears. It is said that many kobold masters are so enchanted by their adorable behavior that pampering is a common practice.

Nonetheless, a kobold is a monster and will become hot with passion at the drop of a hat.



Kobolds are so obedient that they will forbear good-naturedly even if the prospect of sexual congress with their beloved masters is dangled before them.

Considering her tendency to rub her body against her master's, it should come as no surprise that she loves to be touched by him. Favorite areas include, of course, her breasts and lower abdomen, as well as her head and stomach. Petting these areas brings a look of melting ecstasy to her face.

A kobold also loves the scent of her master and will often lounge upon clothes and bedding that bear his musk or push herself close enough to sniff him. His masculine smell may very well draw her into a frenzy of arousal, recognizable by her hot panting, lolling tongue, and silly, canine expressions. She may also paw at her master more than usual, burying her face in the crotch of his clothing, running her tongue over the outline of his member, or attempting to mark him with her own scent. Such full-bodied signs should be interpreted as a request for amorous attention. Even so, a kobold will never assault her master; she will refrain patiently until he either makes a move or gives her permission.

Oddly enough, though kobolds have no magic art of seduction, many of their masters find themselves unable to resist petting and playing with their breasts and bellies, as if they were dogs. Licking their master's member eventually becomes a treat for good behavior—as does the ultimate reward: mating. Once a man has intercourse with a kobold, her puppy-ish behavior vanishes, replaced by a beast desperate to conceive her master's child. She mates as a beast would, too, squeezing his member deep into her slight body and pounding her hips wildly to draw his seed as deep as possible into her womb.

Kobolds are cherished by many humans and monsters. There are many masters that go so far as to say that they are man's best friend. Even some states affiliated with the Order, known for its anti-monster stance, advocate for their protection; a number of the least severe states even permit them to be raised. Though nearly all of these countries continue to treat fornication with a monster as a crime, it seems that their authorities must look the other way, for it is quite common for a kobold and her master to share a carnal relationship.

TROLL

FAMILY: Troll • **TYPE:** Demihuman

Habitat Caves and wastelands

Nature Mild

Diet Omnivorous
(eats anything)



TROLLS ARE DEMIHUMANS WITH LARGE, sturdy bodies and great vitality. They make their homes in hamlets that they build in caves and underground, and have an affinity for the element of earth (MGE I, p. 226), bearing the power of the land within them—which may explain why plants grow from their heads. Their existence is one of symbiosis: a troll offers the plants a fertile plot from which to grow in the otherwise hostile environments of caves and wastelands, while the plants grant the troll medicinal boons, allowing her a quick recovery from moderate injuries. They also serve as emergency food and medical supplies.

Trolls are an inherently wise and mild race. They trade with humans and sometimes even engage in social collaboration—but only indoors and at night, as exposure to sunlight enhances their terran powers, causing the earth of their heads to feed their plants richly, enhancing their medicinal effects most potently. Some of these are psychedelic or aphrodisiac plants from the monster realm; the substances

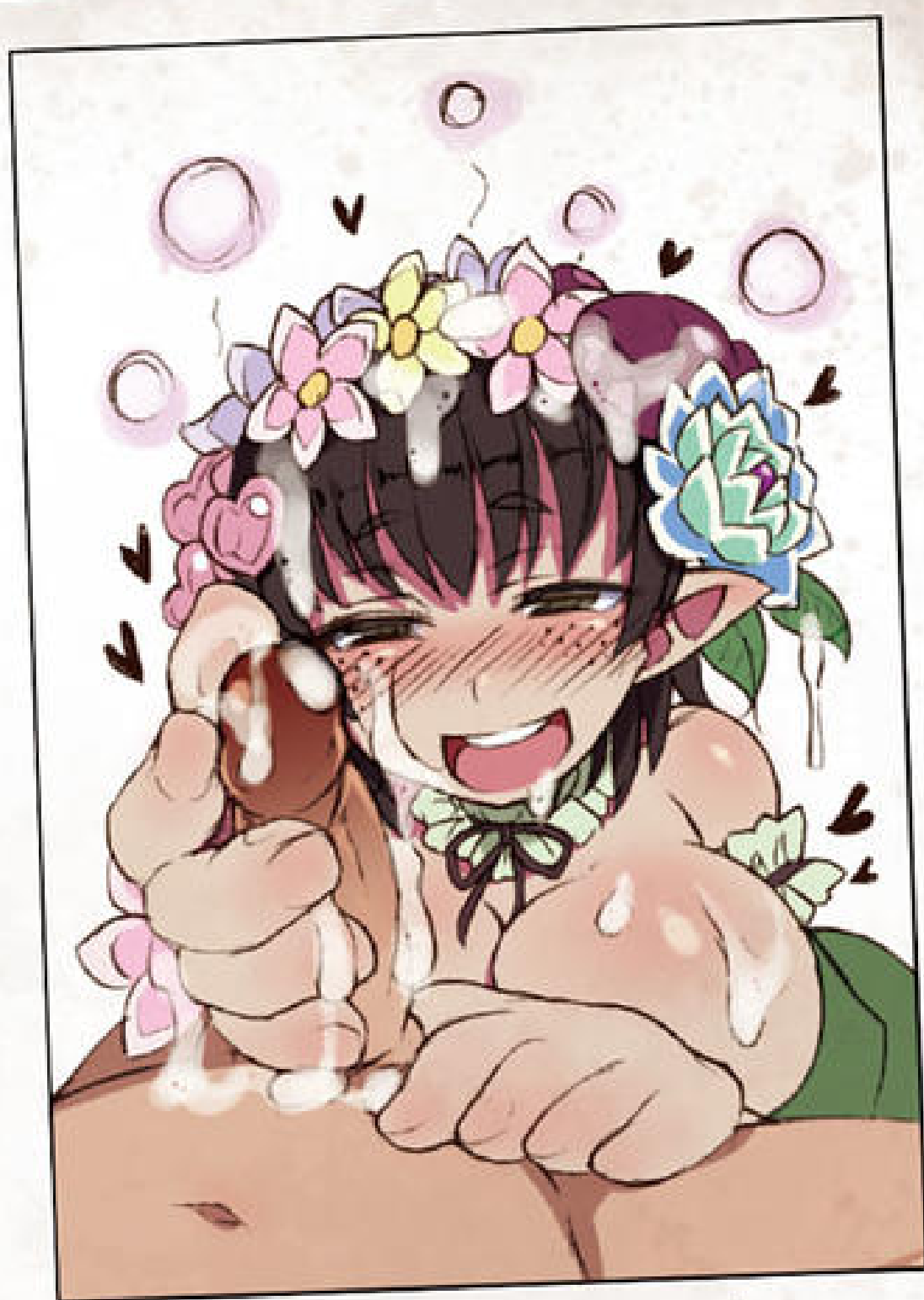
contained in these plants course through the troll's head and body, arousing her and warming her thoughts and eyes with lust.

A troll may appear drowsy in this state, as if from a nice rest in the sun, but in truth, her physical prowess is actually elevated. Spurred by desire, she will likely attack a human man to fulfill her amorous drive. This physiological feature has caused people who have met trolls in the sun to spread the belief that they are foolish and vicious creatures.

It should be noted that a troll's fertility is not just floral in nature; her body also offers lush grounds for a man to lay his seed in. The generous, comfortable bodies of these earthy demihumans offer a warm embrace that enfolds a man's member with soft, fleshly pleasure till it bursts abundantly forth. Moistened with a man's thick fluids, their wombs greedily absorb every last drop into their bodies so that they become full with his child.

To alleviate the anxiety they feel due to their relatively large, ungainly hands and feet, trolls decorate their bodies with lovely flowers so as to present themselves as best as possible to men. Trolls also use the flowers to obscure their potent fragrance. While the smell is not unpleasant, it is said that the smell is dizzying at close range; the overwhelming scent of a monstrous woman is enough to engorge a man's organ on the spot.

Incidentally, there is a certain elemental-ist cabal who speculates that when the day comes that an incubus is born of a monster—a troll—the child may become the greatest of all the earth elementalists due to the mother's fine affinity for the earth element. With this hope in mind, the cabal has made cordial overtures to the monsters. At present, they are working to deepen their acquaintance; many men among them have found themselves attracted to trolls and joined them in matrimony.



The nourishing rain of the man's essence brings joy not only to the troll, but also to the monstrous plants that blossom from her head—which in turn imbue her with aphrodisiacs that increase her potency.



LILIRAUNE

FAMILY: Alraune • **TYPE:** Plant



Habitat: Forests

Nature: Lustful, lonely

Diet: The nutrients
of the earth and the
essence of human men

THE LILIRAUNE IS A MUTATION OF THE alraune (MGE I, p. 36) that sprouts two feminine bodies from one flower. Like alraunes, liliraunes rarely move from one place, instead drawing in their prey with the sweet perfume of their nectar. Perhaps because their bodies correspond to an ordinary flower's pistil and stamen, they copulate with one another constantly. Their lovemaking matures their nectar so its allure, potency-enriching qualities, and sweetness are all richer than even those of the alraune. The liliraune's power is such that men, women, and monsters, too, all find their minds melted into honey by its sweet fragrance. A man who catches a whiff will almost always find himself drawn inescapably between the two caressing within the petals, whereas a woman or a monster will slide her hand between her legs then and there.

If no man is present, the two women form their own world within the flower. But despite the terms of *pistil* and *stamen*, both are intrinsically monstrous females. If a man should stumble between the petals where they make love, lured by the scent of their nectar, the two will slip about him with ease and continue



A man captured by a liliraune finds his new place between them, where he will be forever embraced by a pair of petals of flesh.

frolicking, but with one more body in the mix.

Their routine congress serves several purposes: it develops their nectar, helps with seduction, and prepares them to welcome a man when he finds himself within their petals. Their flesh is drenched in heady nectar and the pleasure of daily coitus; their skin is soft and yielding, its perfume entices the man's mouth to their flesh. When he does, indeed, put his body to theirs, the pleasure must surely be as sweet as honey.

Though the two women within the blossom have independent thoughts and consciousness, their long history of union allows them to know the other's body and soul as their own, so each can see as plain as day how the other will tease the man next. Four arms enwrapping him as two bodies press about his, four mounds of flesh freely shifting shape, two tongues dripping sweet nectar, two vaginas swallowing the man each in turn. A seamless rhythm surrounds him as they paint his whole body with pleasure and sticky fluid, wringing his semen forth. Once they know the taste of a man, they cling to him with a tenacity that verges on dependence. Thenceforth, their collective husband will remain within the petals like part of the liliraune, bound in perpetual procreation with the two women who cling to him with insistent need.

Perhaps owing to their recent mutation, liliraunes are a somewhat unstable race. There are rare cases in which an individual is born with all the attributes of a liliraune except that the bloom contains only one body instead of two. Such liliraunes will lure human women into their petals to complete their form. The single monster soaks the woman in nectar and pleasure so that the human can become her counterpart. There are other, even rarer cases in which a liliraune is born with no women at all. The flower resolves this absence by capturing two human women so that they fornicate and become part of the liliraune. Women who share an especially close relationship, or are vying for the same man, are preferred, while women who love different men are rejected and ejected from the flower.



BAROMETZ

FAMILY: Alraune • TYPE: Plant

Habitat Mountains and wastelands

Nature Peaceful, lustful

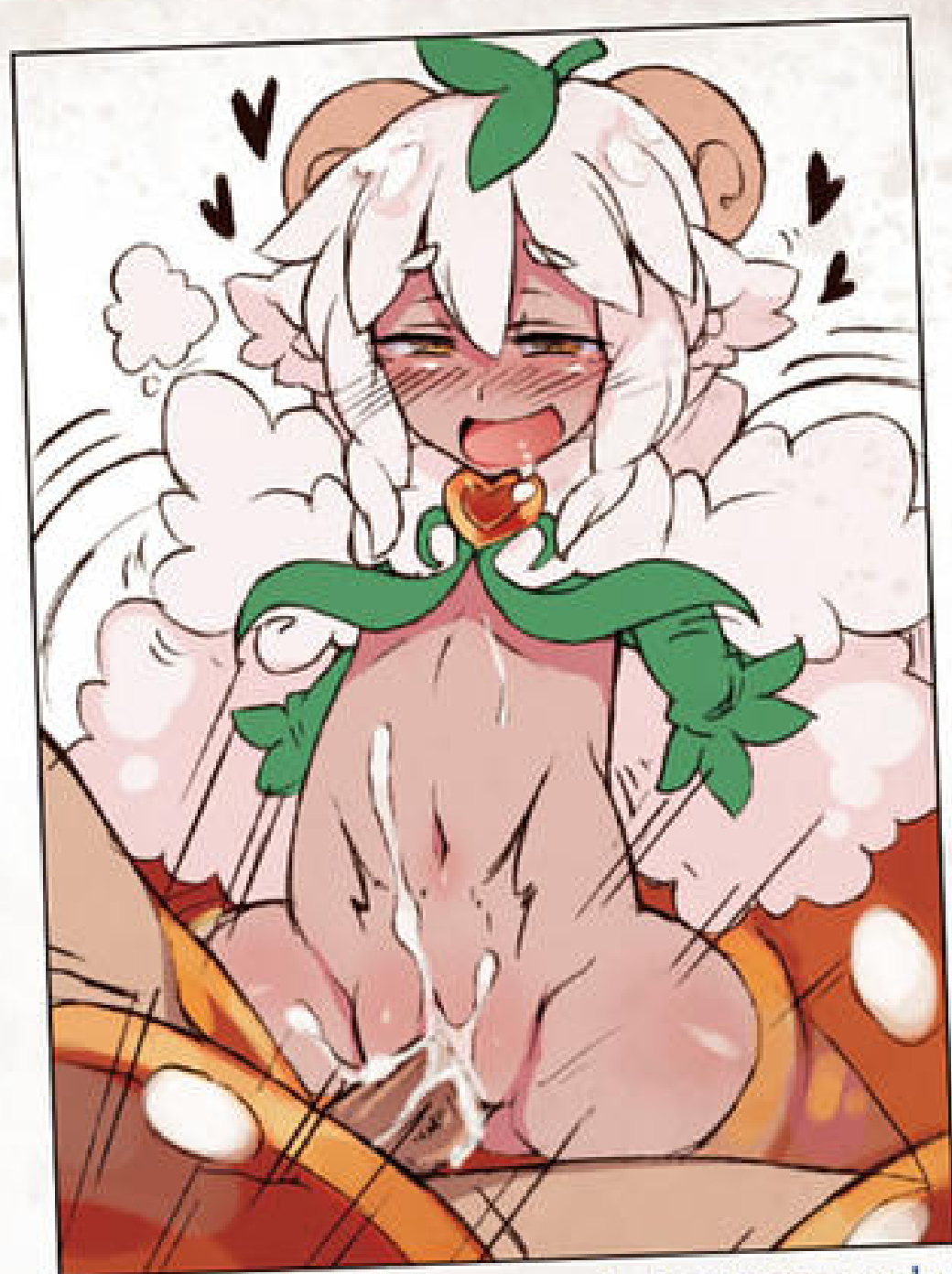
Diet The nutrients of the earth and
the essence of human men



THE BAROMETZ IS A STRANGE PLANT monster that bears a fruit in the form of a sheep. This sheep-like beast, enrobed in a soft cotton coat, is surrounded by bouncy, gelatinous fruit pulp. The fruit serves to seduce human men for sex, which in turn nourishes the plant with essence, allowing it to produce seeds.

During her mating season, the barometz releases spheres made of fluff light enough to be carried on the wind. Upon reaching a man, the ball's sugary fragrance and rich mana bursts forth—jolting him with the barometz's fragrance and magic. The barometz secretes less nectar than the *alraune*, but these puff balls let her carry her scent and mana to men across great distances. The man may not be immediately inflamed or anxious to head directly for the barometz, but he *does* experience a deep longing for the scent ingrained in his psyche, which draws him steadily to its source. Once her honeyed smell tickles the man's nose, his member rises. His intense need for the barometz makes him reach for her with little delay.

Once she has lured him in, the barometz absorbs the man into her pulp and sinks her lower body onto him, linking them together. She is capable of controlling the firmness of her fruit at will, so that the man may slide



The barometz's bouncy pulp invigorates the rhythmic hip-thrust of intercourse, causing it to take on an incredible violence—a contrast to the gentle attitude of the barometz.

through it with ease when she takes him in, but is afterwards trapped by its clinging grip. Even if he attempts to pull his hips away, the elasticity of the pulp will bounce him right back—in effect, plunging him into the barometz. Even the slightest movement he makes causes the pulp to thrust his hips. If he moves violently, he will sling back with proportional force; the collision of their hips will make them *both* bounce so that they crash into each other again and again, forever. The man finds himself driving his hips up in spite of his will, as overwhelming pleasure rushes through his conquered mind with each meeting of their hips.

It is possible to harvest the exquisite cotton from a barometz's body. The fiber stays soft and buoyant forever and can be sealed quite easily in mana to keep it in perpetual, pristine condition without any of its own mana or scent leaking out. Barometz's cotton is often used as a medium for magic arts or a material for magic items. Monsters sometimes infuse it with their own mana or scent and make clothes or winter gear out of it to present to their men.

The pulp of the barometz is also in high demand due to its exquisite sweetness—though the barometz's husbands are of one belief that *things* cannot capture the wonders of a barometz's body. To a certain extent, this may be attributed to the sexual sovereignty that holds them in thrall, but they also claim that licking a barometz's body—soft as fruit from years spent soaking up the pulp's fluid—is plenty to bathe their mouths in dense sweetness. Apparently, the fluids secreted by the monsters' bodies, combined with their fruits' dripping juices, forms the finest of nectars. Thus, the barometz's husbands often lick them all over even when they are not making love, seeking out every nook and cranny, sucking upon their mouths to sip the juice pooled therein, wrapping their tongues with their lovers' in rapturous kisses.

The barometzes' husbands, one and all, praise the taste of the barometz. But only a barometz's husband may lick her body or kiss her mouth. No one else will ever have the privilege of tasting her succulent body.

TENTACLE

FAMILY: *Tentacle* • **TYPE:** *Plant*

Habitat: The monster realm
(Forest of Tentacles)

Nature: Mild, honest, and timid

Diet: The essence of
human men



TENTACLES ARE PLANT MONSTERS with countless, slippery limbs. Originally, they were not a monster, but a bizarre plant known as the tentacle plant, a species native to the monster realm (MGE I, p. 231). After accumulating mana, the plant envied the frolics of monsters and men so much that it too became a monster. *Before* becoming monsters, tentacles were the intelligent control towers of the tentacle plants. As a result, tentacle monsters can communicate with and manipulate tentacle plants.

Much like their floral predecessor, they can grant their prey pleasure while sipping their mana and also have an instinctual knowledge of the human body's erotic sensitivities. All of a tentacle's bodily fluids function as aphrodisiacs that heighten sensitivity and promote desire.

Surprisingly, despite their physiological talents granting pleasure and extracting essence, tentacles have remarkably amiable and mild dispositions. This may be because tentacle plants specialized in assaulting women, a focus that has made tentacle *monsters* easily intimidated by men. A tentacle may hesitate to snatch and ravish a man she finds attractive.



Perhaps owing to their origins as tentacle plants, tentacles sometimes get carried away in their meddling. Here a tentacle offers a man a woman fully prepared for his entry.

But despite her misgivings, she inches her tentacles toward the man she longs for, to make him hers. Perhaps it is simply the nature of her limbs, but whatever her reason, the monster's tentacles coil around him the moment they touch him. His face then wrenches in pleasure. Arousal jolts through her at the sight of his expression, as the pleasure of her prey is a bliss above all else. She rides him until his body and soul are a slick mess of mucus.

Her extendable, many-shaped tentacles writhe around his body. Some of her tentacles have oral cavities; when one of these mouths, or the depths of her feminine body, swallows up the man's member, mind-blanking ecstasy ravages him and essence spills from his body.

It can be inferred that, due to her instincts, a tentacle monster experiences an unimaginable rapture and satisfaction upon seeing the dumbfounded pleasure she has granted. However, the tentacle still finds herself unsatisfied. The desire to drown her husband in her delightful pleasures seethes within her. No longer content with just a brief sip of essence, she clenches herself around his arms and legs so he cannot remove his member from her many orifices. She wrings his essence forth too many times to count. Her desire to be close is constant, reminiscent of her amiable disposition—for even when she's *not* engaged in intercourse, she clutches her man with her tentacles—a needy, or perhaps parasitic, creature.

Though tentacles only love men, it is not uncommon for one to see a woman and think, "She would be far more beautiful if she looked like she were enjoying herself," and before the tentacle knows it, begins to glide her arms over the woman. Her tentacular instincts ignite, and before long, her pleasure inflames other monsters in the vicinity, which leads to the creation of more monster couples. Sometimes the tentacle's delight is so out of control that she drenches the woman in pleasure and turns her into a monster. Though such occurrences may be completely natural, the shy tentacles nonetheless feel quite embarrassed.



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)



THE SOLDIER BEETLE IS AN ARTHROPODAL monster encased in a strong, armor-like exoskeleton that can fend off sword and arrow alike. They resemble heavy cavalry even from birth, with their exoskeletons extending into organs that resemble horns and weapons, and lower bodies as stately as a beetle's. They have the manner of a perfectly trained soldier, one who fights without flinching. Their words are few, their faces inexpressive; their unique, insect-like eyes tell little of what they feel inside.

There are several kinds of soldier beetles, each with different shaped horns and weapons. The first of these is the scissor beetle, with its dual horns and a scissor-like weapon. Next, the lancer beetle, with her single horn and a lance. Third is the shield beetle, who has no horn at all, but does possess a mighty shield.

The soldier beetle favors sweetness and is enticed by the saccharine smell of her beloved sap: the essence of human men, which she strides after through the forest by the power of her imposing mass, as the wings on the back of her shell are only capable of carrying her short distances. When lured by the smell of essence, a soldier beetle will attack a human man in order to conceive a child. But before she applies her genitals, she first pushes her face close to



This variety of soldier beetle is known as the lancer beetle, distinguished by her solitary horn and great lance.

the man's lower body—the source of the sweet smell of essence—and runs her tongue along his genitals to ingest his semen. After identifying that it is his by the taste of him in her mouth, she begins to mate in earnest. Once she has recognized a man as her husband, she remains vigilant by his side, like a soldier sworn to guard.

Soldier beetles are often misunderstood as soldiers without hearts due to their expressionless faces and impassive combat. But the husband of a soldier beetle comes to see her true heart. Reports have said that soldier beetles greatly enjoy the taste of orally consumed semen so much that they move their mouths to their husbands' members to beg for more, even after swallowing it many times. As they intently lap up this sweetest of dews, a hint of heat and entrancement can be found in their eyes. On occasions when they cannot drink semen, a slight pout of dissatisfaction can sometimes be detected.

When a soldier beetle is ready to fornicate with her husband, she encircles his body with the forelegs located at the boundary between her humanoid upper body and arthropodal lower, fixing him in place. She draws him into her soft flesh, which glistens with an abundance of sweet and sticky nectar—a dramatic contrast with her hard, lifeless carapace. If he attempts to move away, the soldier beetle will shake her body in dismay, an unexpected display of will from a soldier without emotion. When his semen spills into her womb, her eyes sparkle with tears, an indisputable demonstration of the rapture belonging to a thriving, monstrous woman.

When soldier beetles cross paths upon discovering a mutually desired feeding ground or human man, they will often engage each other in combat. This serves both to refine the skills of the race as a whole and to determine priority for food and sex. However, when the combat is centered on a human man, the victor does not win exclusive rights to him: such battles only determine the order in which they despoil the man. If the man attempts to run away during their dispute, they will cease immediately and swarm him indiscriminately like insects swarming over nectar.



MOTHMAN

FAMILY: *Lepidopteran* • **TYPE:** *Arthropod*

Habitat: Forests and mountains

Nature: Simple, honest, and mild

Diet: Herbivorous (favors nectar, sap, and juice)



MOTHMEN ARE ANOTHER KIND OF arthropodal monster. They have soft coats and large wings marked with distinctive patterns. They like to dwell in dark places, yet are drawn to fly about light—including the essence of men, which they perceive as light. Using a special sensory organ that detects the inviting sparkle of human mana, they flutter around men in pursuit of sex.

Mothmen have peaceful temperaments, but simple thoughts, and values wholly consumed by thoughts of mating with human men and bearing their children. A mothman's affection for a man is tied directly to the creation of his children; conception and childbearing are the ultimate expressions of her love.

When she spots an appealing man, she flaps her wings vigorously to sprinkle her psychedelic scales. Upon inhaling a large amount of them, a man will find his thoughts temporarily reduced to a level similar to the mothman's, soundly rooted in carnal desire. "There's a good woman right here in front of me," he



Because the coat, wings, and hair of the mothman are fluffy, soft, and lovely to the touch, it is surmised that the feeling of her lower body sinking onto another's is similarly downy and pleasant.

thinks. "I must impregnate her so she'll bear my children." Such thoughts make resisting the mothman's attack extremely difficult as she attacks him with conception on her mind, as well. Rather than resisting, he will most likely aid her frantic efforts to fill her womb up with his essence. Her puffy flesh is specialized to earn men's favor and seed. Thanks to her simplified thoughts, it is fused with the purest of undistracted pleasure, to ensure the man's body easily understands that, as a male, he must inseminate her. His comprehension of both this, and the pleasure of releasing essence into her womb, makes him hers.

Once a mothman has acquired a husband, she begins to see his essence as the brightest, warmest of lights; all others fade and only his remains, a single shaft in the darkness. Her body and soul are drawn constantly to his light, and she presses against him with an almost pleading aggression. When she at last touches his light head-on, his warm essence fills her, and the drive to conceive surges in her womb as she pleads even harder for sex.

Mothmen's scales do not fall during normal flight; they only scatter when their wings beat forcefully. It is rare for mothmen to purposefully sprinkle their scales. Typically, their wings beat in unconscious joy and excitement, scattering scales. This is one example of how transparent their emotions are, but the joy described above is incomparable to the delight they feel when they conceive their beloved husband's child. When this happens, it is said they fly everywhere in gladness, suffusing the hinterlands with scales. As one might expect, this is a bit of an inconvenience, as couples looking to mate pervade the area. However, reports say this disorder is welcomed by monsters. Rumor among them says that the scales make it easier to conceive.

TITANIA

FAMILY: Succubus • **TYPE:** Sprite

Habitat: Forests and the land of sprites

Nature: Mild, honest, and simple

Diet: The essence of human men



TITANIAS ARE THE “FAIRY QUEENS” who rule over the land of sprites (MGE I, p. 96). Unlike ordinary sprites, they have human-sized bodies. They possess breathtaking beauty and gorgeous, glittering wings on their backs. By nature, titanias are not monsters, but as they are individuals who have become sex fiends due to the influence of monster mana, they are nonetheless considered monsters. Still, a titania’s character is kind and brims with benevolence. Not only does she play the role of guide for the sprites, she also simply plays with them, like a sister.

More than half her body is comprised of mana; her magic is by far the greatest among the sprites. She can heal all their wounds by praying, and her protective arts guard them from all kinds of danger. If anyone tries to harm the sprites, she blows away their malice and wrath with magic. Assailants thus pacified presumably end up playing with the sprites themselves.

The titanias’ graceful demeanor lends them a mature aura, but in fact, their minds are just as innocent as a sprite’s, taking pleasure in simple things like diverting games and delicious confections. They like to be seen as sisters and delight



Sprites are full of curiosity about pleasurable games they can play with their men—their queens are no exception. As the titanias make lovely sport with men, other sprites are apt to come join the fun.

in being needed but are still prone to pout if not treated as such. Their spry nature makes them quite curious about the new forms of play introduced by the monsters. When monsterized fairies (MGE I, p. 88) and stealthy pixies (MGE I, p. 90) teach them lewd new tricks, they are swiftly entranced by pleasure and absorb monster mana like flowers absorbing water, making the power of the succubus their own. Soon, they are reborn as powerful beasts of lust with both the appeal of a perverted fairy queen and an innocent creature seeking pure, unmarred pleasure.

As monsters, titanias like to make themselves feel good—but they also love to give men pleasure. Un-monsterized titanias treat humans with instinctively royal airs, but when they become monsters, their manner changes, revealing their inner nature. They treat men as a petulant sister might and lead them onto a path of debauchery as if teaching them a new game. Their regal charisma eases men’s hearts, rendering them helpless to resist the kind, sweet pleasures they impart. The stroke of a titania’s hand on a man’s swollen member is gentle and calming. The soft grip of her vagina surrounds him in both pleasure and the simple comfort of an embrace, allowing her to bring him to climax over and over and over again. No amount of essence seems to be enough for her, and yet she always handles the man’s body kindly, as if caressing some poor, helpless, crying thing. She keeps him in her arms until he spends his essence and passes out as though he were exhausted from hours of bawling.

True to their title, when these “fairy queens” learn new games with their husbands, they share knowledge of their frolics throughout the land of sprites in order to bring it greater pleasure. Thus, even sprites who have not yet become monsters turn their attention to human men one after the other, enchanted by these lewd forms of play. Because the sprites continue to invite in monsters other than sprites, as well as human men to be their husbands, it can only be expected that the land of sprites will be overrun by the monster realm as its inhabitants continue to play merrily with their men, day after lascivious day.

THE REALM OF FIRE & MONSTERS

CERTAIN MONSTER RACES ARE ADAPTED to live in environments that are typically inhospitable to humans. The fiery locales described in these pages, places that would likely burn humans to ash (such as amidst flames or in the heart of a volcano), are ones monsters strut through with pride. An environment's harshness correlates to the difficulty humans have making a home there—as well as to the totality of the monsters' control. As might be expected, the relationship between humans and monsters is quite different in such regions when compared to others.

1. Monsters Wreathed in Fire

Monsters who live in volcanic regions have a high tolerance for fire. Some wear flaming cloaks about their bodies, others have robust forms that are unaffected by high temperatures and fire, while still others are *made* of fire or lava. This hardness of body is, perhaps, due to the harshness of their habitat, and many such monsters are themselves as wild and violent as flame. Their bodies and abilities are two factors that make them resistant to heat and flame, but their monster mana (p. 8), adapted to life in high temperatures, is of no small help. Such monsters draw the heat of their surroundings into them, feeding the internal heat of their carnal glow and spiritual elation. The warmer it is, the more alive and viciously sensual they become, spurred on by this cycle of invigorating heat.

Under normal circumstances, if one of these monsters attempted to mate with a man in such a hot, volcanic environment, the rapid, heat-induced loss of moisture and stamina would be a far more pressing concern to him than coitus. However, the mana of a heat-tolerant monster protects his body during intercourse: if the monster's body is pressed

close to his, her mana absorbs the heat of her rapture and converts it to a healthy glow. The man is isolated from the ravaging blaze outside so he can focus on the seething fire of a female body in heat—not to mention the uncontrollable lust that boils up from within his own body. The two couple in comfortable heat and perspiration, apparently unsinged by the external heat; instead, it enhances the heat and excitement of their junction. Drawing close to another would normally be suffocating in such climes, but the embrace of monsters who live in high-temperature regions changes circumstances dramatically. A man may find that embracing a monster skin-to-skin from head to toe, as if displaying their heat for all to see, is in fact more comfortable than remaining alone.

As a result of time spent mating with a monster, agitating the climate's already blistering air, the man absorbs a continuous stream of heat and monster mana. The two powers forge him into an incubus adapted to live in the monster's scorching habitat. Not only is his new body resistant to heat and flame like hers, but it, too, converts external heat to internal—meaning he can thrive without any regard to the temperature, whether copulating or not. The heat that radiates from his body's elevated temperature intensifies the flush of his monstrous companion's body, increasing her vitality. The man can also absorb the heat of his partner's body to feed his *own* vitality, so they can exalt in each other's heat, glow, and life with just a simple touch.

2. People Close to Fire

Major cities in the distant vicinity of volcanoes usually fall under the sphere of the Order of the Omnipotent—but as one ventures deeper into the mountains toward a volcano, hidden villages emerge that are little touched by the

influence of the Order, instead following faiths they have developed themselves. As a result of the fire mountain's heat, and the ever-present threat of eruption, these faiths tend to be rooted deeply in the concept of fire. For example: some worship the elemental of fire—the ignis (MGE I, p. 222)—or the element of fire itself. Others worship the monsters living in the volcano as gods of fire, which sometimes leads their people to offer their bodies to the monsters.

Some fear these monsters, as many of them are vicious, but antipathy is generally muted—perhaps because of the Order of the Omnipotent's limited reach. The deeper one travels into the mountains, the more accepting the villages' attitudes toward monsters become. Approaching the crater of the volcano, an area one would hardly expect humans could survive in, is a great city of monsters who think nothing of the heat, living alongside their incubus companions.

Because of its proximity to molten rock, the city is occasionally beset by extremely high temperatures; because of its mountainous location, the elevation of its steps and drops can be rather staggering. An ordinary human would find life in such a city most challenging, yet the monsters and incubi do not see such complications as problems. In fact, the harsh location makes it inhospitable for people of the Order—which in turn means that it is a safe, comforting home for the monsters and their companions, free from the threat of enemies.

The precious minerals found in volcanoes have brought dwarf (MGE I, p. 102) and cyclops (MGE I, p. 112) blacksmiths to their locales; industrial development proceeds as facilities are built to exploit both the element of fire and the volcano's geothermal heat. The close relationship between volcanoes and monsters can be found in other aspects, too. Usually, fire element accumulates over a long period of time until an eruption

occurs—however, volcanic action tends to settle when a large population of monsters lives nearby. Ignes and lava golems are born through an association of mana, the fire element, and lava—a process that siphons force from the volcano and helps prevent eruptions. In the case of especially large and dangerous volcanoes, the Overlord is said to dispatch balrogs—great fiends girded in hellfire—to take control of the volcano before it erupts.



LAVA GOLEM

FAMILY: Golem • TYPE: Magical Material

Habitat: Volcanic regions

Nature: Violent, passionate

Diet: The essence of human men



LAVA GOLEMS ARE MONSTERS BORN OF lava, given consciousness by mana. They have a feral, raging disposition; the boiling glare of their passion drives them to violently assault human men, swallow them with their molten bodies, and ravish them.

Their lava-born form differs in nature and temperature according to its color. The black region appears to have hardened by cooling, and is in fact firmer and milder in temperature, whereas the red-hot area is softer and hotter than human skin. Their lava boils for men but does not burn them—though it does flush and heat skin it comes in contact with. When she subsumes a man's penis in the hot pulse of her mouth, breasts, or vagina, his lower body heats rapidly, and his penis becomes fully and quickly erect, even from a flaccid state. In fact, his erection is so searing and mighty that it gleams darkly, as if about to emit steam. As it swells beyond its breaking point, the rich stimulation of her body, as elastic and viscous as a slime's, drives his member into a massive eruption that fills her with a torrent of white fluid.

Sex with a lava golem is as amorphous as flowing lava. When the urge for sex takes her,



Even the drops of saliva from the lava golem's simmering mouth pleasures the penis with a sizzling sound, welling up semen from deep within.

she straddles a man and crashes her hips upon his, swallowing his meat; her essence seems to engulf and incinerate him. After she fits her sultry mouth or vagina upon his member, she sticks and twists fast about him, sliding her arms about his body and licking him with her burning tongue. She covers his every nook and cranny with heat and pleasure tenaciously, even *obstinately*, until his heart has melted into an ooze that belongs irrevocably to her. She cools the lava firmly around their joined bodies, binding him, never to let go.

In the afterglow of their encounter, the man's lower body heat persists; his member continues to tower hot, even after releasing a vast quantity of essence. Most men feel the need to take advantage of this state and draw the golem to copulate once more. She is of a like mind: no matter how many times they might unite, no matter how much essence she might devour, once inflamed, her heart can never be cooled. Her flaming desire for her husband, and her viscous molten love, grow hotter with each and every orgasm.

Water weakens lava golems. If splashed with an excessive amount, a lava golem's violence will temporarily subside; she'll even cling to her man. In rare cases, a lava golem may live on a snow-capped volcano. The cold, unfavorable climate dampens the golem's usual ferocity, but as far as the man is concerned, her pliant, hot form warms his body and soul, making it even more appealing than usual. The force of her lava, subsuming his frozen body in fiery pleasure, is so splendid that he feels like his body has been thawed instantaneously. Voluminous heat courses through his lower body the moment he enters her; his release of essence is immediate. But the lava golem makes no move to relinquish her hold, no matter how many times he ejaculates. His member continues to harden within her as if this is exactly what it wanted. Though his manhood is inserted to its root, he cannot resist shoving his hips into her, desperately trying to thrust closer to the source of the heat—and surely tipping toward ejaculation once again.



HELLHOUND

FAMILY: Wolf • TYPE: Beastman

Habitat: Volcanic regions, the monster realm, and graveyards

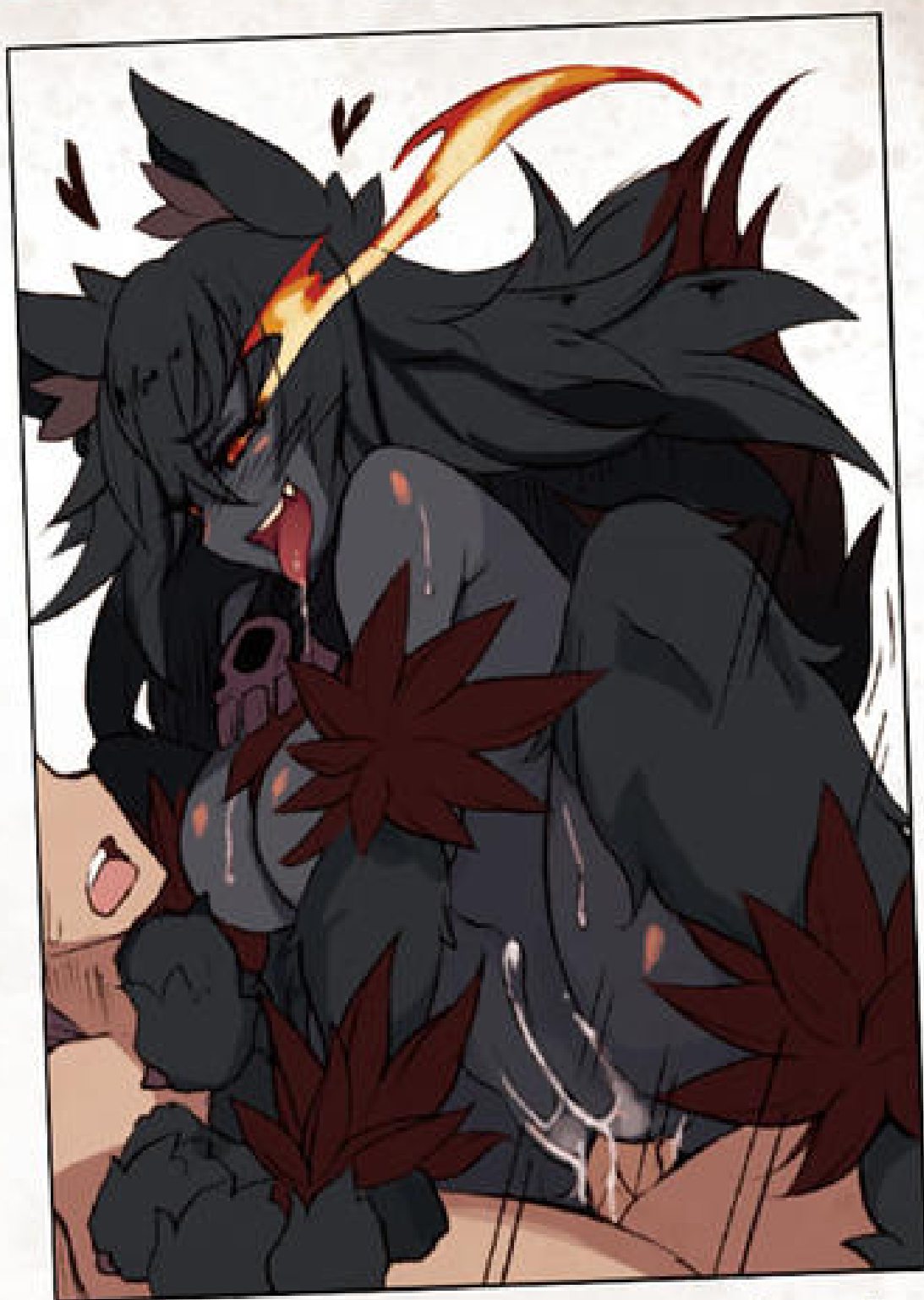
Nature: Violent, aggressive, and selfish

Diet: Carnivorous
(favors wild animals)



THE HELLHOUND IS A DARK-BODIED dog monster with black fur and smoldering red eyes. With their hardy, powerful frames, these beasts are as ferocious as hellfire, always inflamed with carnal desire, hungry for the pleasures of the flesh. Their keen sense of smell allows them to trace the scent of human men, hunt them down, pounce, and assail them before they can react.

Unlike other monsters of the wolf family, it is believed that hellhounds never grow sentimental toward humans. To them, human males are frail creatures meant for subjugation. Even if a hellhound encounters a man who appears stronger than her, she thinks only of how she will make him hers, without ever considering the fact that *he* might subdue *her*. When a hellhound captures an attractive man, she keeps him at her side so she can fornicate whenever the mood strikes her. At these times, she pins him to the ground and violates him with no hesitation. If she wants to conceive, she rides him mercilessly, sucking out every



There is no way to escape the depredations of a hellhound once she is nigh. The aggression ablaze in her eyes will surely be unleashed upon the man as she pounds him with her hips.

drop of his essence. Their intimacy is brutal, but no pain or suffering accompanies it. Her man is only ravaged by violent bliss, urging on his burgeoning ejaculation and wholehearted subservience to the hellhound.

Despite the ruthless, sexual trampling she gives her lover, her treatment is not careless. She views humans as weak but values her man above all else, her one and only. If someone threatens his safety, the hellhound will even put herself between them to protect him—a free show of belligerent brutality that is entirely different from the violence she shares with her man. And while this aggression won't kill the hostile party, they *will* feel as if they are gazing into hell.

Though hellhounds do not become men's pets, they still see the human males they have caught as their husbands and love them just as any other monster would. That said, the deeper a hellhound's love, the brighter blazes her passion—and the hotter her need to bear his children grows. As her need increases, the hellhound's violent behavior rages, and her sessions atop her husband grow longer and longer.

Even with all this considered, there is no end to the men who insist that it must be possible to tame a dog and approach hellhounds intending to teach them discipline. Because hellhounds do not necessarily have a strong sense of pride, they do not rage or resist when assaulted by men but gladly welcome the chance to enjoy the beastly thrill of being assaulted. They do not, however, learn discipline. Just as the man swoons in triumph, thinking he's tamed a hellhound, she knocks him over and ravages him right back in order to satisfy her unquenched appetite.

Hellhounds are believed to have been created by the gods as guards of the land of the dead—but it seems that not even the gods were able to tame them. Were there ever a man capable of subduing a hellhound, he would be known as a trainer transcending even heaven.

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)



THE CHIMAERA IS A HYBRID BEAST born long ago of manifold beasts. Typical chimaeras possess the features and abilities of lion, dragon, goat, and snake monstrosities. Their bodies have the uncanny strength and resilience of the dragon (MGE I, p. 216), and the flexibility and thrust of the lion. They also wield the sharp intellect and powerful magic of the baphomet (MGE I, p. 182) as well as the paralyzing poison of the snake fangs found in their tail. The powers are all slightly inferior to those of the source monstrosities, but the chimaera can command them in unison. She also has the fearsome ability to disgorge fire from her head, arms, and tail.

Even more impressive is the fact that a single chimaera houses all the various monstrous personalities that comprise her form, all drastically disparate in temperament and thought. A single chimaera may have the impulsive, dynamic, and combative tendencies of a lion, hunting appealing men with mastery and pouncing on them for sex. She may also exhibit the traits of a proud and overbearing, but thoughtful, dragon who behaves with relative calmness and composure toward men. Other traits she may exhibit are the goat's lustful scheming—used to flatter men onto the road to depravity—as well as the creature's intelligence and mildness. The snake's jealousy and cunning may also make an

appearance, as well as its tendency to depend on her lover. She may even manipulate him into relying on her as well and will never let him go.

The chimaera switches from personality to personality according to her purpose. It is important to remember that an individual's particulars will vary with each chimaera. Some are composed of other source monstrosities with different associated temperaments and thoughts. There are even rare cases where individuals have more (or fewer) than four constituent monstrosities with a corresponding number of personalities.

Though a chimaera's personalities are disparate, they all constitute one individual. They share knowledge and memories, and perceive the same man as their husband. Perhaps for this reason, when one personality is aroused, all the others follow suit—even the normally cool dragon. A chimaera's satisfaction, however, is not so unified. Just because one personality has been satiated does not mean the others have found the same fulfillment. Envy arises when one personality has consummated her lust, while the others have not. Oddly enough, this jealousy spurs on lust among *all* of them. To quench her voracious passion, each of a chimaera's many personalities must mate with her husband.

A chimaera's aspects may share the same feelings for her husband, but each has its own specific sexual tendencies—tendencies that can catalyze corporeal changes. Her lion aspect may secrete additional saliva and lubricant, as would a beast driven by her mouth and genitals. She may exhibit feral behavior, such as pumping her hips forcefully the moment her greedy vagina is filled. As a dragon, her lower body may become tighter and her body temperature warmer. Her mouth and genitals may seethe with a hot glow as she draws in her husband. In her goat aspect, her flesh may become more voluptuous and femininely soft, and she may pleasure her husband with an oozing unseemliness. Finally, as a snake, she may slide her arms, legs, and her tail all around her husband's body. Once his member is in her mouth, she may never let him go until, sticky and persistent, she has sucked him dry.



Here, the chimaera's goat personality can be seen. Her breasts have become more pliant and her expression syrupy-sweet.



MANTICORE

FAMILY: Chimaera • TYPE: Monstrosity



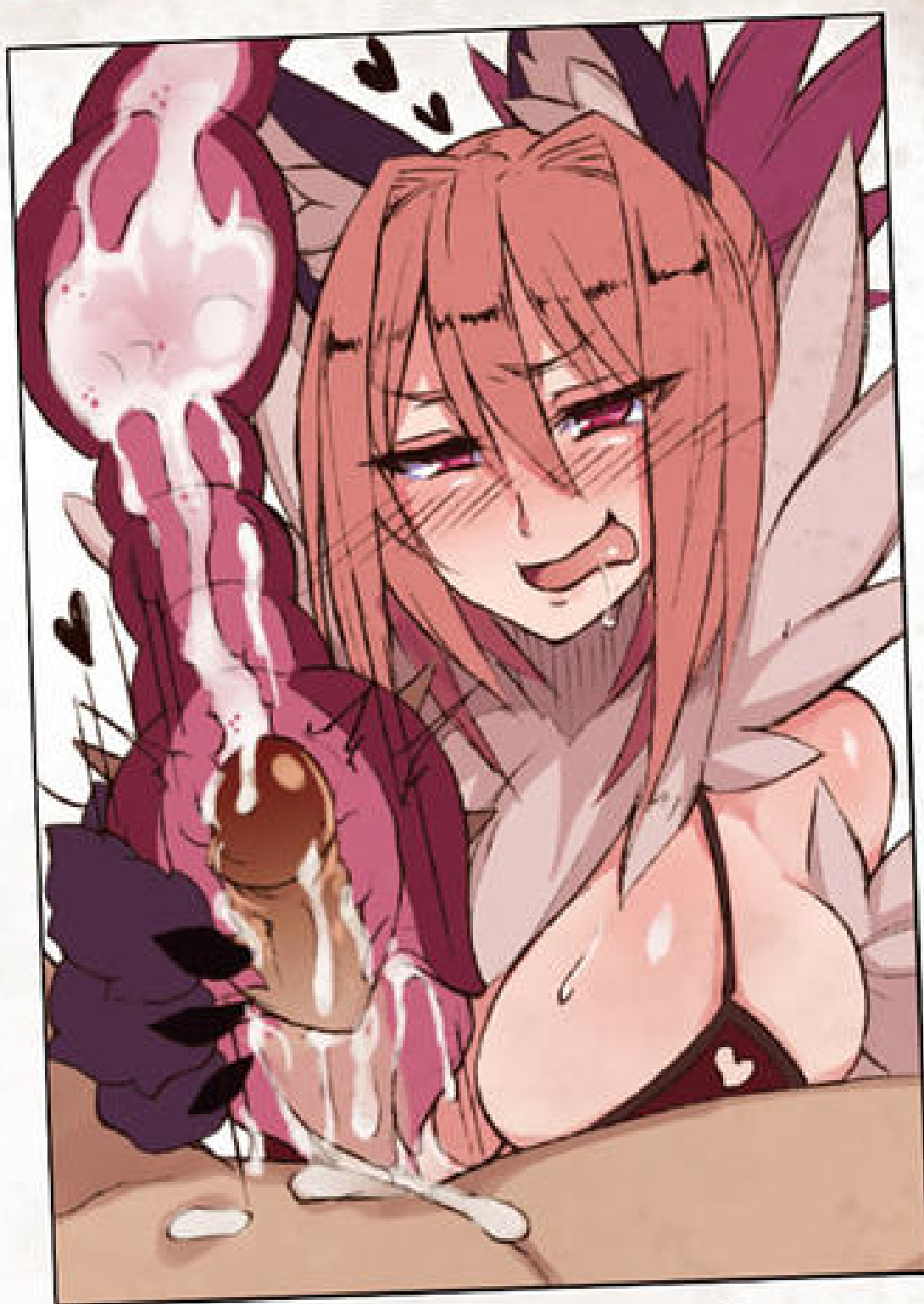
Habitat: Wastelands, volcanic regions, and mountains

Nature: Violent, aggressive, and mean

Diet: Carnivorous (favors wild animals and the essence of human men)

MANTICORES ARE HYBRID MONSTERS with beastly bodies, bat wings, and tails that end in a fleshy, spiked ball. Their intellect is keen, their disposition cunning and mean. With a sadistic and insatiable sexual drive, they savage men with intimate abandon, wringing out their essence. Due to the manticore's twisted temperament, many willingly abstain from correcting the misconception that monsters devour human flesh, a common belief in certain anti-monster states. Instead, they act as if they truly *are* about to eat their human prey, relishing the sight of his terror as it wriggles from confusion into pleasure.

Inside the manticore's characteristic tail ball are layers of countless, fleshy folds. It is an organ specialized in pleasuring a man's penis to bring him to orgasm so it can feed on his essence. When the tail opens, it swallows his member in a close embrace and pulsates with great control, ridges stroking him unremittingly, coercing his ejaculation with ease. The spikes on the tail contain erotic venom to deter the man



Even as the manticore wrings out his essence with her tail, her heart revels in ecstasy at the prospect of her future intake of his essence. It cannot be helped that the man is too distracted to observe this.

from interfering with the essence extraction. Alternatively, the venom may be injected to drastically boost the man's semen production and hastens release. When a man is caught in a manticore's tail, every ripple of her folds brings him to climax in a cycle of endless ejaculation.

Cruelly, the venom's mental effects are as slight as the physical effects are massive. The manticore knows this well: she may retract her spikes, making escape seem possible, but even as his hands take hold of her tail, they disregard his will: instead of pulling the tail off, his body moves of its own accord, seeking further release. He manipulates the tail to stimulate his member, bringing himself rolling waves of everlasting orgasm. The manticore pumps her tail to satisfy her insatiable sexual appetite, wringing out incredible masses of essence until the man is limp and helpless.

These hybrid beasts always use their tails to possess a man. For some time after capturing him, they insist on only slurping his essence up in this way, as if he is naught more than feed. Unlike other monsters, they do not use their vaginas. The essence taken in by the manticore's tail entrenches itself in her body quite effectively—reaching her vagina, her womb, her mouth, and each and every one of her fingers. Thus, she does not need to suck his essence through her genitals. Every region of her body learns well the taste of her husband-to-be's essence as well as the form of his phallus. Her body reshapes itself more rapidly than most into a figure specialized just for him, perfectly suited to provide him pleasure and savor his essence.

Only after her form and all its extremities have optimized to his tastes does she ravage him for the first time with her vagina. This union engraves such bliss into both their bodies that neither can imagine living without the other any longer. Such is the manticore's mark of matrimony. It speaks to how special the idea of lovemaking with her husband is to the manticore—though one would be hard-pressed to hear her say so openly.

BASILISK

FAMILY: Lamia • TYPE: Reptilian



Habitat: Caves and deserts

Nature: Calm, gloomy

Diet: Carnivorous (favors wild animals)

THE BASILISK IS A VARIANT OF THE lamia (MGE I, p. 62) that, in addition to having the upper body of a woman and the lower body of a snake, also has bird feathers in some places. Basilisks are soft and reserved in temperament. Not only are they hesitant to attack men, but they rarely approach humans at all, and live in quiet places where few people are to be seen.

Basilisks have terrifying evil eyes that can poison with a single glance. The venom of their eyes is truly powerful: prey goes limp and immobile, all while their bodies are roused to a degree thought to be similar to the basilisk's own lustful glow. Coherent thought is difficult in this state. The venom also alters the nature of her prey's essence so that it is prone to leave their body. A man's penis will swell as if his essence yearns to burst forth of its own accord; even the slightest stimulation is enough to make it gush like a broken dam.

The prey's body becomes vulnerable to the incursion of monster mana, meaning the process of monsterization, or becoming an incubus, can occur quite quickly. Their altered essence is toxic like the basilisk's own venom; essence produced after the change taints the prey's body in a similar manner. As such, the only way to eliminate the poison is to have



After looking into the evil eyes beneath a basilisk's mask, a gaze that can be seen revealed above, one will no longer be able to escape her passion or her snaking, gripping body.

it completely sucked out—in other words, a monster must relieve her prey of all his essence.

During the reign of the previous Overlord, it is said that a single look from the basilisk was lethal to humans. Monsters, however, no longer take human lives. On the other hand, having essence emptied out by a monster will inevitably turn one into an incubus or monster. So, perhaps it is not *too* much of a stretch to say that one look from a basilisk is enough to end life as one knows it.

Now, while a basilisk's evil eyes wield a force most potent, the basilisk herself has little control over them. She makes do by sealing off their powers by covering her face with a mask. In place of her obscured sight, she assesses her surroundings by sensing for heat and mana. Her mask protects her from observing a man. If she *does* see one directly, she will assault him, overwhelmed by ardor and cupidity. Her exposed eyes may be beyond her control, but they still follow a monstrous instinct. They labor on their own to debilitate the man, who is reduced to prey; all he can do is wait to be consumed. The basilisk wraps her serpentine length around him and closes the distance with her feminine body upon his. She rides him at length until every drop of his poisoned essence has been removed. While her close-held abdomen fills up, she turns her evil eyes, laden with the lamia family's characteristic attachment, to stare intently into those of her prey—the man who has now become her husband. In this way, she fills her husband's body with her love-born poison and corrupts him relentlessly with pleasure as his essence pours into her.

Basilisks' evil eyes are dangerous, but fortunately, they almost never remove their masks—unless some unforeseen accident occurs. There are, however, a few things they are vulnerable to before their masks are off and they lose control. At the smell of a man at close range, or his whisper in her ear, she will lose all strength, turn red, and sink to the ground. Basilisks explain that such stimulation is too much to withstand without their masks.



THUNDERBIRD

FAMILY: Harpy • TYPE: Avian

Habitat: Mountains, wastelands,
and valleys

Nature: Lustful, violent

Diet: Carnivorous (favors
wild animals)



THUNDERBIRDS ARE A VARIANT OF THE harpy (MGE I, p. 50) imbued with the mighty power of thunder. They have fierce, violent dispositions and are usually hedonists who enjoy rough intercourse. When a thunderbird sees a human man, she will likely dive upon him aggressively in pursuit of an electrifying assault.

Thunderbirds generate magical thunder in their bodies and discharge it at their prey. Instead of injuring the human body, the thunder sends shocks of bliss through the victim's body, paralyzing it with pleasure. Lightning travels through their kisses or from them while making love. The erotic force of her kiss throbs so powerfully that it can erect a man's penis; direct genital contact can cause ejaculate to jolt forth. Remote lightning from the sky is a trifle in comparison. As the thunderbird thrusts her hips, the lightning in her vagina sparks rhythmically through the man's penis so that every little slip of her sex against his ravishes him with unbearable delight. This



A current runs through the thunderbird's genitals, making it easy for her to stimulate ejaculation without penetration. However, this individual seems to regret the fact that she did not receive the ejaculate internally.

renders the typical man utterly helpless to resist as her thundering, monstrous body ravages him senseless.

However, there is a dire weakness in the thunderbird's electric organ. When a thunderbird's emotions—such as arousal, joy, and love for her man—run too high, she loses control of her thunder; it short circuits in her body, paralyzing her with her own current. The leaked energy is amplified and powered up by the man's essence as it pours into her. Thus, once in this state, mere contact with the man's semen or saliva, both of which contain essence, will scorch her body with tingling pleasure. A kiss shakes her brain with shivering ecstasy. If he releases his essence directly into her, the essence-amplified current charges within her, and innumerable waves of rapture assail her from within. It is quite common for a thunderbird to short circuit from the heady excitement and pleasure of being pounded by a man, nor is it unusual for a man to end up ravaging her. All that said, actual thunderbirds have reported that they find being assaulted just as stimulating as being the one to assault, and thus welcome it.

Once a thunderbird has obtained a husband, the essence she harvests from him builds the power of the thunder, and the ardor it generates, steadily within her. The gain in pleasure that accumulates from all of their intimate joinings is beyond compare with that found among other races. The husbands of these thunderous harpies surely lead some of the most electrifying lives imaginable with them.



GRIFFON

FAMILY: Griffon • TYPE: Monstrosity



Habitat: Mountains and deserts

Nature: Violent, haughty, and aggressive

Diet: Carnivorous (favors wild animals, especially horses)

THE GRIFFON IS A MONSTROSITY WITH the wings of an eagle and the lower body of a lion. They live in the remote reaches of mountains and near desert ruins. Griffons were tasked long ago by the gods to guard ruins and the divine treasures resting within. They continue to fulfill their duty to this day. Because of their savage temperament, griffons will beat back anyone who comes near the treasures under their care without mercy. They are also proud and valorous; a story is told of a griffon fighting off a dragon (MGE I, p. 216) who has come to collect treasure. Thus, griffons snub humans as base thieves seeking the gods' treasures and treat them with disdain.

Even so, the griffon has the same instincts as any other monster when it comes to human men. Before achieving their current form, griffons were extremely sensitive to the desire of humans. They would use it to track down thieves, and the rage they unleashed upon the robbers would grow in proportion to their



To a griffon, the taste of a man's essence heightens with desire. The more he desires her, the more completely she becomes absorbed in pleasing him with her mouth.

desire. Now, the ferocity with which griffons regard men is rapacious instead of murderous. The stronger the man's desire, the stronger the griffon's desire for him, and the more uncontrollable her need to ravish him.

Griffons do not exhibit the reluctance to mate with lesser beings that's often found in proud monsters. Rather, they seem to engage men without hesitation. Their chosen lover has no way to defend himself against the griffon's deep swoop from the sky. She pins him to the ground, mounts him, and swallows up his member straightaway, rolling her hips with wild fury. In a manner similar to a man driven by a hunger for treasure, the griffon tramples him just as her desire dictates, bathing in the thrill of conquest.

However, a transformation occurs as the two fornicate. The griffon enchants the man with her monstrous body, causing his desire for the treasure to fade and his desire for her sex to intensify. This lust is like his hunger for goods and riches, as it stirs her fierce nature. And yet, his desire for her goes beyond physical arousal—it also kindles her monstrous desire to make a man her mate. By pleasuring her husband with her body, she enhances his desire for her. She loses herself in their lovemaking, her heart racing with a rapture she has never known. The griffon may even come to cherish her man more fervently than the treasure she has been set to protect: "I never knew that the desire of a human, which I thought to be so contemptible, so despicable when it was directed at the treasure I guarded, could be so wondrous, so precious when aimed at me." Thereafter, she devotes herself to her husband and may forget about the treasure and neglect her duties—a number of such instances have been reported.



SANDWORM

FAMILY: Worm • TYPE: Arthropod



Habitat: Deserts

Nature: Simple

Diet: Carnivorous (favors wild animals)

THE SANDWORM IS A GARGANTUAN arthropodal monster that lives in the desert. At a glance, sandworms appear to keep the grotesque form they possessed during the reign of the previous Overlord—except for the beautiful woman in their mouths that serves as a tongue or lure. In actuality, the woman is the center of the organism. Sandworms travel briskly through the sand as if swimming, but while burrowed, they close the mouth of their leviathan outer bodies to protect their soft, sensitive inner flesh, as though in a mountainous stone shell.

Sandworms have limited intelligence and are very dangerous. They attack according to the whims of their active appetites and libidos. They spend most of their time burrowed under the sand, but when an animal suitable for food, or a prospective human partner, approaches above, they soar from the sand and swallow up their prey like a leviathan. After capturing it in their mouths, they seal up their shells and drag it down into the sand. To naïve



A man trapped in the oral cavity of a sandworm is enfolded between a womanly form and a wall of flesh. Wrapped in ardor from head to toe, he feels as though he is melting.

observers, it may very well look as if sandworms eat men—but, of course, they do not actually chew men up or digest them. Instead, they wrap their beautiful inner bodies around the man like a tongue and violate him.

In stark contrast to their imposing shells, the oral cavity of a sandworm is covered in soft folds of flesh and contains a supple, sensual feminine body. This form is specialized to love a man and represents the monster's genitals. Every inch of it is an erogenous zone adapted to give the man pleasure and taste his bliss.

The oral cavity secretes a sticky fluid known as "digestive fluid," which poses no direct harm to the human body, though it will melt any clothes or armor the man may be wearing. When adhered to his skin, it melts his ability to resist pleasure. While the sandworm's forceful method of capture has led to many misunderstandings, she is by no means violent. Her pleasuring is gentle as she enfolds and engulfs him in her slick, shiny, sensuous body. It is like she is lapping up the man's every flavor as she embraces him in her viscid, carnal clutches.

Once a sandworm has obtained a husband, they live together in the "mouth of the beast," so to speak, so that she can protect him from the heat, sand, and desiccation of the desert. Indeed, sandworms are so protective of their men that they do more than just seal up their shells. They also extend their inner walls of flesh and keep them slick with sticky fluid, guarding the man in layer after layer of cushioning to be sure that no scratch—not a single grain of sand—will impinge upon him. The sandworm also lights the closed-off space with her mana so her husband can see her clearly and uses walls of flesh to make the mouth of the beast a comfortable living environment—such as by providing a place for his effects that is separate from the place where they entwine. Thus, the sandworm's husband leads a blissful life of sex, day after day in a bedroom encased in her flesh.

PHARAOH

FAMILY: Zombie • TYPE: Undead

Habitat: Deserts (ruins)

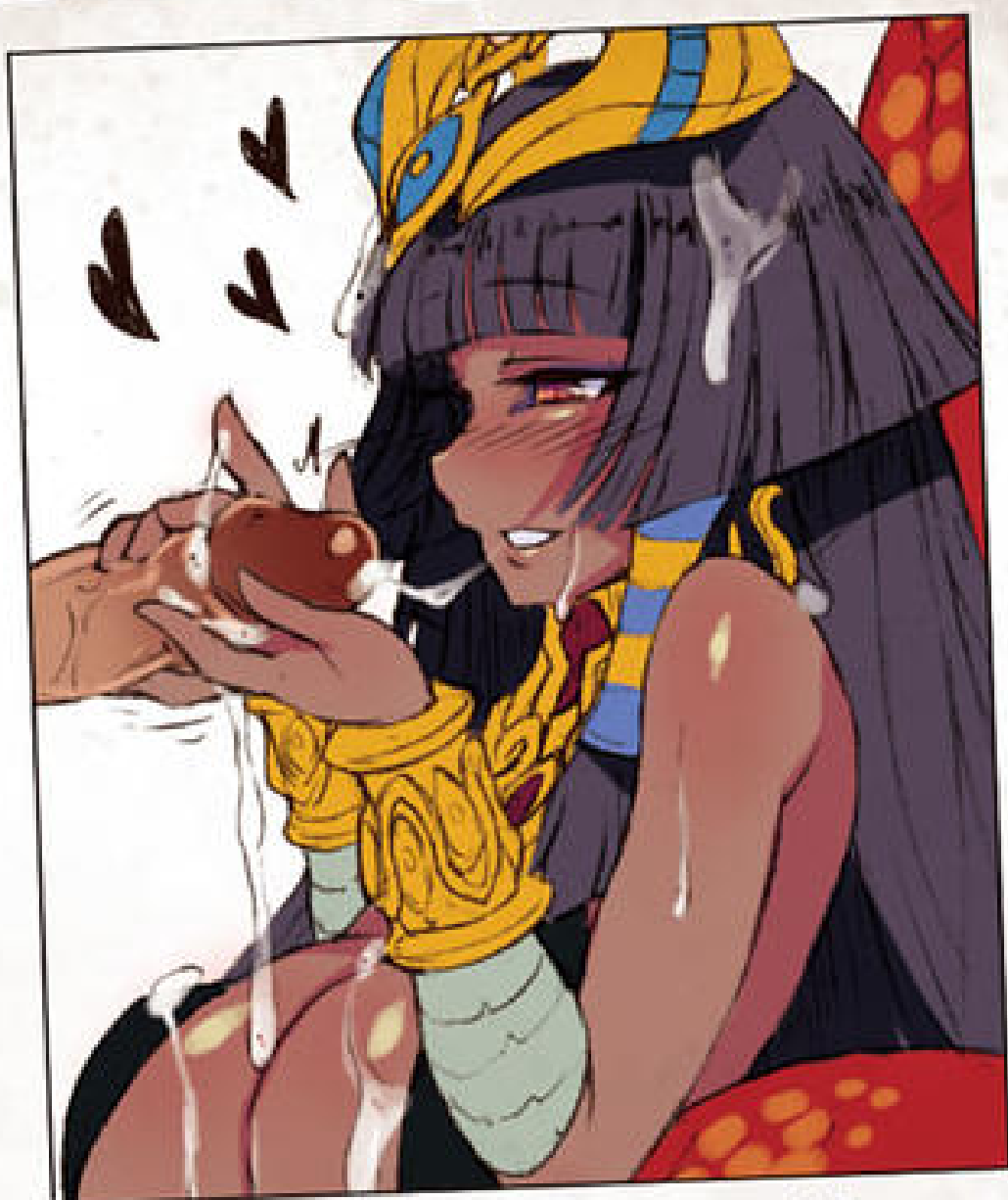
Nature: Various

Diet: The essence of
human men



PHARAOHS ARE THE RULERS OF THE desert who sleep in regal coffins scattered deep within the desert's many ruins. They are monsters, but divine power resides within them. They hold sway over both anubises (MGE I, p. 156) and sphinxes (MGE I, p. 154). It is said a pharaoh will awaken from her eons of sleep when the ruins around her fill with mana, after the monsters among the wreckage acquire men and copulate with them. When the mana reaches a certain level, a visit from a man to her chambers may also awaken the pharaoh. He who disturbs the pharaoh's sleep will become her eternal companion, bound to sexually satisfy the hunger and thirst of her millennia-long slumber.

Originally, pharaohs were humans—queens appointed long ago by a god (one other than the present Chief Deity) to lead humanity. In an age older than that of the previous Overlord, the ruins where pharaohs sleep were in their glory; though they fell during the rule of the previous Overlord, their remnants linger as a testament to the great realms they once were. The pharaohs sleep to collect in themselves the divine power needed to restore their realms to their former splendor and confront those responsible for their fall. They are truly living legends. But as they have only just begun to awake—from inordinately long



The royal authority of a pharaoh is commanding. If it be her will, a man will gladly raise his organ despite himself and present it before her face as an offering.

slumbers, no less—many of them have hazy memories. As such, the pharaohs' first step to reviving their realms is focused on making babies with their beloved partners.

When they awaken, their vast mana causes water to well forth, while trees and greenery burgeon, creating an oasis from the ruins. The desert land of death is reborn as an "emerald monster realm," with blue skies and green trees, just like the human world in appearance. Humans and monsters are drawn to the revealed oasis and form a town, then a country—and in time, one might expect, a kingdom such as existed long ago.

With their noble forte for gripping people's hearts, their monstrous charisma, and holy powers of enlightenment, these desert queens possess an incredible regal power. No human or monster can face the majestic pharaoh without unthinkingly bending the knee and following her every command. A pharaoh's single proclamation can make an anubis drop her work and hole up in her chamber with her husband—or make a sphinx grudgingly apply herself to her job, even if she had plans to dismiss her duties and copulate with her lover.

If a pharaoh commands a man to be her husband, he offers himself to her with honor and gladness—even a hero who has come to vanquish her. Men who can defy her are few in number, individuals of literal or figurative divine strength, or those who object to the nature of her orders to their very core.

A pharaoh's body is as warm as sunshine, a comfort and bliss to her husband, making him wish to remain inside with her forever. In their union, her magnanimous and accepting nature can be glimpsed, as she is willing to receive whatever her husband presents her. If he ever inadvertently releases his essence within her before she gives him leave, he holds her gently and continues to rock his hips—as if to reassure her that he will come for her anytime, anywhere, as much as she likes, and to induce further ejaculation.

Perhaps because of their heritage, while pharaohs are usually friendly to humans and monsters, they are for—some reason—ill-disposed toward the Order of the Omnipotent.

APOPHIS

FAMILY: Lamia • **TYPE:** Reptilian

Habitat: Deserts

Nature: Aggressive, lustful

Diet: Carnivorous (favors wild animals and the essence of human men)



APOPHES ARE DARK SNAKES SAID TO embody the power of the realm of the dead. They were created by the gods as enemies of the pharaohs to keep them from waking. In the realm of the previous Overlord, many pharaohs were returned to dust, never to wake, by the power of the apophes. Many empty, masterless ruins remain as a stark reminder of this time. These days, apophes continue to oppose pharaohs, but do so by changing their nature through the power of the new Overlord and do not kill them.

Apophes' bodies contain a powerful, unusual nerve poison which they release into their prey through biting. If their prey is a woman, the toxin will corrode her body with an intense pleasure until it is reshaped into one highly receptive to, and gluttonous for, pleasure. Her psyche is transformed so she can do nothing but scabble for the love and pleasure of her partner, as wanton as any monster should be. Once the poison has been instilled, it remains without fading. Swayed and enchanted by it, she proceeds to swear servitude to the apophis.

Monsters compromised by the apophis' poison—even those disinclined to attack men—will take initiative by mounting and violating them. Human women will be reborn as lamias (MGE I, p. 62), to serve the apophis faithfully, and proceed to attack in search of love and



Most pharaohs corrupted by the poison of the apophis cease to be queens and become mere women, sometimes dressing as a dancer to seduce their men.

pleasure. Even human men will be consumed by ardour and turn into incubi, always desirous of monstrous pleasure, and thus well suited to be the husbands of monsters.

The apophis can even subjugate a pharaoh without killing her. Corrupted by the toxin into a beastly monster, the pharaoh forgets her country, seeks her husband, and disappears with him forever into her chambers. The apophis then takes the pharaoh's place as ruler of the kingdom. The region surrounding what once was the pharaoh's ruined kingdom becomes an "umbral monster realm" where the sun ceases to rise; instead, eternal night reigns, the air filled with witchery, heated feverishly by the communion of monsters with their husbands—a monstrous paradise. Having acquired her own kingdom, the apophis thereafter seeks to lay her poison fangs into more monsters and human women, enslaving them to further the monster realm's lascivious reach. Anubises (MGE I, p. 156), now the loyal servants of the apophis, hatch filthy and scurrilous plans to devour love and pleasure, and expand the paradise. Sphinxes (MGE I, p. 154) increase the dark eden's population by assaulting travelers, even venturing into human settlements to carry human men back into the monster realm.

Apophes are as greedy for love and pleasure as those they corrupt with their poison. When an apophis takes a liking to a man, she fills him with poison and binds him with her serpent tail, engaging him intimately. Her movement is reminiscent of a snake gorging on its prey. When the man lets loose his essence, her folds throb, gulping it down as if to say this is only the beginning, as she presses her consuming pleasure upon him.

Once she finishes sipping his essence, he is left staring as she licks his taste rapturously from her lips. He finds himself overwhelmed by the thought of further consumption. Because apophes are monsters—especially monsters of the lamia family—they form intense attachments to their husbands. An apophis who secures a husband before assaulting a pharaoh often forgets about the pharaohs, who were supposed to be the reason for her very existence.

KHEPRI

FAMILY: Beetle • **TYPE:** Arthropod

Habitat: Deserts (ruins)

Nature: Devoted, loyal

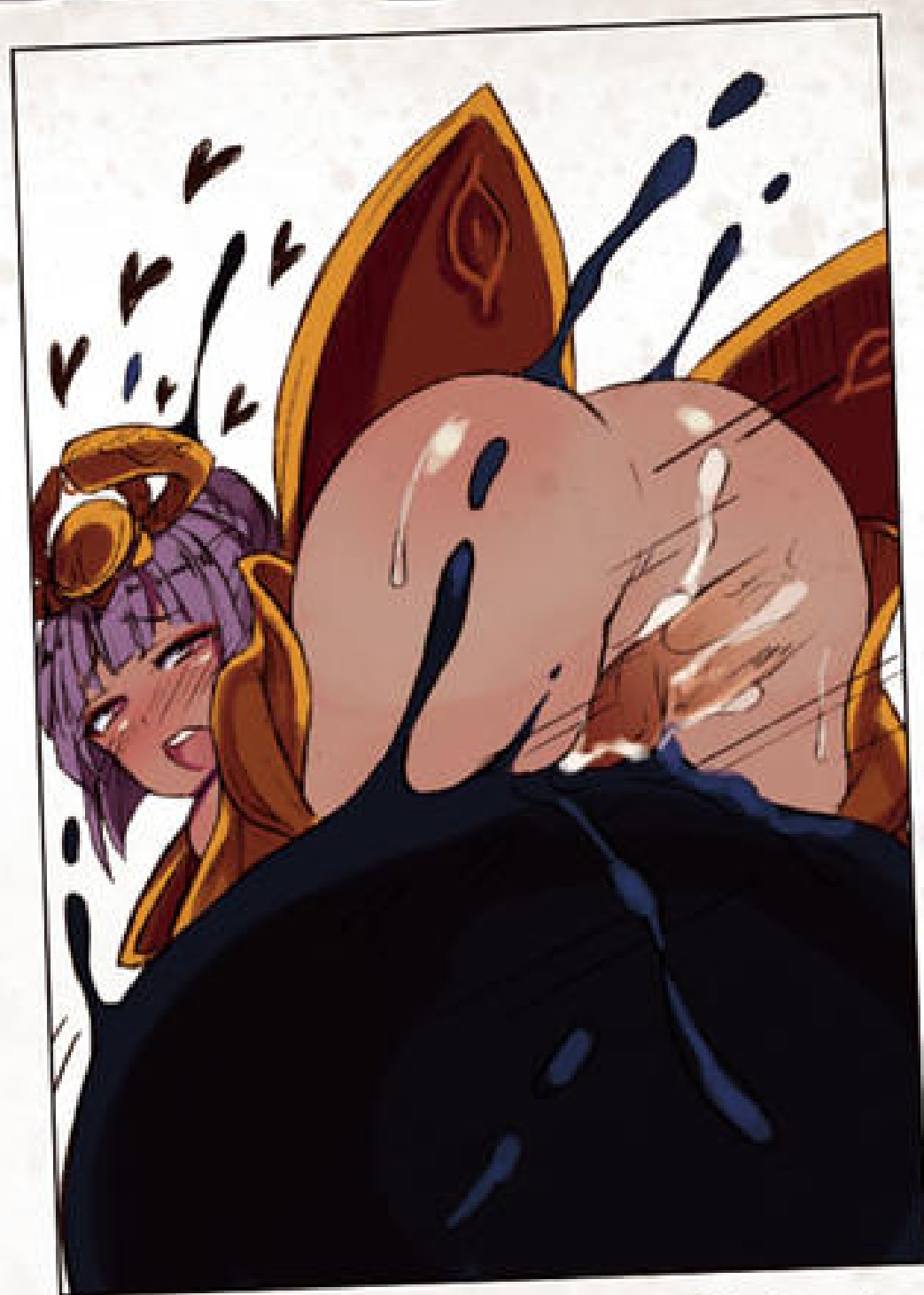
Diet: Airborne monster mana and
the essence of human men



KHEPRIS ARE GOLDEN SCARABS THAT live in colonies. They appear mysteriously and take up residence in deserted desert ruins that have lost their original masters, the pharaohs (p. 50). Khepris are skilled in manipulating monster mana; they gather ambient mana as well as the mana monsters emit—either through normal release or via copulation—roll it into a ball, and store it in the ruins where they make their homes.

Khepris will swarm a human man who wanders into these ruins and take him to the royal chamber. They entertain him warmly as they mate with him one by one. They bring out the rolled-up mana they've stored in anticipation of this moment, and each khepri pours her ball into him. The mana revitalizes his body, libido, and potency so that no matter how long the gala continues, he will at no point suffer from fatigue, flaccidity, or failure to produce essence.

Once he has been doused in mana while copulating and the grand spheres of mana have been successfully poured into his body, he transforms into a mighty incubus. Even if the man had originally been unwilling, only participating in the khepris' festivities due



All khepris exist for the sake of their ruler. A man who becomes their king may freely interrupt any khepri's work to possess her as he pleases.

to their coercive pleasure, he finds his mind now changed. As he grows more powerful as an incubus, he begins to seek the khepris out for himself and direct them with carnal commands, rather than just being taken advantage of by the monsters. By the time the entire colony has tasted his essence, he is no longer the slave but the master, taking them with his inexhaustible craving as they bend in servitude to his essence.

Thus, a new king of the khepris is born and ascends the heretofore empty throne. Now that they once again have a ruler to serve, the khepris' true nature is revealed: one of absolute devotion. They lay all they have before him—as his servants, soldiers, and wives. They tend to him, preparing food and staying at his side through the night. The new king lives in ruins made lavish by their hands and dines on banquets they prepare with love. He takes any khepri he likes, whenever he likes, however he likes. All the khepris in the country are both his servants and dear concubines. As such, every khepri—from the sweet, slight servant khepris, to the hale and heroic soldiers, to the tall, stern (and seemingly asexual) state minister khepri—hopes to be needed by him. They are always ready to offer their flesh to their king under any circumstance. The king has but to address her, and intercourse will begin at once. It is a khepri's delight to serve and please her king. To her, being chosen by the king as his consort in sexual activities, being wanted for her body, is a joy and ecstasy above all others.

Just as it was for the pharaohs, the khepris' goal is the restoration of their lost kingdom. The wreckage surrounding the king's throne will thus transform into a monster realm. But how he rules—whether as a responsible administrator, loving and penetrating his subjects on a daily basis to create an emerald monster realm, or indulging himself on a daily basis in yielding flesh and the most dissolute debauchery to make an umbral dominion—is up to him, the chosen king.

THE LOST KINGDOMS OF THE DESERT

OUT IN THE SEEMINGLY ENDLESS desert, numerous ruins can be found. Though some have been reduced to piles of rubble buried in the sand, others house rulers from long ago, the pharaohs (p. 50). The ruins give a glimpse into a number of states and unique societies which appear to have once existed but are now long past—though many of their residents have arisen as undead. Perhaps because so much time has passed since the heyday of their civilizations, the undead are unable to furnish clear and reliable recollections of their once-kingdoms. Even with such shaky information, however, we are still able to trace the roots of desert monsters. The following is a summary of the discoveries revealed through interviews with residents of the former kingdoms, as well as from inscriptions found on ancient stone tablets.

1. The Distant Kingdoms

OF THE DESERT

It is speculated that the kingdoms were at their peak long before the reign of the previous Overlord—before monsters even existed—and may have fallen shortly after the emergence of monsters. Murals appear to depict ancient cities and their surroundings, all blessed with lakes and forests, suggesting that the desert regions of today were not always so. As the murals often include figures worshipping a round figure resembling the sun, it would seem that a unique faith once existed that revered a sun god that shone upon and protected the people. This faith was the social backbone of these kingdoms. Their rulers, the pharaohs, were believed to be children of the sun god, demigods beyond question. The pharaohs' direct subordinates, who managed the various countries, were all priestly worshippers of this god. The subjects were a pious flock devoted to both the god and the pharaoh.

Of the artifacts unearthed from the ruins,

some of the architecture and ornaments—even items used on a daily basis—have been found to contain large amounts of gold, the glimmer of which symbolized the sun. Pharaohs who have risen in modern times are observed wearing crowns that glisten with magical light that suggests the sun, as well as gold jewelry in the shape of a snake—the messenger of the sun god.

The remaining murals mainly depict bucolic scenes such as the sun god blessing the people with bountiful harvests and people greeting a figure (the pharaoh or the sun god) with joyful feasts—as well as the development of the kingdoms. There are no records of major wars between humans in this era; it appears that the kingdoms were peaceful before monsters. Other than the snake, which would appear now and then as the messenger of the god, almost all figures shown seem—unsurprisingly—to be human. What is strange is that, in records related to the founding of nations and murals that depict important scenes such as the coronation of pharaohs, there appear figures with the bodies of humans but the heads of dogs or cats—like anubises (MGE I, p. 156) or sphinxes (MGE I, p. 154). However, the murals seem to have been created before the emergence of monsters. Whether these figures represent imagined servants of the god or human priests with animal masks remains a great mystery.

2. The Fateful Battle

WITH THE DARK SERPENT

Tablets recording the downfall of the kingdoms describe people battling monsters with the help of the sun god and the pharaohs. The dark serpent—the apophis (p. 52)—is depicted uniting the monsters and standing behind them, opposite the sun god who stands behind the humans. Accounts of this apophis are not at all like present observations of apophes as sensual and bewitching ladies. Instead, this apophis is

said to have been an enormous dark serpent capable of twining about buildings—a symbol of the land of the dead and pitch black nights, portrayed devouring the sun.

Pharaoh after pharaoh fell to the venom of the apophis, a venom so powerful that it is thought to be the source of the strange, dark discoloration that can be seen on the walls of the ruins even today. Thus the kingdoms fell. Still, the remaining pharaohs dreamed of one day restoring glory to their kingdoms. With this in mind, they gathered a number of chosen retainers and commanded them to protect the ruins as the pharaohs and their people descended into a long sleep, hoping that they would—in the meantime—acquire the power of the god. The apophis' assaults on the ruins were relentless, however, and returned many pharaohs to dust before they could ever awaken.

3. The Resurgent Kingdoms

OF THE MONSTERS

In this age, those who guard the ruins (as well as the apophes who attack them) have become beautiful women. The long-sleeping pharaohs and their mummified subjects have also risen as beautiful monsters.

Pharaohs wake and return to their posts when their monstrous guards carry in human men and mate with them until the surrounding ruins are replete with monster mana. The pharaoh wakes, suffused with the power of the sun god and a potent concentration of monster mana. Green trees rise and the realm begins to look as it once did—only now, its residents are monsters. A grand kingdom spills into the desert once again, where human and monster alike gather to live. It becomes a hub of the desert, a greater state than before. Residents that still lie mummified without waking as monstrous mummies (MGE I, p. 152) now open their eyes as monsters. Though they are living witnesses to the glory of yore, they cannot recall the past in any more detail than the pharaohs.

Meanwhile, the apophes have become bewitching women ornamented in silver, a lunar

symbol, marking their contrast with the pharaohs. Apophes continue to target the sleeping pharaohs' ruins, their poison no longer deadly, instead rendering monsters into a state like that of a tamed animal. Pharaohs woken by an apophis rise not as rulers but as pets. Meanwhile, the apophis rules in their stead, making it a moonlit realm of everlasting night.

All of the monstrous subjects therein adopt silver ornaments, lending them a dancer-like appearance. From lamias (MGE I, p. 62) to the pharaohs and their servants, all come to exude an attractive, whorish aura. In the dark night, the town glitters with the unholy magical light of the monsters' ornaments. They draw men by the hand, the neighborhood glinting with the sparkling allure of those silver adornments, lending it all the salacious atmosphere of a bordello; every corner echoes with moans. It is a monstrous paradise, a contrast to the pharaoh's kingdom, thrumming as it does with monsters and men embracing pleasure.

Monsters called khepris (p. 54) have appeared in large groups to rebuild uninhabited kingdoms whose pharaohs perished during the reign of the previous Overlord. Though it may seem that they arrived out of nowhere, interviews with khepris show them to be familiar with the ruins and surrounding lands—as if they had lived there all along. Khepris remember the kingdoms of the distant past, though their recall is worse than the pharaohs'. One theory holds that the pharaohs' passing scattered their mana and divine power throughout the ruins so that it fused with the souls of their long-ago subjects, fallen in the midst of remorse—thus producing khepris.

The resulting monsters have golden shells filled with an enchanting sun-like light; it is as if the khepris inherited the power of the sun god that was once ensconced in their pharaohs. It is then speculated the khepris perceive themselves not as rulers, but as subjects, soldiers: the people of a resurgent kingdom, searching for a new leader to realize their dreams of national reconstruction.



VAMP MOSQUITO

FAMILY: Fly • TYPE: Arthropod



Habitat: Forests, waterfronts, and wetlands

Nature: Mean

Diet: The nectar of flowers and blood (of human men, etc.)

THE VAMP MOSQUITOES ARE ARTHROPODAL monsters known as the “vampires of the insect world,” because they bite and suck humans for their blood. These monsters are wily and deliberate in character. When a vamp mosquito spots a human man, she flies about him for a while, only attacking when she knows her strike will be certain. While in flight, her wings produce a distinctive sound that destabilizes the listener by both drawing their attention to her and making it difficult for them to focus and take appropriate precautions. As a result, her prey may find that they have been caught in the embrace of the vamp mosquito and deprived of their blood before they even realize it.

Though vamp mosquitoes favor the blood of men, they feed mainly on the nectar of flowers. They suck blood discriminately, mostly as an accompaniment to intercourse. It provides nutrients used for egg laying and also informs the vamp mosquito about both the man’s blood, as well as the essence contained *in* his blood. She uses this information to make her womb more receptive to both substances. In other words, sucking blood helps optimize her body to bear his children, making it more suited to conceive with her new husband, and preparing her for the inheritance of his bloodline. Thus, bloodsucking is a kind of marking to vamp mosquitoes: they aim not just for his blood alone, but for the man as a whole—a companion.

A vamp mosquito injects her prey with poisonous saliva when sucking his blood. The poison inflames the bitten location; the man itches for pleasure, though he himself cannot obtain titillation or assuage his itch by any means. The area becomes an erogenous zone responsive only to the vamp mosquito who made the bite. The only way the man can relieve the itch is to have the vamp mosquito touch it, lick it—or bite it for blood again. These actions are so pleasurable it is as if his penis itself is being manipulated. Even if

the man should flee the vamp mosquito after being bitten, his thoughts will be plagued by the bite, itching for her touch. The vamp mosquito then refuses to let him go and follows him persistently, flying about him, assaulting him, and watching for an opportunity to have sex with him.

As mentioned earlier, the vamp mosquito sucks her husband’s blood during intercourse as well, leaving more and more bites that mark him as her own, ever growing the itch and pleasure of his body. As she takes in his blood, her womb comes to crave his essence and sucks it from his member, an essence-extraction organ of mounting lewdness and delight.

Though vamp mosquitoes are often called the “vampires of the insect world,” actual vampires (MGE I, p. 174) have objected to this appellation: “One who intends to bear the crown of the vampire should uphold her eldritch birthright with pride—and not conceive human children with abandon.” However, it is humans who invented this name, and vamp mosquitoes seem to be too busy drinking up their husbands’ seed to take much stock in the matter one way or the other.



MUCUS TOAD

FAMILY: Toad • TYPE: Amphibious Demihuman

Habitat: Waterfronts and wetlands

Nature: Lustful, violent

Diet: Carnivorous (favors insects and wild animals)



MUCUS TOADS ARE TOAD MONSTERS that dwell in wetlands and other wet areas. They have a layer of phlegm that protects their moist bodies, and their well-developed legs allow them to leap with great force. Indeed, they leap more than they walk, and pads found at their extremities allow them to cling to walls and ceilings. When a mucus toad spots a human man she wishes to be hers, she extends her long, mucus-covered tongue to pull him in. As lustful and clingy as her slimy expression indicates, she never gives up on a man she has targeted—she always catches and assaults him.

All of a mucus toad's bodily fluids are mucus—from their sweat and saliva to their lubricant. The phlegm on the palms of her hands clings to the man's member as she caresses it; her adhesive tongue, and the viscous saliva in her mouth, wraps his member with a pleasure that makes him feel as if he is buried in her vagina as she relentlessly devours his essence. During intercourse, the mucus toad prefers to be on top. She rides his hips as spryly as if she were jumping upon them, and the sound of pounding flesh muddles with the squelch of mucus in the air. Her mucus-lubricated vagina



The long, mucus-covered tongue of the mucus toad wraps around every inch of the penis, licking, sucking, and stroking it slickly, crudely—wringing out essence with deft, persistent motions.

grips his penis with persistence; when she raises her hips, an elastic line of phlegm draws her back down. Upon ejaculating, her man's semen is enveloped tightly in mucus and greedily squeezed inside her to the very last drop.

The mucus she paints onto his penis with her bouncing hips contains mana and a small amount of venom. The venom affects the man's potency so even the release of essence does not soften his penis. Instead, it hardens and grows within her vagina while they continue their lovemaking.

If a mucus toad views a man as her husband, she will react to him as reflexively as a frog eats flies. At the sight of his mouth, she kisses it, plunging her tongue deep inside; if she sees his penis, she will suck it. Truly, if she sees him at all, she will most likely jump on him and take his member inside without hesitation. The stickiness of her mucus increases with the emotional attachment she feels for him. Once her husband is inside her, she will never release him until they both pass out from pleasure—bringing her hips at last to rest.

Small amounts of the mucus toad's phlegm will only heighten one's libido. However, if a human woman ingests a large amount of the toad's mucus, it may turn her into a monster. The mucus toad does not aggressively attack females, but if a woman insults or harms her or her husband, the mucus toad is likely to display her clingy personality by squelching a mass of mucus into the woman's body or mouth with her sticky tongue. This does not turn the human into a monster immediately; rather, it thickens her saliva so that she finds herself restlessly licking her lips and the inside of her mouth with a slimy and indecorous sound. Women in this state often reflexively kiss or lick the nether regions of men they admire. The essence gained thusly usually completes their monsterization. They may also, without thinking, kiss women with whom they are close, and in this way contribute to the spread of the monstrous contagion.



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)



CANCERS ARE CRAB MONSTERS THAT live on beaches and other waterfronts. Their upper bodies are womanly, but their lower halves are covered in a hard shell and have five pairs of crab legs—of which one is a pair of giant pincers. These pincers are both fantastically powerful and impressively dexterous. They rip armor from their prey with ease yet delicately pluck off clothing without any damage done.

When a cancer spots an appealing human man, she catches him with her pincers and brings him toward her sensuous upper body for copulation. Mana-imbued bubbles pop from her shell, which is capable of opening and closing, and envelop the body of her prisoner. The cancer will then exhibit an unusual attribute: she washes his body with these bubbles before mating with him. She uses her brushlike shell and the soft hands of her upper half—and occasionally the whole of her feminine body—to cover him with the bubbles. She draws close and rubs herself all over him to make sure he's completely clean.

This behavior is said to have two motivations. The first is to rub her mana into him.



Cancers generally seem quite fastidious. However, when faced with the semen-smearing member of the man they love, they only bring their faces closer, sometimes even rubbing their cheeks against it.

The second is because she doesn't want any smell or taste but his to come into play during sexual congress. Therefore, she washes off any foreign materials, scents, or mana from his body in advance. She takes special care with his penis, to ensure that his pure taste is unsullied, sometimes washing it so carefully and thoroughly that the man ejaculates several times in the process. Only then does she fill her mouth with her favorite object. As the motions of her orifice look very much like a service to the man, even his resistance is soon cleaned away. The two proceed directly to intercourse, their bodies still covered in her bubbles.

Many cases have reported that—after cleaning, but before applying her mouth—the cancer brings her nose close to smell the man and rub her cheek affectionately upon his member. It is also said that, during intercourse, she may lean her upper half upon the man and bury her face in his body. Furthermore, it has been observed that, though her bubbles wash off almost every impurity and scent—even mana—they have no effect on the man's own scent or essence. The cancer also washes herself with her bubbles, keeping her body constantly clean so all that attaches itself to her is that of her beloved husband.

Though many cancers are a bit unexpressive, their lower bodies make up for this lack with clear gestures. For example: when an enemy makes a threat, they snap their pincers; when they are happy or excited, they move their ten legs restlessly about. Their ultimate gesture of affection and desire, however, is an expression that uses their entire body and is aptly called the mating dance. Their pincers strike out a pleasant rhythm as they surround themselves in bubbles, bodies swaying with a dramatic sensual force that looks very much like a dance. A man who witnesses this can hardly look away. Once he's been enchanted by this inviting dance, the cancer—still swaying—douses him with mana in a flurry of bubbles. After this, his heart is likely to belong to the strange dancer forever.



FLOWKELP

FAMILY: Mandragora • TYPE: Plant



Habitat: The ocean

Nature: Peaceful, gloomy

Diet: Sunlight (through photosynthesis) and the essence of human men

THE FLOWKELP IS A PLANT MONSTER THAT grows leafy blades all over its body like seaweed. Flowkelps have quiet temperaments, as one would expect judging by their appearance, and exude a dark, damp aura. They can usually be found lying motionless on the ocean floor with their blades billowing in the water. Once in a while, however, a current will lift a flowkelp. When this happens, she allows herself to drift through the sea until she is cast onto shore by the waves or hauled onto land in a fisherman's nets.

Because flowkelps rarely move, one might assume that they are tame monsters. However, when a flowkelp nears a human man, she throws herself upon him with abrupt aggression and entangles his whole body in her blades, which have a unique stickiness that make extricating oneself very difficult. The flowkelp moves close to her prey and makes sticky love to him. The secretions of her mouth and vagina are as adhesive as her blades; once she has her mouth over the man's penis, it envelops him inescapably. Each time she moves her hips, pleasure prods him with a dull, gummy sound, and when he releases his essence, she engulfs it deep within her.

This, however, is but a small illustration of the way she clings to her new husband, body and soul. Even in daily life, she wrap her blades

about him constantly, bringing their bodies as close together as possible. She closes the distance between them as if putting roots down, and many husbands end up living their lives with the flowkelp ever in their arms or on their backs. Though flowkelps are not particularly vocal about their feelings, they are quite needy for attention. A flowkelp will stare at her husband with dark eyes always wet with lust for him. If he ignores this for long, the flowkelp is likely to hang onto him while rubbing her body against his over and over again, begging him for sex with squelching sounds.

Flowkelps' bodies expand upon absorbing moisture. Their blades, breasts, buttocks, and other regions all swell into a voluptuous form. Taking on more moisture also increases the quantity of liquid flowkelps secrete. They work vigorously to expel this fluid by kissing their husbands. The excess secretion also drips incessantly from their genitals in a display of sexual hunger. Their juices become stickier, too, making it nigh impossible to escape a flowkelp's embrace. If one is in the ocean and caught by a flowkelp in such a state, the chance of averting a sexual encounter is nonexistent. On the other hand, when flowkelps dry out, the lack of moisture shrinks not only their blades, but their whole bodies, too—making them slighter in stature. They work intently to restore their moisture by slurping their husband's saliva through kissing and by squeezing essence from his penis to wet their bodies. Because their vaginas have also become smaller and tighter, they are likely to wring essence from a penis in a surprisingly short amount of time.

Flowkelps' blades are known for their fragrance, which can produce an elegant broth—the taste of which has captivated the palates of the most prominent gourmets. Naturally, the savory blades captivate the flowkelps' husbands as well; the men lose themselves, licking the flowkelps all over, often sucking flavor directly from their blades. However, sucking on them *too* much may cause one's saliva and semen to become unusually sticky; upon mixing with a flowkelp's saliva and lubricant, a particularly persistent union may ensue.



The image above depicts the same flowkelp. On the left, she is swelled with moisture. On the right, she has shrunk from lack of it. In either case, however, she is likely to aggressively press a man for sex.



KRAKEN

FAMILY: Scylla • **TYPE:** Molluskan Demihuman

Habitat: The ocean

Nature: Peaceful, gentle

Diet: Carnivorous (favors fish and shellfish)



THE KRAKEN IS A VARIANT OF THE scylla (MGE I, p. 122) with a lower body that resembles squid tentacles. Krakens most often live at the bottom of the sea and rarely show themselves to people. They have mind-boggling strength and use their ten stretchy, sucker-covered tentacles to catch prey and drag it down to the bottom of the sea.

Though krakens are very intelligent and peaceful of temperament, in many regards, their thoughts and values can be quite lackadaisical and eccentric. For example: there have been instances where a kraken, intending to take hold of a man, pulls his entire ship into the sea—as if she is simply leading him by the hand. As a result, when she begins looking for a man, many sea monsters crowd about the kraken like they are her followers, hoping to pick up her leftovers.

Krakens discharge black masses of inky mana from their mouths. This mana shrouds their surroundings in darkness and traps a kraken's chosen man. Deeper than night, the gloom admits no light, and all the man can see is her sultry body gleaming white in the darkness. In this way, the kraken creates a space just for the two of them, devoid of all else, so that the man can focus on her.

Being a member of the scylla family, the kraken loves to cling to her man. She winds her ten tentacles around him, adhering their bodies together, head to toe. The binding of her soft, slick tentacles is like a gentle, full-body embrace. Furthermore, the kraken can manipulate her suckers at will, like biting mouths. She shows her love by sporadically nibbling his body with these squishy suckers, arousing him as if she were kissing him all over. While thus bathing him in a rain of tentacular kisses, she applies her hungry vagina. Tender as her tentacles, but firm in its grip when it takes hold, it grasps his member and manipulates it slickly. Ultimately, the man's vision *and* his body and soul are engulfed by her figure and the pleasure it brings.

When the act is complete, the kraken's black magic dissipates, releasing the man from her dark shroud. Release from the loving embrace of her tentacles, however, is unlikely. Moreover, a glowing-white memory from their lovemaking lingers: the sensual undulation of the kraken's limbs in the darkness. This image is burned into the man's eyes; even if he closes them, her limbs appear, lustrous in his mind's eye, heating his genitals. As a result, the man, now the kraken's husband, spends his days at the bottom of the sea and in the gentle embrace of her arms and tentacles, drowning in her yielding, white body.

An ingredient known as "kraken ink" is made by concentrating the black mana released by the kraken into a viscous fluid. It is a prized delicacy, as well as a valuable material for magic items. "Kraken ink" serves as fuel for a "lamp of darkness," which burns black. The converse of an ordinary lamp, such a light shines darkness upon one's surroundings, creating a virtual night.



YETI

FAMILY: Apeman • TYPE: Beastman

Habitat: Snowy fields and mountains

Nature: Cheerful, mild, and docile

Diet: Omnivorous (eats anything)



YETI ARE BEASTMEN THAT LIVE ON snowy mountains and are covered in fluffy white fur. They have high body temperatures and are undisturbed by the coldest of climates; even amidst a fierce blizzard, they remain composed. The race is cheerful, friendly, and kind—when a yeti finds a traveler stranded in the cold mountains, she shares her heat by embracing his frozen body. In her arms, one is unlikely to feel the cold even at below-freezing temperatures, noting naught but the wrapping warmth of her skin. Often, the yeti will also save the traveler from the lethal peril of the cold storm by inviting him to her home.

These white-furred monsters love to hug and will find any reason to do so, even beyond warming a traveler up. They express themselves with their whole bodies, hugging to show gladness, excitement, friendship, and welcome. This tendency is especially pronounced when it comes to human men they like. When a yeti hugs a man from the front, burying him deep in her soft, warm body, she is conveying her love and her desire for sex.

Yetis are usually not as forward as other monsters when it comes to assaulting men, though this does depend on the man's reaction to a hug. If he hugs her back, she will think that he has taken a liking to her as a female. Gladdened by such prospects, she hugs him closer and harder—inviting him to appreciate her form more intimately. In the event that her pliant, heated body hardens his member, nothing can stop her from assuming that he wishes to mate with her. Encouraged by his apparent need for her, her mind burgeons with love for the one in her arms and thoughts of producing his children, and she joyfully moves to unite with him.

Despite her typically docile disposition, once the yeti is in the mood, she cannot be stopped. The yeti will use her great strength and agility to break through any resistance thereafter. She pins him down and teaches him the taste of her body's heat and allure in

ways a mere hug cannot. The heat of sexual intercourse, however, *can* convey such things. The yeti's limbs flail with vigor as she exhibits her great energy and drive for satisfaction—in so doing, she lends her warmth and energy to the man, as well. Even after the act is done, his body retains the yeti's heat, and a balmy glow continues to spread through him for some time to come.

While many people are saved from death by yetis, the men they save signal their intent to mate at a rather high rate when given warming hugs. These men disappear and become their husbands.

SELKIE

FAMILY: Mermaid • **TYPE:** Beastman

Habitat: Snowy regions (in and near the ocean)

Nature: Strong-willed, stubborn

Diet: Carnivorous (favors fish and wild animals)



THE SELKIE IS A VARIANT OF THE mermaid (MGE I, p. 114) that looks much like a woman in a seal costume. Selkies consume fish and wild animals, and while they belong to the mermaid family, they hunt actively on both land and in the sea. Their thick, costume-like skin is impregnated with mana; it allows them to live in freezing waters, swathing their entire body in warmth simply by being worn—for selkies can both shed and reattach this skin. Without it, they look so much like beautiful human women that it is difficult to tell the difference by appearance alone.

Selkies tend to wear a strong, confident expression and are stubborn. As far as monsters go, they are not very proactive when it comes to procreation with human men. However, this is due to the warm relief they get from the outer skin that enfolds them. When a selkie sheds this skin, the loss of the heat that usually protects her body causes unease and loneliness to gather in her soul. She feels a chill that neither her body nor her soul are prepared to withstand. Eventually, the chill overcomes her usual stout confidence, and she shows her true, lonely neediness. Though she might ordinarily behave stubbornly toward men, it is a different story when she is without her skin: unable to bear the cold, she will likely seek intercourse to obtain a man's warmth.

Thus, one should take care around selkies who have shed their skin. They do so regularly for long periods in order to groom their fur; it is advisable to stay away from them during this time. On occasion, a selkie's outer skin may also slip off or be damaged during hunting, causing the selkie's attention to shift from a wild animal to a human man.

Once a selkie has known the warmth of a man, she loses her ability to hide the cold of her heart beneath her skin and may begin to incessantly seek a man's warmth. Once she has a husband, the pain of not being held in his cherished arms is unbearable; she comes to desire the warmth of his embrace at all

times. She then follows her true instincts and clings to her husband, pleading for his sex so her body and soul can be filled—in the literal sense—with sweet, thick heat.

A selkie's outer skin expands and contracts to perfectly fit her form and moves like part of her body. She can even wrap her husband up in her fur to protect him from the cold—or rather to stay in his arms. As such, many couples spend day and night together in the shelter of the selkie's fur.

The experience is very pleasant for the husband as well. Their congress sends a tickling heat through his abdomen, filling his whole body with warmth thanks to the containment provided by her costume. He may fall asleep with his arms yet around her and his penis still inside her. It is reported that some couples use the skin as more than just a nightly sleeping bag. Instead, they embrace and unite in it all day long—even while hunting.



WHITE HORN

FAMILY: Centaur • TYPE: Beastman



Habitat: Snowy fields and mountains

Nature: Peaceful, passionate

Diet: Omnivorous (favors grasses and vegetables)

WHITE HORNS ARE A VARIANT OF THE centaur (MGE I, p. 74) that live in cold areas, distinguished by large horns tinted snow-white at their tips. Compared to other members of the centaur family, they have quite a lot of fur, which makes their sizable half-human, half-horse bodies suited for pacing through the snow. Because they flush their bodies to increase their temperature and protect themselves from the cold, their flesh and expressions always carry a faint blush. This lends them a sensual aura of heat.

White horns are placid and relatively rational for monsters. While their bodies are ever rosy, such a state is normal for them and is not enough to provoke an attack on men. Indeed, they are friendly and kind to humans. Reports describe white horns who have offered their backs to humans struggling across snowy roads or mountains to help them avoid the dangerous conditions. In pro-monster states where relationships between humans and monsters are quite progressive, white horns are often well-integrated into society—to the point that they occupy stations at potentially dangerous locations in order to carry people safely across.

Though the monsters of cold climates are known for exposing a surprising amount of skin (considering the low ambient temperatures), white horns are a rare race that often wears heavy clothing. Like other aforementioned monsters, white horns have no problem functioning seminude in the snow. However, their bodies flush with increasing heat the colder the chill of their surroundings. Thus, they dress warmly out of consideration for men who might otherwise assault them due to the heat of the white horns' bodies.

Even so, some circumstances—such as getting caught in a sudden blizzard—force a white horn to heat herself more than normal, to protect both her rider's life and her own. Such warmth may inflame her passions. A white horn will advise a man to keep his

body as close as possible while riding her—for protection against the cold. However, they speak with heated breaths that may lead men to misunderstand, and rub and massage them more than necessary. These actions have been known to flush their bodies for reasons *other* than the cold.

As a consequence, they are inflamed once more. A white horn in such a state will not attack the man in the snow—not until they have reached safety, at any rate. She takes him to the station, where lodging facilities are provided, and unloads her heat upon him. While she is hot, her body, breath, eyes, and words all give off warmth, a heat that destabilizes and impassions her. The act begins with a soft, warm embrace that soothes the man's frigid body at once. Next, the white horn kisses the man deeply enough to melt both their mouths. She thrusts her hot, wet tongue 'round and 'round his mouth so that a warming sensation exudes from within the man's flesh.

The pleasure of their twining bodies placates his snow-chilled form until he feels as if he is about to doze off; he releases his body to the white horn's glow. But the warmth of her mouth pales before that of her vagina. Its heat and pleasure engulf his member, making him feel as if it is melting. The joining and colliding of their flesh is blissful, but being wrapped in and warmed by the insides of the white horn is what brings him rapture. Most men, apparently, cannot forget such a night, so fervently did they dissolve into its heat and forget their lack of warmth. As a consequence of this, such men choose to live with the white horn as her husband. Once she has obtained a mate, her body flushes still more pleasantly with thoughts of him, and she warms him with hot, yielding coitus every night.



GLACIES

FAMILY: Spirit • TYPE: Elemental

Habitat: Snowy regions and
the palace of ice

Nature: Calm, strong-willed

Diet: The essence of
human men



THE GLACIES IS AN ICE ELEMENTAL that wields the power of ice and cold. Glaciers are formed by the awesome power of the ice queens, who rule over the lands of snow (p. 76), and are their faithful servants. Succubus mana gives all monsters the power of the sex fiend, but the succubus mana possessed by the glaciers is frozen by their ice mana. As such, they have none of the affection and desire for men that is found nearly without exception among monsterkind. When interacting with men, their attitudes are as cold and harsh as ice, never showing more interest or concern than required.

Glaciers attack humans to feed on their essence, but they do not extract essence through sexual intercourse like other monsters. Instead, they release cold air produced by mana, which freezes their prey's hearts and drains essence from their bodies. As the ice queen strictly instructs glaciers to not take human life, their cold air never kills. However, an intolerable sense of loneliness and desolation visits the people whose hearts have been frozen by them. As a result, these people seek the warmth of the opposite sex and desperately offer their



When a glacier's ice is thawed by the man she loves, her eyes and breath turn hot. She gazes with a dreamy joy upon the warmth of her husband's body and essence.

bodies to the glaciers. Monsters exposed to the cold air are similarly affected. To warm their frozen hearts, they seek hot, sexual congress with men even more than usual.

Though a glacier may possess a manner frigid as ice, it is possible for her succubus mana to thaw and become active. This may happen if she spends a great deal of time with a particular man or if she absorbs masses of essence from the same person after repeated contact. As her succubus mana gradually thaws, so too does her frozen heart, softening her attitude toward the man in question. As her interest in him begins to flourish, her monstrous desire and affection emerge from the ice, as well.

She feels hesitance at the changes within her, but eventually comes to long for his warmth and pine for his sex. If she takes in his essence directly through kisses or coitus, the heat will at last melt her heart completely and awaken her monstrous nature. Once the burning, syrupy succubus mana is freed from its glacial cage, it merges fully with the ice mana. Thanks to her uncooling love and desire for her husband, the mana will never freeze again. The glacier folds her body against his to exchange love and pleasure. Hot essence pours into her body, and her monstrous joy melts forth. Once her body and soul know this joy, they will never again accept the essence as it was once taken, freezing as ice by her frigid drafts. From then on, she acquires it only through hotly copulating with her husband.

Thus, glaciers have bodies of cold ice, but warm up as their succubus mana thaws. When fully defrosted, their forms are said to be as gentle and temperate as that of a human—though their interior is even hotter. A glacier's once-chilly expression and tone toward her husband takes on a constant fervor that cannot be hidden. When they join in carnal union, her heart is filled with warmth, knowing he is inside her. A scorching heat sears through her lower body—proving just how much that warmth rouses her—and brings her husband to orgasm.



ICE QUEEN

FAMILY: Spirit • TYPE: Elemental

Habitat: The palace of ice

Nature: Cold

Diet: The essence
of human men



ICE QUEENS ARE POWERFUL MONSTERS that live in palaces of ice, deeper in the mountains than men dare tread (p. 78), and rule over the world of ice and snow. It is said that frigid regions owe their wintry nature to the presence of these monsters. They fill the air with a heart-piercing cold; their very breath forms blizzards. Their chill freezes their hearts; they hold no concern for humans, no love or desire for men. Someone on the verge of hypothermic death can be placed before an ice queen, and she will remain unmoved except to coolly call her servant to ensure that the Overlord's law is observed, and the human does not die.

An ice queen can observe her entire realm from her throne. Her blizzards freeze all living things in the realm to feed her with their essence. Thus, an ice queen rarely leaves her palace. Sometimes, however, when she observes a human and a monster—each made lonely and desolate by her chill winds—making love to quell their pangs, her frozen heart is moved then, just a bit. Without understanding why, she recreates the scene, chilling another man and woman with her frosty breath.

Her drafts grow more powerful the closer one gets to her. To stand before her is like being locked in ice. Enduring such cold leaves one in heart-freezing solitude. Even monsters who live

in the land of snow cannot go before her without drawing their husbands close to confirm their love. As such, before a man nears the queen, he will almost always knock indiscriminately on the door of any other monster for company. Thus, it is not often an ice queen has a chance to discover for herself what it is that moves her heart.

When a man *does* manage to reach the ice queen, his heart is sure to be frozen and hollow. He can only reach helplessly for the queen before him, who neither welcomes nor refuses him. She does nothing, only lets him do as he will. In no position to hesitate, the man likely embraces her, rubs against her, playing with her body in search of her warmth. Her attitude remains unaffected—until the man places his lips upon hers. This brings about a dramatic change.

Essence delivered from the man directly into her mouth is unlike the cold essence she usually consumes. It warms her heart. Even as she squirms, the man—finally able to touch her warmth—pushes his fiery member into her despite himself, for more heat. The flame of his penis and essence pour into her body, warming her frozen heart until it thaws. With every thrust, a sound escapes her lips. Heat collects in her utterance; her radiance grows. She puts her arms around him as he fills her; she wraps her legs around him, steals his lips, shakes her hips, and seeks his heat for herself. As they each become one half of a couple drawn together by mutual desire, she realizes what it was that moved her.

Still, the queen's ice magic is so strong it can easily freeze her heart again—even after being thawed by her husband. But once she has known the joy of his thawing passion, she will never forget her feelings for him—even if her heart again becomes incapable of responding to anything else. To him alone, she will open her heart—and her legs—in pursuit of his warmth. In fact, she is fearful of letting her heart freeze again; the thought of being without his heat is unbearable to her. So, with no special intention, she wraps his fingers and lips in hers and remains ever in her bedroom to fill herself with his fervent essence.



When holding her husband in her arms, the queen shows an atypically peaceful expression. Only her husband may experience the warmth of her body and soul.

THE REALM OF ICE & MONSTERS

MONSTERS HOLD ABSOLUTE DOMINION in environments harsh to humans. Much as in the realm of fire, monsters adapted to cold and snow live on the fields and mountains that are covered year-round by snow and ice. These monsters have characteristics that differ from those ordinarily found among monsters—and as a result, relate differently to humans.

1. Monsters That Melt Ice

Among monsters that live in the snow, there are races that have such high body temperatures and exceptional thermoregulation that the cold bothers them not. There are also races that somehow generate heat or draw it in from outside, races that are *themselves* composed of snow or ice—and so forth. All, however, are extremely cold-resistant and can operate with ease in even the most frigid of temperatures.

The key characteristic of such monsters is that they are—for the most part—less violent than other kinds. They are unlikely to attack humans without provocation. These races also tend to be kind and warm-hearted—rather unlike the snow and ice that blanket their lands. They wander through the wintry landscape in search of human men—not to attack them, but to warm and aid those traveling through the mountains, and to make sure that no one is in trouble. Therefore, the more cold, blizzard-swept, and dangerous the climate is for humans, the more active it is with monsters looking for men. The magic that enwrathes them possesses a warmth that protects men from the cold. That said, these monsters will aid anyone they find in distress, man or woman.

Though monsters of the snow are not hurt or constrained by the cold, they can still *perceive* it. Strong winds imbued with the power of ice elementals, or wild flurries of snow, will

freeze a monster's heart first and foremost—assailing them with a sense of isolation and anguish. The extreme climate causes them to long without end for the warmth of humanity and the touch of manhood. As a result, when such a monster obtains a man, she will likely spend the entire day joining her body with his so that they can share each other's warmth and no longer feel alone. It is warmth that fills these monsters' hearts. As such, they tend to strongly favor behaviors that remind them of love—such as the whispering of amorous words—regardless of whether sexual activity is involved.

The frozen body of a human man will be warmed and soothed by the heat of such monsters' intimacy. When he becomes an incubus, he is able to maintain the bodily fervor granted to him by his partner and her mana, which dwells within him. By copulating with her and forever basking in the afterglow of her body, he becomes capable of operating in cold and blizzards, just as she can—climes a mere human could not withstand.

2. People Huddling in Snow

While the teachings of the Order of the Omnipotent *have* spread to such harsh, snowy regions, the first concern of the humans there is not the monsters who never attack, but the cold and storms that constantly assail them. Therefore, even an anti-monster state in such a region will rarely take the initiative to combat them. In fact, given the environment and the warmth provided by its monsters, more and more states are becoming *pro-monster*, choosing to live with them. Life in such states seems to be quite cozy, as the people snuggle up to their natural heaters.

Cults that follow gods other than the Chief Deity are also prominent. Bacchus, god of

wine (p. 96), is a popular deity of worship due to the cultural practice of attaining warmth through drinking. Eros, the goddess of love (p. 106), is also a favorite because the monsters like to remind people of love. Churches devoted to these gods can be found in major cities, and those suffering from the freezing cold can visit these establishments and receive wine or a warm room with entertainment from a monster. Until fairly recently, it was difficult to even get from one place to the other in these regions. But monsters have helped change this by aiding with the development of these locales. Thanks to beautiful fields of luminous white, statues and structures made of ice, as well as the warm hospitality of the monsters, many of these areas have become popular tourist destinations. Quite a few monsters say that it is their dream to have a wedding in one of the land's Erotist churches.

Deeper in the mountains lies the palace of ice, where live the ice queens. Thus, as one proceeds into the mountains, the storms and winds grow more fierce, and the land becomes progressively more inhospitable to humans. As described earlier, though, incubi can live with their monstrous companions in the mountains. There are also monsters, such as wendigos (p. 164), that live there in obscure, isolated villages.

3. The Palace of Ice

In the deepest part of the mountains lies the beautiful and august palace of ice, sparkling full of mana and crafted from translucent frozen water. The only ones who live there are the ice queens, who rule over the world of ice (p. 76), and the queens' servants—the ice elementals born of their power, the glacies (p. 74).

Sometimes adventurers come seeking items unique to the palace of ice and its environs. One such item is the "perpetual ice," which can remain unthawed even in a volcano. Another is the "rose of ice," an object so beautiful it

steals the hearts of all who see it. Elementalists visit the palace of ice as well, looking to make contract with ice elementals. However, the palace is always surrounded by the queens' frigid winds, which rile up violent storms. As a result, few humans manage to get close to the palace—most collapse on the road and are taken in and cared for by monsters.

As noted before, the queens' winds freeze even the hearts of snow monsters. As such, almost no one gets near the palace, whose expansive interior is always filled with silence. That said, there are cases in which a glacies' husband lives in the wintry residence. Thus, if one pricks one's ears, heated moans—a sound most incongruous with the palace of ice—can sometimes be heard coming from the chambers in which a glacies and her husband forever lie.



KIKIMORA

FAMILY: Wolf • TYPE: Beastman

Habitat: Human settlements

Nature: Devoted, earnest,
and peaceful

Diet: Omnivorous (favors the
essence of human men)



KIKIMORAS ARE BEASTMEN THAT LIVE to serve male humans and receive essence as their reward. They typically show up at the houses of working men and help take care of them. This kind of beastman has a devoted, peaceful disposition and takes joy in serving their chosen master.

Kikimoras perform all kinds of housework—from cooking, to laundry, to cleaning—perfectly. Their masters' likes, dislikes, interests, preferences, daily condition, and mood are all apparent to the kikimoras; they can adapt their careful service accordingly without needing to hear even a word. A kikimora even recognizes the state of her master's sex drive and makes sure to satisfy his wishes with lascivious carnal service—anytime, anywhere. Her master lives a pleasant and comfortable life, and in her support finds the strength to demonstrate his own abilities to their fullest.

Kikimoras do not often assault or seduce men. They even keep their own sexual tension at bay—unless it is their master's will to release it. This trait allows them to work for their masters with an aura of lovely purity. However, in the course of living chastely with her, a kikimora's master will typically be



Many masters of kikimoras touch them as they work. Their pure and modest appearance is itself a monstrous means of seduction.

driven by primal lust to defile her beauty with his own hands. It is unknown whether this is a natural instinct or a drive planted by the kikimora, but few men can resist it. Most will inevitably lay their hands upon their pretty maids and copulate with them.

Kikimoras rarely seem monstrous, but make no mistake—their bodies *are*, indeed, monstrous, made to serve and satisfy their masters: one taste will take a man beyond the point of no return. Soon, he finds himself putting his hands upon her even as she works. This is beastly behavior, yet the kikimora never resists it. If her master orders it, she will run her tongue along his penis with an entranced expression. If he pushes her down, she will open herself joyfully. Making her body of use to her beloved master is to her a fortune above all others.

Kikimoras look for men suitable to serve for the rest of their lives. Earnest workers are preferred, but there are many kikimoras driven to help slothful and dissolute men. This latter sort of kikimora works just as diligently to look after her master and mend his ways. However, this kind usually behaves in a more overtly monstrous fashion—perhaps a vestige of the previous Overlord's reign, during which kikimoras saw loafers as meat to be devoured. This sort of kikimora ingrains a strict rhythm into her master's life, making sure he—or his member—rises at dawn to breakfast upon a healthy and delicious meal replete with all the essential nutrients. She also ensures he has time during the day to receive regular, sensual service *and* that he retires early enough in the evening to benefit from her company. Over time, her master finds that he has become an estimable incubus worthy of being called her master.

It is said kikimoras once had wolf-like heads, and wings and bird legs like a harpy (MGE I, p. 50) but that they came to possess human features so that they could provide more proper and diligent service. They still have feathers on their wrists and avian scales on their feet, however.



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



DARK MAGES ARE MAJINS THAT COMMAND great magical power and an array of magical arts. They are often confused with the witch (MGE I, p. 184) of the Sabbat (MGE I, p. 186). There is a difference, however. Sabbat witches were once human women who then became monsters through the power of the baphomet (MGE I, p. 182) who leads the Sabbat. Dark mages begin as human women who possess a deep, monstrous craving like that of the monsters; upon seeking the power to fulfill it, they unconsciously draw in monster mana from their surroundings, and thus awaken as monsters. Unlike Sabbat witches, who are organized under the baphomets and use their arts to benefit the organization, dark mages—as women who have fallen to witchery due to their own desire—are generally hedonistic and egocentric. They use their arts almost exclusively for their own pleasure.

Dark mages customarily live deep in desolate forests and swamps, and keep hidden more often than not. However, when they do show themselves, dark mages are likely to wield magic to fulfill their desires. They stay exceedingly true to their own wants and are licentious in matters of sex; they act upon their monstrous lust for human men without hesitation, using any means to grasp those who catch their fancy. Dark mages use multifarious magic arts to inveigle their prey; they have even been known to bring entire villages into the monster realm for the sake of the men who live there. In some such cases, the dark mage set up a fort in the fallen village and turned all the humans there into monsters under her command—causing quite a disturbance. Most of the “wicked witches” of vile fame have not been Sabbat witches, but dark mages.

It is said that the forests and swamps in which dark mages live are usually enchanted so that men who wander in get lost and inevitably find themselves at the dark mage’s doorstep. Once the man is in her clutches, she casts

magic to make him desire her sex all the more and so both may attain their greatest heights of pleasure—*then* she copulates with him to fulfill her filthy needs.

The mage’s body, turned so salacious during the process of transformation that it embodies desire, beckons forth the man’s base passions. Through fornication, she acclimates her mana to his body. The more he is dazed by the pleasure of her form, the more effective her magic becomes—allowing the dark mage to stir his lust for her endlessly.

In this manner, dark mages seal the men they have taken prisoner into a contract of servitude. Once a dark mage has taken on a servant, she tends to remain in her dwelling even more than before, making impetuous and carnal love to the man who is now both her servant and her husband, sipping in his essence day after sordid day. Thus, the dark mage builds her mana and power. As her might grows, so too does her allure. Her desire for her husband and drive for magical pleasure similarly deepen in their depravity. The dark mage uses all of her mana and all of her arts to fulfill her desire—that is, to make her time spent with her husband even richer in rapture and ecstasy.



ARCH-IMP

FAMILY: Succubus • TYPE: Fiend

Habitat: The monster realm

Nature: Simple, selfish

Diet: The essence of
human men



THE ARCH-IMP IS A MUTATION OF THE imp (MGE I, p. 176) that carries vast magical power in her small form. Some arch-imps metamorphose directly fromimps via mana acquired through frequent sexual activity; others are *born* arch-imps if they have fathers who are powerful magi or heroes. Though they are quite similar toimps in appearance, their wings and tails are of a lighter pigmentation, and they have white in their hair. These features are observable in the Overlord and her daughters, which suggests the arch-imp enjoys an especially full measure of the Overlord's mana and is closer to her in nature than most of her succubic kin. The arch-imp's lascivious power is far more fiendish than even that of high-order monsters such as the succubus proper; her magical arts of allure and sensual techniques of stimulation are outstanding. However, her mental capacity is about as simple as any other imp; she attacks men according to her desires. In fact, a preponderance of arch-imps do not even realize that they are arch-imps and live inconspicuously among otherimps.

A man seduced by an arch-imp's magic



Upon being interviewed, this arch-imp ignored the questions posed to her and boasted, "This fine man does everything I ask of him! He gets hard whenever I desire and comes for me as much as I want!" Communication with such monsters presents perplexing difficulties.

sees her as unbearably charming, so delightful that he will want to spoil her. Thus, when the arch-imp comes begging for intimate relations, most men cannot say no and end up copulating with her just as she desires.

Arch-imps exude their magical charms unconsciously; they are unaware that they apply such arts. This ignorance is rather inconvenient, as an arch-imp will interpret his behavior favorably. More often than not, she will think of him as a generous and entertaining man willing to give her all that she desires—and so she takes him in a flash. Her body and her skills are those of a higher-order sex fiend, though she is unaware of this, as well. Even simply teasing and petting her lover wakes a pleasure in his body so keen that he becomes erect and ready to amuse her at once. Her vagina is so tight that a rush of pleasure nearly makes him spurt the moment she sinks onto his penis. If she pleads for him to come for her, he is likely to release his essence, right then and there.

Now that the man is more beloved to her than any other, the arch-imp's nagging turns more obscene. Her pleas and pleasure manipulate him into her abject slave, devoted to her from the bottom of his heart.

Imps are often summoned as servants by magi. On rare occasions, however, a magus intending to call an imp is bestowed an arch-imp instead. If he should mistake her for an imp and seal with her a contract of servitude, he will quickly find that he is not the master.

Arch-imps, with their vast magic, have a power common imps do not possess—the ability to turn human women into monsters. Being the tricky creatures that they are, arch-imps love to draw humans into mischief. When entertaining women, they will teach them games of pleasure, thus transforming them into imps so that their trickery can grow ever more fun. If a single arch-imp is allowed into a human settlement, it may not be long before a throng of imps—like playful, lecherous women—are causing the citizenry all kinds of trouble.



FAMILIAR

FAMILY: Chimaera • 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

FAMILIARS REPRESENT AN ARTIFICIAL race born into the world long ago by a mighty baphomet (MGE I, p. 182) with powers rivaling that of the Overlord. By now, the baphomets have established a method through which they can create familiars with relative ease. These monsters function as servants for the witches (MGE I, p. 184) of the Sabbat (MGE I, p. 186) and are also used to help spread the word of the Sabbat and solicit new members.

Familiars are smooth talkers. Due to their adorable appearances and affable behavior, listeners are disinclined to doubt their word. They speak of eternal agelessness and awesome magical power, all while singing the praises of the “perverse allure of diminutive monsters.” And yet—as men awaken to the charms a smaller form can hold, and women long to be monstrously slight—this beastly Sabbatic dogma comes to sound both reasonable and alluring. It has been whispered that familiars are actually treacherous, calculating monsters with an uncanny grasp of human behavior, their genial graces but an act. The truth of this, however, is as of yet unknown.

Generally, familiars are less skilled in magical arts than witches. Still, as magical *beings*, familiars have a great affinity for mana; their bodies contain a part of the baphomet’s vast magical power. They are capable of conducting the Rite of Spring, which can transform human women awakened to the faith of the Sabbat into witches. Familiars can also offer themselves as mediums, serving to amplify the magic of the little monsters who serve the Sabbat. Using mediums drastically enhances the arts performed by these monsters, drawing out their allure to its full potential.

A monster who has taken in the power of the Sabbat undergoes an enchanting transformation. Her aura becomes more guileless, more defenseless, stirring men’s desire to protect them—though she also exudes a charm that maddens them more than that of

a woman with a large, voluptuous body. The monster’s wiles are so irresistible that, once enticed, even the most fastidious moralist is likely to find his hands on her body and his member soon in her diminutive belly.

Familiars also apply their power to male devotees. Their monstrous essence becomes richer and slimier. In this state, it is better able to sustain the man’s supply of mana and to delight the body of the little monster who loves his essence above all else.

Though familiars belong to their witches, they *are* still monsters. Thus, if a familiar takes a fancy to a man, she will doubtless make his capture her top priority. Because familiars were made to exemplify the principles of the Sabbat, they love copulating with their men. A familiar will take in his member, too large for her slight form, her body soft and sweet, perfectly modeled on the perverse beauty of the baphomet. She squeezes his rod fiercely in her constricting vessel of flesh, teaching his body the meaning of perverse allure, reforming his mind to reflect the beliefs of the Sabbat.

While familiars are charged with bringing unmarried men to the Sabbat, witches who lack lovers frequently complain about how often the familiar has already made the man her own. As one might infer, the ostensible master–servant relationship between witches and their familiars is a weak one. In many cases, their true relationship is more like that of friends—some have even been known to share a man.



BICORN

FAMILY: Centaur • TYPE: Beastman



Habitat: The monster realm
and forests

Nature: Peaceful, devoted, and lustful

Diet: The essence of
human men

THE BICORN IS A VARIANT OF THE unicorn with lustrous black fur and two horns. Unicorns (MGE I, p. 76) become bicorns when their mana, which they have heretofore kept pure, is polluted with another woman's. There are two ways that this can happen. The first is if the unicorn makes love with a man who is not a virgin. The other is if her husband fornicates with another woman, thus taking the other woman's mana into himself. Later on, when he pours his essence into the unicorn, the other woman's mana will plunge into her as well. The introduction of this foreign mana changes the unicorn's into bicorn mana—and thus, her into a bicorn.

Like unicorns, bicorns are peaceful in temperament and graceful in demeanor. That said, they are also considered to be a symbol of impurity, due to their utterly wanton and wretchedly lecherous inner nature. And yet, they do not assault men. Nevertheless, they *are* adept at inflaming human males' passion for feminine flesh. A man targeted by a bicorn will



The bicorn's kisses are even more indecent than a unicorn's. They appear designed as a demonstration for those watching, to arouse the heat of the other monsters in the harem.

likely find himself unable to resist her sweet seduction and fall into the depths of her sex.

In contrast to the monogamous unicorns, bicorns prefer polygamous relationships in which their husbands have multiple monster wives. They believe that sex with many monsters helps drench their husbands in the corrupt carnality they so enjoy. Indeed—sharing the taste of her cherished husband with a vast harem is a bicorn's favorite pleasure. She loves to bathe in the torrid atmosphere created when masses of women lust for her husband. A cocktail of his essence, clouded with the mana of many monsters, is to her a libation unsurpassable.

Ordinarily, the mana that a monster pours into her husband marks him as hers and discourages others from targeting him. Bicorn mana, however, enriches the scent of his essence so that it tantalizes other monsters, encouraging them to fancy, and prey upon, her husband. Eventually, a human or monstrous woman will come along, be it one desired by her husband, or one who *desires* her husband—perhaps even the woman who catalyzed the bicorn's transformation! The bicorn then disciplines the woman and makes her into a monster lewd enough to accompany her and her husband as another member of his harem.

Should a bicorn's husband resist the idea of a harem, she will work to awaken and inflame his longing for other women, and thus set him onto a path of inconstancy. A bicorn's kiss, a symbol of impurity, floods her husband with mana. Her twisting tongue, her slippery saliva, all thrust his reason and morality into disarray. Every obscene lap of her tongue squelches through his oral cavity, licking away his mind's integrity, eroding his sense of ethics—allowing his promiscuous needs to take the stage. Every new monster to enter the harem proportionately diminishes the force of the bicorn's magic, which imposes a certain limit to the harem's size. A modest harem of five or six monsters, however, is but a small matter.



GAZER

FAMILY: Gazer • TYPE: Monocular Demihuman

Habitat: The monster realm and caves

Nature: Mean, haughty

Diet: The essence of human men



THE GAZER IS A QUEER-LOOKING monster characterized by a single, large eye upon her face and a great number of tentacles covered in eyeballs. Gazers are higher-order monsters with fearsome power; their so-called evil eyes wield potent magic. Perhaps for this reason, the gazer's distinctive single eye has remained even after all other monsters took on feminine forms. Gazers tend to be mean, self-assured, and twisted; they often assume a mocking air toward humans and like to use their evil eyes to attack men.

The many bewitching, glittering eyeballs of the gazers unleash a wide array of magic arts. Of these forces, their power of suggestion is particularly strong. A gazer plants ideas in the mind of her victims by staring at them with her eyeballs, eliminating human revulsion and antipathy toward monsters—inspiring thoughts such as “I want to be assaulted by a monster,” “I want to assault a monster myself,” or “I want to *be* a monster.” The gazer's suggestion is temporary and fades with time. When the fleeting passions of these suggestions are followed through with, however, they tend to take root deep in the heart so that the manipulated victim turns into a sincere perpetrator.

When a gazer is especially fond of a man, she uses the eye on her face to cast even more powerful suggestions upon him. She eliminates his revulsion toward single eyes and plants ideas in his head, such as “The single eye is truly a sensual and seductive organ,” or “Single-eyed women are ideal partners for reproduction.” As a result, the man becomes inescapably attracted to the one who possesses the single eye. One look into it arouses him so much that his breath becomes ragged, and his member becomes painfully swollen and hard. He is thus unequipped to fend off the gazer when she attacks him for his sex.

The touch of her pale skin feels like it will remain with him forever. During the act itself, she applies her flesh in a demonstration of implacable attachment to him, claiming his

penis in a sticky grip and raining upon him a depraved and unrelenting slurp of pleasure. After experiencing the taste of her body and its pleasure, his erstwhile revulsion toward her single eye seems never to have existed. He becomes her slave, and her suggestions regarding her single eye become truths that stay in his heart.

Though uncommon, there are cases in which the gazer's man has never seen single eyes as revolting—and sometimes even favors them. In such cases, her suggestions may impel him into an uncontrollable fury of passion. Restraint broken, he demonstrates an incubic level of force and lust, giving free rein to his urge to violate the ideal woman there before him. His depredation is likely to continue until a mess of semen has slicked her tentacle to toe—until pleasure has reduced her to goo, and her great eye can no longer see straight. Strangely enough, it is said that in such circumstances, gazers' expressions exhibit relief and gladness. Perhaps this stems from such men's acceptance of their single eyes.



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



THE PARASITIC SLIME IS A STRANGE monster, even for a member of the slime family. Parasitic slimes feed on the semen of men but cannot assume the form of women. Instead, they infect human females and use them to assault men on their behalf. While they often live in caves and ruins, they will also creep into freight and thus infiltrate human settlements. They hide in places such as narrow crevices and inside armor. When a human woman approaches, they cling to her and enter her body.

When a parasitic slime takes residence in a human woman, the slime thoroughly disciplines her body with pleasure in order to acquire more essence. The slime flows and crawls all over the host's body, granting her continuous pleasure and awakening her form's inherent eroticism. Her skin becomes softer, lewder, and more sensitive to pleasure now that it is perpetually covered in sticky fluid and bliss. To arouse her lust, the slime climbs inside the host, filling her throat, her stomach, her womb—fusing into her very flesh so that the monster is a part of it. Then, as pleasure melts the host's mind, the slime restructures many



Removing the visible slime does nothing. It was said that this girl's foul temperament grew much more pleasant after she was saved from such a monster. But ignorance of her hidden, monstrous nature would lead to grave consequences indeed.

of her body's human organs into monstrous organs of essence extraction, all ravenous for essence and erotic delight.

Trampled mercilessly from the outside in, pleasure overcomes the host and disperses her human reason and intellect. Once the contents of her head have been rendered an amorphous ooze, she releases herself to the slime, seeking ever greater pleasure. The slime's monstrous love and desire for men merge themselves into her mind, replacing her old thoughts. She is then reborn as a monster known as the slime carrier, which possesses both a human's acumen and cogitative capacity *and* a slime's lascivious attitude, mired in love and pleasure.

During the host's training period, the slime sips her essence and—once swollen enough for the host to mount—carries her about in search of prey. It is said that, should the host already have a man she likes, the slime will read her mind and head for him at once. When they find their prey, the slime uses the host to seduce, or lure, him in. When he attempts to save her, he is pulled into the slime: a bed upon which he copulates with the host.

The slime–host fusion facilitates the transmission of pleasure and promotes efficient essence intake. The host's body may look like a human's, but in actuality, it is just like the slime's: a reproductive organ entirely adapted to be drenched in essence and bliss. When essence enters the host, the slime enmeshed with her flesh carries it everywhere—from head to toe—and in turn amplifies her perception of pleasure. When this pleasure courses through her, it is said to give the illusion that her body has given over its human form to that of a sludgy mass.

Meanwhile, the parasitic slime infiltrates the host's mind in order to automatically take care of movements and errands—as well as the elimination of adversaries, should the need arise. The slime removes the host's need to respond to such matters—or even to be aware of them—so she can devote her body and mind utterly to the carnal delights she partakes of with her beloved husband. To share this happiness with other human women, the slime will even divide to create more of its kind.



SATYROS

FAMILY: Satyros • TYPE: Beastman

Habitat: Forests and grasslands

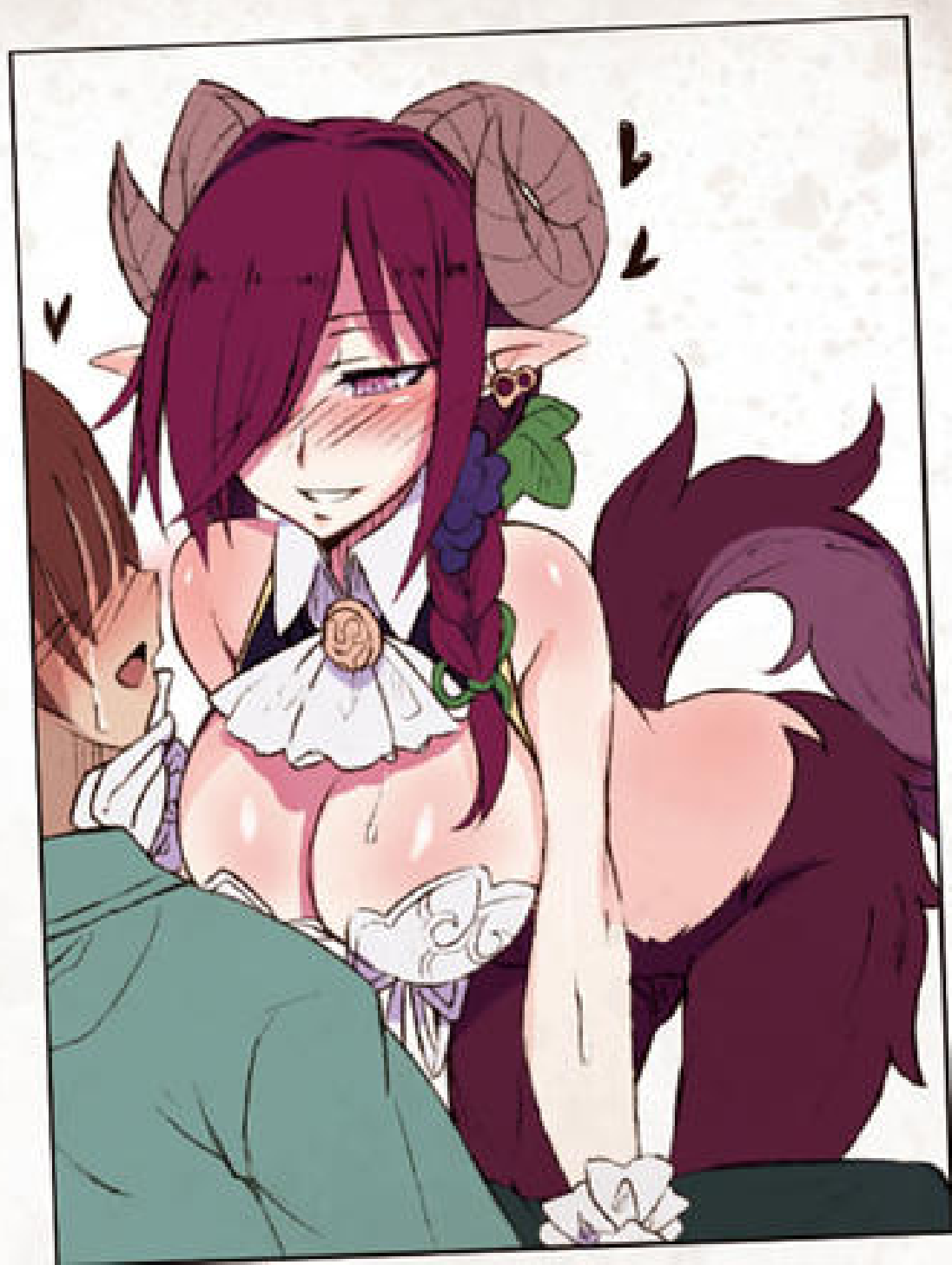
Nature: Cheerful, lustful

Diet: Omnivorous (favors wine and fine pairings)



THE SATYROS IS A GOAT-LIKE BEASTMAN in service of Bacchus, god of wine (p. 96). True to the teaching of Bacchus—who states that “One’s true and best form is that which is revealed through intoxication”—satyroi are hedonistic libertines. They love music and wine, frolicking day after day while drinking and playing the pipe. They are also gregarious, friendly with humans, and frequently offer to share wine with any they meet. However, these actions are actually motivated by their extremely lustful and man-crazed monstrosity. In almost every case, satyroi ultimately persuade men to become inebriated so that they may lie with them.

The pipe-playing of the satyroi is blessed by the god of wine; those who hear its timbre are entranced into a pleasant intoxication like that of a fine wine. When a satyros presents her music to a man who has drunk wine, even the strongest drinker finds himself falling into a pleasurable stupor. The satyros, having a certain way with words, offers up a



The tone, mannerisms, and heady scent of a satyros are all enough to intoxicate a man so that, even when pressed to the ground as shown above, he will allow her advances like an innocent maiden in love.

number of sweet, smart whispers. With those murmurings and kisses redolent of wine, her heady charms sweep away his heart and carry it toward her sex. Like an innocent maiden lost in love, the man becomes drunk on the tones of her pipe and the intimations of her affection, and lets her take him as if it were all a dream. The love she makes is sweet in its gratification, like a gentle guide, but also feels as if it is washing away his body. After that unforgettable night, the effect of the wine may fade, but his intoxication with her will likely remain forever. Generally, a man will allow the satyros to care for him as a partner thereafter, and live his days drowning in the sensual nectar of her wine and body.

Satyroi also seduce women. As with men, they intoxicate women with wine, music, and sweet words, entrancing and inviting them to copulate. Any woman who falls into the clutches of a satyros will soon learn the savor of wine and the flesh. Even the most gentle of ladies will undoubtedly exhibit their innate license for sex and sensual glee. Once such women know the euphoria of wine and sex, they often devote themselves to Bacchus—some, with Bacchus’ blessing, even become satyroi themselves and go on to live freely, drowning in wine and companionship.

Satyroi do not only *drink* wine; they are also devoted to improving its production. Like their pipe-playing, the “satyros wine” they produce is of the highest quality, never inducing sickness—only a comfortable elation. Apparently, if it is imbibed by a man and woman who have feelings for one another, its intoxication will lead them to lay bare all the love and lust they have kept hidden—and they will inevitably stride on past the point of no return. The wine is also quite popular among monsters.

THE GOD OF WINE

HUMAN SOCIETY'S MOST DOMINANT religious faith is that of Omnipotentism—that is, devotion to the Chief Deity, who created the world and humanity. The Order of the Omnipotent, which promulgates this faith, is a massive organization that can be said to rule over the human world with almost utter hegemony. However, there are several deities other than the Chief Deity who also live in the divine realm and are worshipped by humans and monsters. Among them, Bacchus, god of wine, is particularly idiosyncratic. The following is an introduction to Bacchus and Bacchic teachings.

1. Bacchus, God of Wine

Bacchus is a middle-order god who rules over wine and intoxication. The god is believed to be mild and sociable in disposition, an easy and hearty deity who does not make much of trifles. Accordingly, Bacchus's teachings, and the church that worships Bacchus, are characterized by a loose discipline and a free spirit. The god is neutral in stance and blesses monstrous adherents as liberally as humans. Bacchus is also believed to drink with many of the gods in the divine realm—thus possessing rich connections.

Many legends tell of the god of wine descending from the heavens to teach humans how to make wine or to drink with humans and monsters. Many people have tales of having drunk with one called Bacchus. In their reports, Bacchus is a virile god possessing a mature frame and stout heart. Other reports describe a divine lass, well endowed, but weary in manner, and already drunk by the time of their meeting—a lass more approachable than initial appearances might indicate, and quite loquacious (or, alternatively, a good listener), and fond of contact with the opposite sex. The discrepancy in these accounts can most likely be explained by Bacchus having two forms. It is also possible that the stories themselves are mere braggadocio or that individuals who claim to be Bacchus are really just drunk tellers of tall tales.

2. Tenets

The following are a few of the teachings of Bacchus.

“Drink wine to give life, joy, and color, and to feed the energy needed to live each day well and virtuously.”

While Bacchists believe that a good and righteous life is one lived with virtue and dedication, they also think that even the best of people grow weary when they spend all of their effort on acts of charity and take no time for breaks, creating a self-defeating rebound. All humans have a dark side, and living with dedication inevitably catalyzes an accumulation of wrath, sorrow, grudges, and envy. To effectively resolve and eliminate these tensions, life needs the joy and color of wine; as an essential diversion and restorative, it gives life rhythm. This is the most central tenet of Bacchism and the guiding principle of life as a Bacchist.

“Exchange wine and words to seal your friendship.”

These words emphasize the importance of showing geniality to others and engaging them in conversation to exchange opinions. Bacchists believe that wine and words should always be exchanged before turning to combat—though they do not repudiate battle out of hand. When words fall on deaf ears, the force to defend oneself and bring the other side to the bargaining table becomes necessary. Grudges generated by such conflicts and disputes, then, must be cleared away by sharing wine and discussing feelings.

Bacchism allows for wine's power to help favorably advance negotiations or to persuade a member of the opposite sex. However, it also recommends that monsters achieve carnal union with men not through intoxication and assault, but by instead exchanging wine and words to create an atmosphere conducive to seduction.

“Be not grudging of your wine, for wine is to be shared.”

These words imply that, just as one needs diversion in one's own life, so too do others—and so, if an individual is fortunate, they should share their comfort as much as they can without becoming unhappy themselves. This is not mere charity, though. The word “shared” emphasizes the virtue of a mutual relationship, after all, and denigrates a one-sided rapport. It is critical that the one who's been offered a hand extends one in return.

As much as one might like to be good to everyone, it is difficult to give endlessly without recompense. Charity should be given where it is due, one good turn for another, so that benevolence can be comfortably sustained. This teaching is fundamental to the life of the believer.

“One's true and best form is that which is revealed through intoxication.”

Though it is often said that wine brings out the worst in people, these words assert that everyone has aspects of weakness and darkness—and that such aspects should be accepted as their true nature. This tenet is a resolute appeal to the generosity of spirit, to encourage people to accept themselves—and others—for who they really are. There are those who truly behave badly under the influence of wine (lashing out in violence, for example), but this behavior should be recognized as a truth of their character. Instead of glossing over these aspects, this Bacchic teaching demands that such people work to better their underlying nature.

There are also people who become profligate in matters of pleasure and sex when drunk. This, however, is considered a natural human need and not a shameful or unclean behavior. It is thought that people should openly release their desires in order to drive themselves forth with the energy needed to live.

Bacchism is considered a denomination of Omnipotentism, which holds that all gods (excepting those who betrayed the Chief Deity and banded with the monsters) serve the Chief Deity and that worship of her divine servants constitutes worship of *her*.

(Those who do not support worship of the Chief Deity, however, may be branded heretics.) Bacchists maintain this position publicly, but none of their scriptures mention monsters as enemies of humankind.

Finally, though Bacchist discipline is relatively lax, Bacchism forbids the abuse of wine to deprive a person of consciousness for purposes of robbery or rape.

3. The Blessings of the Believers

The followers of Bacchus are generally known for their kind geniality. They live true to Bacchus's instructions for a rhythmic life and propound the god of wine's exhortation to live with ease. Their style of negotiation—asserting their own beliefs, while also listening carefully to dissenting opinions—is renowned. In considering how to maximize their own benefit, they find options that are profitable for both parties. Bacchist churches regularly hold wine celebrations for both the congregation and the public, and perform charitable activities that provide food and wine to the starving. Because they disapprove of one-sided charity, however, they also assist derelict attendants in finding employment.

Bacchus promises believers the blessings of a strong tolerance for alcohol, pleasant times spent sharing wine that fulfills the lives of all involved, and successful friendships and partnerships that cross the lines of nation and race. As such, Bacchus has many adherents among tipplers, winemakers, traders, and diplomats—as well as among humans, dwarves (MGE I, p. 102), and goblins (MGE I, p. 24). Bacchism is popular among monsters for its concordance with their lifestyles, affirming their desire and helping them share pleasure and love with men. Bacchus blesses monstrous adherents with pleasant and blissful carousing—which contributes to sexual arousal in the activities that follow. Of all the monsters, satyroi (p. 94) in particular serve as the priests and missionaries of the god of wine. Despite all this, the Order still approves of Bacchism as a non-heretical faith.



GANDHARVA

FAMILY: Harpy • TYPE: Avian



Habitat: Mountains and deserts

Nature: Cheerful, lustful,
and passionate

Diet: Aromas and the
essence of human men

THE GANDHARVA IS A LARGE VARIANT of the harpy (MGE I, p. 50) with wings of gold. A master musician that worships Eros, goddess of love (p. 106), the gandharva is in some regions considered not a monster, but a divinity. Gandharvas are unique in that they feed on aromas, and they themselves carry a rich fragrance. They are cheerful and love music exceedingly, but are also concupiscent and terribly fond of men. Along with their beautiful notes and fragrant aroma, Gandharvas ooze sexuality so as to seduce them.

Gandharvas' alluring melodies speak directly to the instincts of the living and shake their emotions. Heroic tunes arouse people's hearts, and gentle compositions soothe them. Amorous songs arouse immediate, intimate demonstrations from lovers and couples, and lead pairs blooming into love to realize their affections. The gandharvas' fragrance warms the bodies of all who smell it, lifting them into a pleasant glow. Her scent grows in sync with her excitement, reaching such a pitch that a mere hint of it against the nose may cause a concentration of blood and heat in one's genitals, and an enveloping rapture intoxicating as a fine wine.

Records show that, in one particular country, the gandharvas' melody of love halted a conflict upon the battlefield. Their sensual sound flowed across the field, spilling love into the hearts of all who heard it; the gandharvas' wafting scent caused the love of those who smelled it to brim over with lust. The soldiers thought of their families and lovers and lost the will to fight; many men and women on opposite sides became lovers. Thus, on the grisly field of war, love was exchanged between humans and monsters so that it became a field of orgiastic pleasure, accompanied by the sticky harmonies of liquid percussion and dulcet tones.

Gandharvas' lovely forms and voluptuous flesh are not their only charms. Everything they are, including the notes they play and

the scents they carry, is equipped to seduce men. Their magnetism enters the hearts of men through every sense—from sight, to hearing, smell, and touch—and entralls them with ease. Wrapped in a comfortable, sensory domain, men yield their bodies to these melodious monsters and drown in their carnal delights.

A gandharva's scent only pleases her husband's nose further the more they copulate. But for the monster herself, for whom scent is sustenance, the smell of her lover is a maddening delicacy. Their bodies crash together, but his essence is not enough for her, so the gandharva digs her face into his every cranny, filling her heart with the aroma of the one she loves.

Though gandharvas are prodigiously libidinous monsters, they are also considered guardians of maidenhood. The perfume made from their fragrance lends ladies who wear it a strange appeal. Men hesitate to sully them, while their own desirous and fanciful impulses are suppressed so as to protect the ladies' chastity. However, the perfume is ineffective on her true love, for whom the fragrance provokes a storm of lust. Its fumes transform into monstrous pheromones that burn his body and soul, intoxicating him.

Thus, rather than guarding her maidenhood, it is more accurate to say that the perfume delivers it reliably to the man of her dreams. Gandharvas protect such maidens to ensure that they are joined with their true loves in the name of the goddess of love. Humans and monsters who properly understand the effects of the perfume use it in the correct way—to mark their chastity or their master. However, there are also many stories of it being used mistakenly by female knights and noble girls who value abstinence.

APSARA

FAMILY: Spirit • **TYPE:** Aquatic Demihuman



Habitat: Waterfronts
(such as beaches,
riverbanks, and lakeshores)

Nature: Lustful, cheerful, and peaceful

Diet: The essence of human men

APSARAS ARE A RACE THAT VENERATES Eros, goddess of love (p. 106); they dance in honor of sexual love. It is held that, long ago, the goddess of love produced a miraculous elixir of eternal life and beauty at the command of the greatest gods. In the process, her mana mixed with a sea, rendering it a white “ocean of milk.” From this ocean of milk, the apsaras were born, water elementals surrounded by a sweet, milky fluid. Deeply loving and lustful, they use their beauty and dance to ardently seduce human men in the name of the goddess—filling them with love, flesh to flesh. As their seductions are used as a trial for heroes or saints within the sphere of the Order, harming them is forbidden in many countries.

Their dance of love is honed to wash their bodies in the passion of human men; it emphasizes the sensual beauty of their proportions and steals the hearts of all who look on. An apsara’s every move inevitably draws men’s gazes to her face, breasts, crotch, and even her armpits, legs, and fingers—crafting every bit of her into a sexual object that a man might lust for. Dance is a constant in an apsara’s life; even casual, routine gestures become as graceful and provocative as a proper performance, the better to draw men’s lecherous gazes. One man is said to have fallen under an aspara’s thrall simply from the rhythmic waving of her hips as she approached him. Another man’s fetish for dainty underarms was apparently awakened by an apsara’s mere nonchalant wave, and it wasn’t long before he was inside her.

And it is those who have penetrated an apsara who know their greatest beauty. The sweet pleasure of their bodies dissolves all thought as moans, wet noises, and the euphoric beat of hips accompany their lubricious dance. The thought of a man’s member losing its vigor while this dance unfolds before his eyes—that is, directly *upon* him—is considered quite implausible. Once he has seen it, the dance burns into his sight and thoughts,

never to be purged. Thenceforth, if her husband sees her make a single move suggestive of a dance, the obscene memory of that union will awaken, giving rise to uncontrollable, untoward thoughts about his lover. The apsara finds his torrent of craving endearing, and is likely to accept it gladly, thus dedicating her whole body to him in an offering of love.

At the weddings of Eros’ worshippers, apsaras surround the bride and groom, and present them with a dance. This “dance of blessing” enhances the charms of the newlyweds, drawing their attention not so much to the dancers, but rather to each other. Their gazes reflect only each other’s, hearts running over with love and lust for their dearest. As such, apsaras fulfill an important role in blessing the formation of a new couple and joining them firmly in carnal desire.

The elixir that Eros was creating on the eve of the apsaras’ birth, known as amrita, is supposed to grant those who drink it eternal youth and beauty and maintain the peak of their strength forever. The milk that surrounds apsaras resembles amrita but does not have the same level of power. It does, however, preserve the youth and beauty of those who drink it, granting them spry energy and the libido of their prime reproductive years.



HOURI

FAMILY: Angelic Being • TYPE: Angel

Habitat: The divine realm and human settlements

Nature: Cheerful, peaceful, and devoted

Diet: The love of human men



HOURIS ARE LOWER-ORDER ANGELS that serve Eros, goddess of love (p. 106). The hearts of these angels of love positively burst with it. They are gentle, kind, and sweet in disposition. It is said every part of them is pure—not only their beautiful forms and hearts, but their waste materials and secretions such as saliva and sweat, too. As a *houris* looks down upon humans from the divine realm, she may glimpse a man exhibiting admirable goodness and virtues. When she does, she swells with love for her future partner like a maiden in rapture. If the goddess commands a *houris* to descend to earth, the angel will become the man's wife and care for him, giving all the love she developed during her observations. She serves her husband as an ideal partner, as if to embody the goddess's teaching, "Good love for good deeds." Her every word and action brim with devotion, adoration, and compassion. Exposed to such exuberant expressions of love, it is said that her husband can only be wrapped in sweet, perpetual joy. On occasion, *houris* are also sent to save men who seek love but cannot find it. Many such men throw themselves before the goddess of love for salvation and do many good deeds in her name.

As angels of love, *houris* revere sexual intercourse as a communion of love and flesh, one of the most holy of acts. Throughout the delightful, indulgent lives they share with their husbands, both seek one another's pleasure spontaneously and consummate their love without effort. *Houris* are known as "eternal new brides"; their bodies are dedicated to offering their love to their husbands and bathing in his. Their figures stay fresh, juicy, and novel, no matter how many times they are deflowered. Their minds are equally untiring and never weary of love and coitus. Nor does their passion for their husbands fade: even when sex becomes routine, joining with the man they love is always accompanied by a joy not unlike the ecstasy of their first time together.

They act like innocent damsels, hearts racing, cheeks flushing. Such excitement is catching, and their husbands also find every coupling to be as thrilling as the first. Their lives together are thus suffused with an aura of sweetness that binds them together, forever.

As *houris* tend to be attracted to men who do noble work, there are times when multiple angels of love fall for the same man. Records tell of one particular man, regarded as a saint, who was visited by seventy-two *houris* but still continued to do good deeds even though he lived a life in which his member never had time to dry. It is said that the souls of women who die cherishing a fierce, unspoken love—or those who pass on, leaving behind a man most dear to them—may be reborn as *houris* under the hand of Eros. These particular *houris* retain the memories of their previous lives, loving all the deeper now that they are angels of love—and go to their men to show this to them.

Houris are not monsters, but rather proper members of the divine family. Some are monsterized, much as angels are (MGE I, p. 206), but monsterization makes very little difference in their behavior, and it can be difficult to observe the change.



CUPID

FAMILY: Angelic Being • **TYPE:** Angel



Habitat: The divine realm and human settlements

Nature: Calm, devoted, and peaceful

Diet: The love of human men

THE CUPID IS A MIDDLE-ORDER ANGEL that serves Eros, goddess of love (p. 106). These angelic monsters, gentle and quiet in disposition, love above all else to see men and women become happily united. Thus, in the name of the goddess, they grant lovers who are destined to be together undying, unquenchable love and the strength to fulfill it.

Cupids carry golden “arrows of love” capable of making their targets’ affections surge. Feelings once unnoticed even by those who held them rise to the surface. These faint tickles of affection then deepen into longing. The targets then realize just how much they have always loved the one their hidden attraction was aimed toward. Cupids also shoot pairs who have never been able to speak honestly about their feelings for one another, having missed their mark and opportunity time and time again. With the pierce of a cupid’s arrow, however, a sweet air surrounds them and they allow their love to be seen, exchanging it through words and skin.

Cupids also carry black “arrows of lead” that make the recipient thirsty for affection. Those targeted are overcome with a profound sense of loss and long for the love of others. Even the most insensible blockheads and proudest of egomaniacs—those who have never noticed the love they have been given, or those who love them—will be forced into awareness. At long last, they take note of the love others hold for them and feel gratitude seep through their every pore.

With these two types of arrows, cupids encourage the birth of loving couples—both human couples and the occasional human-monster couple. Part of the love their arrows rouse is sexual, that deep instinct to share intimate pleasure with a loved one, found within every living thing, male and female. Monsters happen to be beings specialized in making men feel this kind of love—the same kind that they feel, as it urges them to fulfill men’s needs with pleasure. Therefore,

a man hit by an arrow of love tends to swell innately with sexual adoration for monsters, awakening the beast within who wishes to fornicate with them. A man hit by an arrow of lead, meanwhile, will seek the sexual love bestowed so generously upon him by monsters and accept it with delight.

A cupid’s power of love is remarkably strong, even among the servants of the goddess. Many tales are told of its feats—such as causing a god to fall in love with a human. Many of these tales involve a cruel fate or tragedy obstructing the love instilled by a cupid, an obstacle insurmountable even by passion. Other stories often tell of a woman hit by a cupid’s arrow who chose to become a monster in order to be with the one she loved.

Cupids themselves hold love up to the same degree that houris (p. 102) do, but their ability to express it in words is not of the same magnitude. In order to convey her love, a cupid fires it into a man with one of her arrows. This method is similar to a love letter. She works all of her love and affection into the shaft, which makes its way directly into his heart—a distinctive manner of confession without words. Sometimes, however, that unspoken love is held for too long. The arrows of those holding it in make men’s hearts resonate with their overwhelming emotion. As a result, the men may enter a trancelike state or be rocked with a powerful sexual excitement that drives them to assault the cupid uncontrollably.

Perhaps because they have observed so many lovers—monsters included—cupids possess an enormous amount of sexual love. Once a cupid unites with her husband, it is likely she will quietly press her skin back against his, again and again, in an aura of sweetness. As with houris, cupids have been known to become monsters, but the difference seems to be negligible.

THE GODDESS OF LOVE

AMONG THE GODS WHO ARE NEUTRAL in position, Eros, goddess of love, is said to be the closest to the monsters. Her teachings are quite compatible with their thinking and actions, and many diverse, monstrous races worship her.

1. Eros, Goddess of Love

Eros is a middle-order goddess who rules over love. In form, she resembles the angels who serve her: beautiful, with tawny skin, pink hair that seems to express the love within her, and eyes lit from their depths with powerful love. To her, the affection that living creatures find in one another is beautiful; she gives her blessings to lovers and promises them love eternal. Eros enjoys watching humans and monsters love each other and is herself quite affectionate. She lends powerful protection to her believers when they encounter romantic obstacles so that they can thrive in adoration, and upon spotting those who are on the verge of union, she will assist them so their love may be fulfilled.

Her sympathy with the monsters, who overflow with love for men, is great. She stoutly supports their lascivious actions as expressions of authentic love and considers sexual intimacy and intercourse forms of true love. Eros grants monsters generous favors and aid so that they may join with partners. The Order harbors some doubts about her cult, as the blessings of love and pleasure conferred by her angels closely resemble monstrous doings. And as stated earlier, she is quite supportive of the monsters. Even so, the Order nonetheless accepts Erotism as a non-heretical denomination. The goddess of love is treated as a neutral entity among the gods, leading theologians to speculate that her role among them may be important.

Eros is known for revealing her will through oracles, leaving many direct records of her word. The scriptures thus compiled are not

only of great value and significance to theologians, but are also strangely popular among the laity, to whom the Erotist church distributes an immense number of copies. Monsters and young women are seen blushing while absorbed in them.

2. Tenets

The following are a few of the teachings of Eros.

“Embrace love, live in love, and love will save you.”

This passage is a foundation of the Erotist faith; it heralds the wonders of life that can be found by loving others. Erotists believe one should find traits worthy of love within whomever one is dealing with and tell them of it without shame. Affection from someone else is never detested. By cherishing and openly conveying love for others, one may hope to be affectionately repaid by them at some point. Finding and respecting someone’s virtues, rather than harping on their vices, may cultivate (both in oneself and in the other) a heart that lives in splendor, allowing an individual to face adversity with the help of sturdy bonds forged by love. Conversely, Erotists believe it unlikely that any good will come of clinging to stubbornness or shame and hiding one’s love from others. This idea is thought to have roots in Eros’ own impatience toward suppressed love.

“Good love for good deeds.”

This world is about as far from fair as it could get: loving others by no means guarantees love in return, and the daily practice of good deeds does not guarantee recompense. Though this may be the truth of things, it does not reflect what is right. If everyone came to accept this state as proper and inevitable, the world would one day have no one to love others and do good.

Therefore, Eros teaches that those who observe good deeds should always repay them with love and even more good deeds—in order to spread charitable people throughout the world. Houris (p. 102), Eros' angels, are the leading representatives of this way of life. The philosophy is thought to have roots in Eros' own wish—that all who persevere through romantic obstruction will find a happy ending.

“To those who hold love, golden love; to those who wreck love, lead-black loss.”

This passage stems from the arrows of the cupids (p. 104), those angels who serve the goddess of love. Their golden “arrows of love” amplify love, while their black “arrows of lead” eradicate it. The tenet above implies that believers who embrace and live in love will surely be blessed by Eros with fulfillment everlasting—while those who betray or ruin love will not be forgiven. These others will instead be punished severely, the love of others taken from them.

The teaching also suggests that one should not take others' love for granted, but appreciate it devotedly. This concept is thought to have stalwart roots in Eros' personal antipathy for acts of infidelity and the betrayal of love.

3. The Blessings of the Believers

Eros has many worshippers, not just among humans, but also among monsters who follow her teachings to embrace love and live in it. Believers do their best to grant love and kindness to all who show them love: their partners first and foremost, but also their families, friends, and even strangers—thus answering true hearts with true hearts. They seek partners with whom they can mutually exchange their deep love. As such, monsters find the faith quite amenable, as they convey their love more candidly, and with less reserve, than human adherents. They use their whole bodies to express affection while also appearing to show off their figures.

Culturally, Erotists do not only seek partners of their own, but also celebrate the pairing

of others—meaning that Eros' churches hold weddings day after day. The goddess of love grants her believers fulfilling love and perpetual bliss. It is said that the time Erotists spend with the opposite sex becomes ever rich and sweet. Their love sways the hearts of others powerfully, and all the while their own appreciation for the love of others grows more keen. Beyond all this, the pleasure of their lovemaking is enhanced as Eros blesses the amorous congress of their bodies. This is a major factor in the faith's appeal to monsters.

True to the words “Good love for good deeds,” Eros is reputed to send angels from her retinue to men who do good works, thus granting eternal love. Sometimes, she sends her servants to heroes and saints as a trial of temptation. Such servants include houris, the lower-order angels who faithfully serve Eros; cupids, the middle-order angels; gandharvas, the musicians who sing glory unto Eros (p. 98); apsaras, the dancers of sexual love (p. 100); and others. Though their behavior is quite like that of monsters, they are not considered monsters, but respected as divine messengers of Eros.

In recent years, the cult of Eros has been growing, particularly among monsters. More and more Erotist churches are cropping up throughout the world. There are even some states adopting Erotism as their official religion. Believers come to Erotist churches with their partners, and hold weddings and give prayers to heaven in order to affirm their mutual love. Pious men who attend alone are always warmly welcomed by priestesses and sisters full of affection. These priestesses and sisters are not always human, as gandharvas or apsaras occasionally fulfill this role, and sometimes even the angelic houris. Confession to Erotist clergy tends to quite resemble talk of love—and in some cases, the priestess or sister promises to give the confessor her love right then and there. In such situations, it is said that the confession booth becomes a place for a just-formed husband and wife to affirm their mutual adoration.



VALKYRIE

FAMILY: Angelic Being • TYPE: Angel

Habitat: The divine realm

Nature: Calm, earnest

Diet: The essence
of human
men



VALKYRIES ARE MIDDLE-ORDER ANGELS, warriors of the divine realm in the service of the gods, possessors of great valor and noble spirit. A valkyrie swears fealty to the god who is her master and, guided by the divine voice that speaks directly to her mind, accompanies a fated hero. She encourages him to wake to his potential and cultivates his strength. Those endowed with a valkyrie's favor are known to become great heroes who are sung of throughout the lands, their souls led to the gods after death.

Valkyries are not monsters by nature, but those corrupted by monster mana *are* considered monsters. Even monstrous valkyries are protected by their divine birthright, which prevents their immediate and complete monsterization. In many cases, the valkyrie herself does not realize she is being corrupted by monstrosity, but retains her loyalty to heaven and dignity of spirit as she continues to work toward the goals entrusted to her by her lord.

However, when she proceeds to develop a man into a hero, her power—now linked with monster mana—heightens both his abilities *and* his sex drive. True to the reputation of the amorous hero, when the man becomes bold and valorous, an unquenchable desire for the valkyrie also grows in him. The noble warrior maidens are innately modest to the extreme in matters of intimacy and pleasure, but in this case, the divine voice resounding in the valkyrie's head urges her—of all things!—to accept his advances. The voice, which once informed her of her solemn duty, now commands the valkyrie to pleasure the man unchastely or even treat him with the sweetness of a lover.

The valkyrie is taken aback at these untoward notions, but—unable to defy the word of her lord—assures herself it is her lord's will and necessary to make the man into a great hero. Guided by the voice, she fornicates with the man, allowing desire and pleasure to take hold of her. As the man is developed by the corrupt, monstrous power, it seems that both

the man and the valkyrie become more true to their desires. Instead of humbly serving god and church, instead of treating god as good and monstrosity as evil, the man comes to act according to his own sense of justice and noble ideals. He aids the weak, whether human or monstrous, and becomes a hero who crushes evil.

In the course of living alongside the man and joining her body with his, the valkyrie's nature as a warrior maiden is drawn to the sight of the heroic man, her monstrous nature to his desire for her as a woman. In time, she ceases to question the divine voice, which urges her to act like a monster. Nor does she doubt her own profligate behavior toward the man. As this occurs, the divine voice speaks with less frequency. She increasingly seeks the man's sex, essence, and pleasure of her own accord. Once this seeking is no longer "by her lord's will," but "for him," the valkyrie becomes a monster in full.

In truth, a valkyrie loses communication with her lord as soon as she is first corrupted by monstrosity. Thereafter, the voice she interprets to be her lord's is, in fact, the voice of her *own* desire. After she has been fully monsterized, a valkyrie no longer hears the voice. However, if she becomes aware of this phenomenon *before* such occurs and awakens to the obscene lust that drives her, she falls, becoming a dark valkyrie (p. 110).



DARK VALKYRIE

FAMILY: Angelic Being • TYPE: Angel

Habitat: Pandemonium

Nature: Earnest, devoted,
and lustful

Diet: The essence of
human men



WHEN A VALKYRIE (P. 108) COMES to know the obscene lust that has bloomed within her, she becomes a dark valkyrie—a warrior of night—and is brought down to an even deeper level of monstrosity. Her once pure-white wings are blackened by the corrupting monster mana. While she maintains a warrior maiden's august deportment, her heart is as base as one can fall, her mind suffused with prurient, feminine desire. The loyalty she once prized for her divine lord is utterly lost; the only lord she knows now is her beloved husband. Her absolute fealty belongs to him and his desire. Indeed, dark valkyries show great affection and passion for their husbands, and little concern for anything else. They are the servants of the Fallen One—but only perfunctorily. Though they maintain excellent combat abilities, the only time they wield the sword is in service of their husbands.

A dark valkyrie's most sincere wish is to heighten her husband's desire, draw it unto her, and bathe in it. The more powerful and lascivious the desire he gives her, the greater her delight. She kneels reverently before him as if he were her lord, applying her hands and tongue to his lower body assiduously, attempting to cover herself in his desire and essence. The things she once despised now become dear—from his beastly thrusting from behind, to the venereal way she bounces upon him. His wish for such licentious exchanges, the copulation itself, her very betrayal of all she once believed—it all increases her ecstasy as she joyfully takes in his lust and uses her body to serve him however he so desires. The figure of the warrior maiden loses none of its feminine beauty as it clenches about him. With succubic self-application, her vaginal walls squeeze and stroke the man's member, as if to answer his every need—thus granting him supreme pleasure. His essence sullies her god-given warrior body and noble soul in white. At this desecration of her body and soul as receptacles for her husband's desire, an unbearable

rapture takes her, and she falls even deeper.

The power a dark valkyrie had before her fall—that ability to develop a hero—transforms with her. As a dark valkyrie, she now has the power to foster in a man all the ardor of the most amorous hero and that ardor alone. The object of her influence finds his masculine verve, his ability to grant a woman ecstasy and satisfaction, quite enhanced. He becomes an incubus: a being specialized in penetrating a woman, filling her with his essence, and producing offspring. Thus inculcated with a spring of eternal desire, and an erection that knows no rest, he turns them to his woman—the dark valkyrie. She is then able to receive ultimate pleasure and womanly satisfaction from the perfect man she herself developed.

Most of a dark valkyrie's actions are spawned by the desire of the man who is her lord. Oftentimes, however, a man's desire will swell without limit after absorbing her power through a great many carnal exchanges. Accordingly, the couple—already fallen into the fathomless abyss of desire and perversion—seek to reach a still deeper place. Hence, it is often their wish to take up residence in Pandemonium, where time stands still as they continue to amplify each other's desire and pleasure, forever.



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

THE DHAMPIR IS A MUTATION OF THE vampire (MGE I, p. 174). A monster born rarely from the union of a vampire and a human who has yet to become an incubus, the dhampir has a friendly disposition that starkly contrasts that of a vampire. Dhampirs do not despise humans; indeed, they show their favorite men affection without reserve. Dhampirs are often said to be half-human, half-monster, as they have very humanlike forms and magical auras with an impression most earthly—though they are monsters in whole. They put love and pleasure above all else and honor the lewd, but also hold human values which allow them to integrate smoothly with human society; many choose to live in human towns.

Dhampirs do not assault human men. They typically fall in love and join with men in the human manner. Still, because they use their innate, inhuman beauty and wiles—enhanced by their sympathy with human sensibilities—they are no easier to escape than other monsters. When a man copulates with a dhampir and thus tastes her body, he discovers pleasure that would be inconceivable from a human as



When a man in bondage to a vampire is visited by a vampire hunter, he may end up gaining two wives at once—the vampire and the hunter.

she strokes his member like she is sucking out his essence and greedily sips of his semen. The man at last realizes—due to the taste of the inhuman pleasure she grants him—that she is no human.

Like sunlight, dhampir mana is capable of robbing vampires of their strength. Like garlic, it deprives them of reason and ability to think. Naturally inclined to see things from a human point of view, they dislike vampires' condescension toward humans and resent seeing humans treated unfairly as servants. When a dhampir sees such a vampire, she applies her mana and superior physical abilities to discipline her. The dhampir corrects the vampire's prideful, stubborn personality, so she shows her love and affection for a man plainly. If a dhampir's mother cannot be honest with her father, that is where the dhampir will start. Thereafter, many set out on journeys as vampire hunters—to both bring vampires under control and to find husbands.

Sometimes, while disciplining a vampire *and* the vampire's servant (husband), the dhampir develops feelings for the man and becomes his wife along with the vampire. As dhampirs not only crush vampires' noble pride, but may also become rivals for their husbands, vampires must find them to be truly fearsome foes. Even a small dhampir child holds her own against her vampiric mother: the vampire may know that her daughter is a dhampir, destined one day to be her enemy—but every time she sees her, she cannot help but smile, knowing she is the progeny of the man she loves. The vampire is doomed to dote on her daughter and raise her to be a potent dhampir.

Dhampirs are sometimes assaulted with an impulse to suck blood, inherited from their vampiric lineage, but usually repress it. It is said that if they come to know the sweet taste of a man's blood once, the human halves of their being will be corrupted by their monstrosity. Never again will they be able to resist their urge to suck blood or their accompanying drive to fornicate.

LICH

FAMILY: *Zombie* • **TYPE:** *Undead*

Habitat: Graveyards and ruins

Nature: Calm

Diet: The essence of
human men



THE LICH IS THE UNDEAD TRANSFORMATION of a powerful human magus, in search of eternal life and limitless knowledge. Liches should be deeply feared as they are higher-order undead monsters who wield a variety of cunning magical arts far more powerful than that of their human forms. Most liches have an unslakable thirst for knowledge and immerse themselves in craft and study, while also drowning themselves in the rapture granted to them by their newfound monstrosity. Even after death, they forever coop themselves up indoors, engrossed in mystical research and experimentation to perfect their arts and reach the depths of pleasure.

While developing their bodies to take in more essence and pleasure, liches apply necromancy to reanimate promising corpses to be their servants, reconfiguring the undead bodies to become bewitching and better suited for ecstatic fraternization. Liches also cast various spells of inordinate carnality to complete their undead minions as beings more lewd and powerful than those arisen of their own accord. Liches see bodies, even their *own*, as experimental equipment to discover the



When a lich's phylactery is broken, her usual comportment vanishes without a trace. With her husband's every motion, she writhes and moans in pleasure. In this state, she can only think of her husband.

maximum pleasure of copulation. Hence, the bodies they create crystallize all their research into magic-drenched flesh.

Liches also greatly desire human males as research subjects. Men are vital to their magical and sexual experiments involving the male body or the pairing of men and women. When liches find men, they likely attack aggressively to possess them. During such attacks, a lich casts a range of spells upon the man's body, then assaults him. Immersed in magic, his body registers the slightest stimulation as pleasure, intensified many times over. When her body unites with his, pleasure fills both their minds with ecstasy. The interaction of their magic-soaked forms makes him irrecoverably addicted to, and dominated by, her magical and carnal pleasures.

Liches rarely show concern for others; a lich's chosen husband, however, is a unique exception. He is the only one she shares her ultimate monstrous pleasure with. She exhibits an obsession for her husband exceeding even her passion for magical arts. They often spend their days together, absorbed in thought and experimentation, aiming for magic and sex that will render them eternal companions in the depths of mystic pleasure.

Using magic, liches keep their bodies extremely greedy and sensitive to essence and ecstasy. Intercourse with a man in this state usually breaks one's reason, overwhelming pleasure reducing one to a beast. Yet, even while exulting in the depths of such bliss, liches manage to calmly analyze the sex, pleasure, and magical effects utilized. They achieve such aplomb by storing their souls in a box known as a phylactery, which lets them maintain distance from the essence and pleasure so they can contemplate objectively, all while reveling in a pleasure that would utterly flood the minds of other monsters. If the phylactery is broken, though, the lich's soul returns to her body. Copulating with a lich in this state will likely cause her body and her soul to be swallowed by essence and pleasure, robbing her of the ability to think about anything but her beloved husband before her.



WIGHT

FAMILY: *Zombie* • **TYPE:** *Undead*

Habitat: Graveyards and ruins

Nature: Lustful

Diet: The essence of
human men



WIGHTS ARE HIGHER-ORDER UNDEAD monsters that arise only from specially endowed corpses—such as those who were royal or heroic. Wights command large numbers of other undead monsters. An especially powerful wight with a vast horde may produce a monster realm of eternal night, known as a kingdom of the undead (p. 118), and lord over it as queen.

Wights are possessed of bewitchingly degenerate beauty and superior intellect, and bear themselves with a refined grace that makes no secret of their talents. Though their bodies and souls are saved from the corrosion of decomposition, they fester instead with fleshly passion; their eyes ooze ceaselessly with lust as they gaze upon men. They do not attack men they favor with abandon, but those exposed to their seduction most often find their hearts stolen by the wights' monstrous allure. They come to long for the wights' affection and ultimately present themselves for the taking. Wights most often remain in the land of eternal night, rarely showing themselves in the land of humans. They live gracefully and lasciviously full of



A wight never loses her graceful dignity, not even when bathed in white slime. Her magic-infused caresses make her man's member feel like it is being sucked—even when she is using naught but her hand.

pleasure with the men who are their partners.

Wights are proficient at manipulating men's hearts, bodies, and essence. A wight holds a man's essence in the palm of her hand and precisely controls his pleasure. Her fingers gently enfold him, drawing out his essence. Every inch of her soft flesh sucks it from him, pressing him teasingly. When she engulfs his member, both it, his essence—even his heart and soul—all feel cherished and sucked by the wight. Pleasure melts his body and soul, drawing his heart to her. She can then drain him of almost all his essence with one touch more. Thus, if one opposes her, she can subject him to a swooning pleasure with a mere flick of her fingers, causing him to tumble on the spot as if tripping, exhausted from being emptied of essence. Should this happen to a woman, the wight replaces the essence taken with her own rotten mana—so that the woman becomes a lustful undead monster and the wight's loyal slave.

The iconic undead monster, the zombie (MGE I, p. 160), gathers essence and—according to the amount she wins—recovers more and more of her living form, eventually surpassing it in beauty. The wight, however, is beautiful from the beginning. Every time she unites with her partner, her body and soul are covered in her lover's essence; the further she decays in pleasure, the more bewitching her beauty becomes. In the kingdom of the undead, prominent undead monsters from every land—including wights—gather periodically, along with their husbands, to participate in high society. In the soirees of the undead that are held now and then, wights like to demonstrate their beauty to others in order to show how deep their love and debauchery is.

It is said that it is possible for a zombie to transform into a wight by ingesting copious amounts of essence through repeated sexual contact with her husband, thus storing up a huge quantity of mana. A wight thus born will receive, somehow or another, an invitation from the kingdom of the undead, welcoming her warmly into its high society.

THE NOBLE CAPITAL OF THE UNDYING

LANDS OVERRUN BY MONSTERS, AND perverted in form by flooding mana, are said to belong to the monster realm. This realm includes a range of smaller territories scattered about the world that are characterized by various features and cultures. These territories are broadly categorized as follows: umbral realms (most iconic of the monster realm—shrouded in darkness and wreathed in the most sinister of plants; the sky there is always inky, and the land is eerily lit by a red moon and ambient mana), emerald realms (with soil and greenery just like that of the human world, as well as blue skies lit by the sun), and arcane realms (specific regions created on another plane by a god or powerful monster).

Each of these broad categories can be further subdivided depending on geographic features, as well as the kinds of monsters that live there. This treatise addresses one such finer category: the kingdom of the undead.

1. The Kingdoms of the Undead

These kingdoms are a kind of umbral monster realm; they encompass all lands that have become monster realms via inundation with the undead. Such lands are filled with monster mana that turns the human women within them into undead monsters. Most undead have the power to turn the living into the undying. By their hand, cities of the living explode with undead and become capitals of the undying. Alternatively, lands ruined by disaster or war may be resuscitated in undead form by the incursion of monster mana, rising from the ashes as kingdoms of the undead. Here, the black night—the time of the undying—never ends. Hedonistic dissipation pervades these murky lands, where vast numbers of the undead dwell with their husbands, wallowing all night long in their unquenchable thirst for the life offered by sex.

The kingdoms of the undead are highly stratified. A wight (p. 116) rules over all as queen, while higher-order undead such as vampires (MGE I, p. 174) and liches (p. 114) govern below her with wit and grace. The influence of these noble leaders can be felt keenly throughout the kingdom, for despite the darkness and gloom, a degenerate beauty, scrubbed finely of all the filth and contamination one might expect of the undead, can be found—in the castle and the fine halls where the noble leaders reside, as well as in the streets where the lower-order, common undead dwell.

Many places of gathering are situated throughout town, and theaters and museums great and small are scattered about in number. The arts—such as music, painting, and dance—are well developed under the patronage of the nobles. Hence, small performing venues and studios, as well as cafés, are common in the vicinity of the castle. Despite the dark image of the undead, lower-order undead do not actually spend *every* moment copulating with their husbands; they also spend their days with grace—enjoying art, dancing together, and having tea parties with their friends.

Noble higher-order undead are obligated to display to others their elegant defilement in degeneracy and dissipation, such as befits the undead. Thus, they allot consecutive days for soirées at gathering places where they may demonstrate the debauchery in which they and their husbands rot. These displays by the nobles draw great admiration from the lower-order undead, who dream of one day being so tastefully lewd; they apply this inspiration while copulating with their partners, day after day. The undead become more eerily beautiful the more they collide with their husbands and bathe in their essence. Thus, when a commoner wishes to ascend to the nobility, it is considered vital for her to show, through her

beauty, just how foully she has besmirched her soul—and how deeply she has degenerated herself through pleasure. It is such noble character that determines nobility, rather than birth. It does not matter what a monster's race or standing is, or when she became one of the undead; if her body and soul are deemed noble, she will be welcomed into society.

2. Undead and Incubi

Almost all of the residents of the kingdom of the undead are either undead monsters or their accompanying incubi. Though most undead arise from human women, there are also undead elves (MGE I, p. 98) and dwarves (MGE I, p. 102), as well as the dragon zombie described later in this volume (p. 156). In fact, any monster that dies with regrets has the potential to rise as one of the undead. The kingdom of the undead is, therefore, quite diverse.

Age has never been observed as the cause of death in any of the undead. Undying, they are thought to be virtually immortal. Upon becoming incubi, the lifespans of the undead's husbands are drastically extended to match that of their partners. Such implies that the men, too, become virtually immortal and join the ranks of the undying.

Incubi are human men who have been adapted to the undead. However, there are also many in the kingdom of the undead who have died and risen as undead—though their difference in appearance may not be obvious. But while it is easy for human women to rise as undead when monster mana takes root in their corpses, raising the corpse of a man is not so easy, as his ability to produce essence must also be revived. Even so, it is possible to bring a man back to this world through a ritual (which will later be described) to borrow divine power and through a perpetual sacrifice that grants mana. In other words, a monster who will live alongside the risen man forever in carnal union.

In the towns, monsters such as ghosts (MGE I, p. 164) and will-o'-the-wisps (p. 120)

can be seen playing with substances that resemble the hazy glow of flame. This is the most a human can discern of the object, which can only be identified by monsters—but it is in fact the soul of a human man. Such monster races, mere materialized souls, are capable of interacting with those who are naught but soul. In this way, they come to live with them, together as husband and wife.

3. Hel, Goddess of Life and Death

Hel, goddess of life and death, is said to have the power to change the living into the dead and the dead into the living. She is described as a petite and beautiful girl, graceful and dignified as the daughters of the nobles. Her body is said to live on while greeting death, just like the power she wields—and just like the undead monsters. She is considered a relatively young god of willful and unrestrained disposition, who abhors the idea that death is dark, cold, and sad, and that the dead never return. Dismissing it as a foolish assumption of the old, she promotes the knowledge that death is a new beginning—beyond which lies reunion with loved ones and pleasure unending. As such, she is the most commonly revered deity within the kingdoms of the undead—in place of the Chief Deity's chalky white churches stand churches of Hel, fine estates decked in red and black.

Hel's followers are promised deaths of everlasting peace—good lives as undead. She lends her power to answer their call, turning the living into the dead and raising the dead as the undead. In the previous Overlord's reign, undead were vulnerable to holy power; lower-order undead were easily wiped out by clerics' spells of light—or even sunlight or prayers. At the time, the undead were quite fragile and weak—but in their new forms, undead races are far more stable. Beyond that, all are protected by the goddess Hel. Even a lower-order undead monster can no longer be eliminated by such methods.

WILL-O'-THE-WISP

FAMILY: Ghost • **TYPE:** Undead



Habitat: Graveyards and ruins

Nature: Violent, gloomy, and lonely

Diet: The essence of human men

THE WILL-O'-THE-WISP IS AN UNDEAD monster formed when monster mana joins with the soul of a human who died in loneliness. The bodies of these monsters are made of blazing flames of jealousy, around which is worn a cage-like implement, as if to contain them. Vicious in their tenacity, the lonely and unfulfilled will-o'-the-wisps are extremely spiteful toward the living who are filled with human warmth, most especially happy-looking lovers and couples. When they see pairs in love, their flames grow wilder and their violence surges.

Will-o'-the-wisps' jealousy causes dark, lustful emotions to swirl incessantly through their hearts. When one sees a man, she is likely to grin with delight and pounce forward to assault him. Due to their background, these monsters have a neurotic fixation on men, so once a will-o'-the-wisp has captured a man, she imprisons him in her cage. Her sex is sticky and persistent; once she lays her body upon his, she caresses him without wearying—even for a whole day. When she kisses him, she sucks indefinitely, as though to slurp up every last drop of his saliva with a tongue that will never loose from his.

When she engulfs him, her vagina demonstrates an unwillingness to release his sex, deforming to fit upon the man locked in the cage and binding him so fast he can never escape. The clinging motion of her hips upon his penis pleasures him as if his very soul is being drawn into her, all while she guzzles up his essence. The will-o'-the-wisp comes to feel a man is always within her; assured by the warm fullness of his essence, she knows she is not alone. Gradually, her empty heart fills with heat and ecstasy.

It is said that once a will-o'-the-wisp takes a man to be her husband, body and soul, he conjugates with her for eternity—even after he dies and becomes naught but a soul. There are even claims that a will-o'-the-wisp may take for a husband the soul of a man who

is already no longer living, who—like her—died alone. She traps his soul in her cage and demonstrates their majestic lovemaking to anyone living who stumbles upon her place of dwelling.

Acquiring a husband does not change a will-o'-the-wisp's profoundly jealous character. Her enmity is invoked whenever she sees other lovers or couples. If she sees another pair lying together intimately, she will lean upon her husband to demonstrate the same acts. If she sees another wife consummately serving her husband, she will envy that woman who is able to make her man show her such happiness. The will-o'-the-wisp then devotes herself persistently in like service to her own husband. The flames of her jealousy burn without bound. It seems that a will-o'-the-wisp cannot tolerate anyone but her and her husband having the most lascivious and love-filled of marriages.



LIVING DOLL

FAMILY: Doll • TYPE: Magical Material

Habitat: Human settlements,
dilapidated structures, etc.

Nature: Selfish

Diet: The essence of human men



LIVING DOLLS ARE MONSTERS FORMED when mistreated or abandoned dolls come to have strong feelings that are given life by monster mana. Perhaps because of their origin, they are very preoccupied with being loved and cared for by their owners. Living dolls have a strange allure that inflames men's sense of possessiveness so that they want to make the living doll their own. The dolls' bodies become soft, conducive to the deep love and penetration of their owners. If a man takes good care of one and pours in plenty of love, she will pay him back many times over with adoration and pleasure.

While living dolls do assault favored men in the violent manner of other monsters, they also pretend to be ordinary dolls on occasion. Many men get drawn in by a living doll's allure and take her home. Dolls are, by nature, friendly mediums for the gathering of mana, and *living* dolls store vast amounts of it in their bodies. Therefore, when a man keeps one near him, he is constantly exposed to the mana and its enchanting powers. By the time the living doll at last reveals her true form and pounces upon him, he already dotes on her too much to do aught but allow her to have her way with him.

Though her mouth and nether regions might once have been mere dry objects, they are now pliant, moist, and fleshy essence-extracting organs. Her small parts, once artificial in nature, grasp the man's member close and tight, squeezing out his semen. Once one has fallen under a living doll's spell, it is too late to realize she is a monster. No matter how far one flings her, no matter how finely one rips her apart, when night falls, she will return to one's side as beautiful as before and position herself over one's crotch to imbibe one's essence.

The allure of living dolls does not only affect men. It is also common for human females to fancy and possess them. The living doll will play with the female and keep her in constant

company, teaching her the lascivious games of monsters and inculcating her body with pleasure. The human's form is constantly exposed to mana, which in time transforms her into a succubus (MGE I, p. 10). Soon, it is as if mistress and doll have switched places. The newly born succubus enjoys pleasure in every way the doll leads her, following her invitation to join her in attacking a human man, so the three of them can cavort in a manner that feels better than ever. If the living doll's owner is a monster, mana flows constantly from the doll into her, inordinately escalating her sensual powers. The more innocent and pure she is, the better the mana takes root; the slighter she is, the slighter she remains, while her sexual technique and monstrous allure swell into those of a superior succubus.

In general, living dolls spring from dolls starved for love, but dolls that have been loved and cherished may also develop emotion and become monsters. These dolls attack their owners in search of greater love—from their masters and for their masters.



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

CURSED SWORDS ARE MONSTERS THAT arise from human women who are drawn to monstrous blades maliciously forged by a wicked Overlord of ages past. In the old days, such blades would drive those who held them to madness, turning them into butchers who would slay friend and foe alike. Thankfully, the recent transformation of monsters has changed their loathsome nature so that they no longer take lives. Now, like the realmsilver weapons used by monsters, these blades wound not bodies, but mana. The injuries they cause ache with heat rather than pain and spill internal essence rather than blood. The blade's mana then flows in to take the place of the essence, thus monsterizing the victim. Though the current Overlord sealed the swords away in disparate locations, in consideration of their dangers, the seals have weakened over time, and most of them have been unearthed by raiders.

At first glance, the blades look like any others—but those who carelessly take one in hand become host to a parasite that eats away at their mind and body. It induces them to slice others, so it can drink essence and grow ominously powerful. Initially, the holder is only affected with mild feelings of elation and aggressiveness. Little by little, however, the blade's influence grows until the wielder is driven by an urge to hew all with the blade on sight.

The power of the ancient Overlord within the blade grants inhuman strength to whoever should wield it, meaning even a mere country girl will become a fearsome warrior. When the wielder slices a human being with the blade, the victim feels pleasure as she bursts from her human shell into monstrosity. Her bliss is conveyed to the aggressor as well, who is then driven to turn the blade upon humans in pursuit of further pleasure. She climaxes with every person she cuts, progressively fusing with the sword and blossoming with fury. In time, she comes to see herself and the sword as one and the same. The blade's

desire becomes her own. As she slashes every human she sees into a monster, her face, spattered in essence and pleasure, is presumably transfixed with a hollow smile of ecstasy.

Once the woman has become one with the sword, she can no longer control her urges. Though she attains pleasure by slicing people down, she still feels a sense of unfulfillment every time she does so. An even stronger urge wells within her, directed toward a man. When she sees one she likes, she sets upon him with her blade and assaults him.

However, if a man she has recognized as her husband holds her in his arms or pats her head, she gives herself over to him meekly, her usual ferocity vanishing into a trance. Carnal, monstrous communion with her husband gives her far more pleasure than slicing through hordes—indeed, far more than anything. He is her sheath; frequent bodily contact with him fills the emptiness of her lust and quells her violent urges. Her uncontrollable orgy of brutality turns to an uncontrollable display of affection; she always nuzzles close to her husband, her every word one of love, begging for sex.

Her mind as a sword, too, perceives her husband as her master. Equipped with a devotion that suggests that both her keen belligerence—and everything else she is—all exist for his sake, she strikes down his foes with her blade and seeks his pleasure with her body. However, if long neglected, her unfulfilled needs will once more make her like a naked blade, slashing down to assault her husband. Even so, her behavior appears less like wanton savagery and more like the sullen pouting of a wife who needs attention.

According to the sword's origin, women slashed may become succubi (MGE I, p. 10) or, alternatively, Extremist monsters (p. 15) such as demons (p. 10) or devils (p. 12). They are likely to assist the cursed sword in monsterizing more women and furthering the encroachment of the monster realm.



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

LIVING ARMOR IS A MONSTER FORMED when mana settles in lifeless armor. Though the illustration shows a translucent feminine form within, the monster only appears in this manner to her husband. The feminine form is invisible to all others, who see only an empty suit of armor moving as if on its own.

There are cases in which masterless living armor attacks a man to gain a master. More commonly, however, armor that has long fought alongside a master becomes a monster in order to find the strength to protect him. A suit of living armor's driving principle is to put herself between her master and any danger that might threaten him. Monsterization increases her hardness so that even blows that would shatter steel, and raging flames hot enough to melt it, have no effect. She can operate as an independent soldier or be worn by her master in the usual manner.

A monster's body changes upon choosing a husband in order to be sexually ideal for him—but the bodies and suits of living armor are *entirely* custom-built for one master: their husband. No man but him can wear the armor. In no way does she feel cramped, heavy, or burdensome upon his body. Instead, she feels only like the perfect armor. When he wears her, their bodies overlap; their essence and mana mix, giving the sensation of having become one. They also share senses so that the husband, a mere human, can exercise physical prowess and keen perception like that of the monster. The sensation is not *pleasurable* as such, but gives both a strange impression of elation and relief, like an embrace.

Upon tasting this feeling, the man is likely to seek a deeper sense of union by copulating with the living armor. Through constant coitus, they become familiar with each other's bodies so that, the next time he wears her, their synchronicity is yet more profound, their senses sharper. The more he fights, the more he seeks her body, the more they

copulate—the stronger they grow. Hence, the couple overlaying their bodies amidst combat also overlay their bodies just as relentlessly off the field as they exchange their love.

The living armor's mind is hardy as steel, her exterior unflinching against all manner of outer strikes and stimuli. Even so, she is defenseless against the stimulation imposed by her husband. The suit falls away at his will, and if he should touch the flesh inside, the mind of the living armor accepts the pleasure with great joy, her expression warping incessantly. Her body, like her suit, is perfectly tailored to welcome him inside, with a comfort that inclines him to keep his member in her, even after he has released his essence.

No one would try to put on a suit of armor that moves—but when a suit of living armor is lying on the ground, she looks just like ordinary armor. Should a male don her, he will become her master. In the unfortunate event that the one who puts her on is female, the woman will be doused continuously in the monster mana that fills the armor. The first signs of such an occurrence are elation and a mild, bodily warmth. In practice, however, most women misinterpret these signs as the glory of battle or the heat of wearing armor. Eventually, the cracks in the armor will be dripping not with sweat, but with lubricant, while the woman seeks a man as if driven. By the time she flings off the armor to have sex, she is most likely already a monster. In such cases, the living armor has been observed to stand blankly in a sudden, dazed confusion upon catching sight of what she had assumed would be her new master, who now shows herself to be a succubus (MGE I, p, 10).

THE WONDROUS LAND OF WONDERLAND

ON OCCASION, POWERFUL MONSTERS create very unusual monster realms, known as arcane realms, on different planes of existence. These pages describe a particular arcane realm that bursts with wonder and madness like no other, where live many unique races in manners bizarre: Wonderland.

1. Wonderland

This monster realm has an atmosphere of wonder and is ruled over by the Queen of Hearts. A plenitude of strange, amorous events occur here; it is not unlike an overturned box of toys. At a glance, it looks bright and full of nature, its towns lined with charming, fantastic buildings. However, among its splendor lie plants, buildings, and objects that seem somehow strange and out of place.

In the center of Wonderland stands the Queen of Hearts' immense castle done in a theme of red and white. Because this land exists on a different plane, it is not possible to enter without her help or that of the monsters within. Even so, some find themselves there after waking from a doze. Others get lost and stumble in, while still others follow a wererabbit (MGE I, p. 32) whose wandering seems like an invitation. Many men, women, monsters, and couples find themselves welcomed into Wonderland by the whimsical and unreasonable judgment of the Queen, with little regard for their will.

Much throughout this land is under magical spells that affect visitors in sudden, aggressive, and unreasonable ways. There are cookies that shrink the forms of the monsters, women, and men who eat them, and cakes that make slight monsters and females who eat them appear as voluptuous women, redolent with sensual allure. There is also tea that turns the men who drink it into large dogs with heated libidos driven to violate monsters, and ponds of viscous liquid formed from sudden torrents of aphrodisiac rain. Such abrupt, lubricious

happenings cannot but confuse visitors and deprive them of their reason. Wonderland's residents, however, simply enjoy these events, all while copulating with their spouses. Not only that, but they tend to understand the spells scattered about the land—as well as their triggers, which in most cases involve the release of mana through monster sex. For example: they may know that if a couple kisses deeply at a particular location, they will be warped instantly from the castle to the market. They put this knowledge to good use—though to the uninitiated, it may simply appear that the residents engage in gross indecency and intercourse without provocation and are quite mad.

Though visitors are initially confused by such lewdness, the residents of Wonderland—such as the cheshire cat (p. 130)—take them by the hand. Visitors adapt soon enough and become residents of Wonderland themselves. A human man, exposed to the bedlam, will soon engage with a monster and become her incubus husband. A human woman, saturated with Wonderland's monstrosity, will become a monster. Monsters formed in Wonderland are usually races endemic to that locale. The race a woman joins depends on her aptitude, as well as the arbitrary and biased judgment of the Queen. Some monstrous races transform into those that are endemic to Wonderland. Werocats (MGE I, p. 30), for instance, transform into cheshire cats.

2. The Tea Parties

Perhaps because of mushrooms' need for water, mad hatters (p. 134) adore tea and are instrumental in the organization of the tea parties frequently held in Wonderland. Tea parties occur, as it were, at the drop of a hat, routinely, or in celebration of the most trivial of things. Many of Wonderland's monsters attend with their husbands. On the table can be found the finest tea—specially prepared by the mad hatter—and the sweetest, stickiest confections,

brought by the march hare (p. 132). All that is served contains generous amounts of potent aphrodisiacs made from the crops of the monster realm. The monsters consume it all with composure and without compunction. Should a couple thereby be induced to copulate then and there, it is dismissed as normal and the party proceeds undisturbed.

When visitors wander into Wonderland, they are greeted lavishly with such a tea party. Should visitors take part, they will be distorted in the manner of Wonderland's residents before they know it—due to both the sex maniacs' chatter and the filthily delicious tea and cakes. The tea party will then become even livelier, in celebration of a friend's procurement of a husband or a woman's transformation into a monster.

3. The Alices

Wererabbits and alices (MGE I, p. 108) seem to be sensitive to the appearance of entrances that lead to Wonderland. Moreover, it is said that all alices are destined one day to visit it. (If an alice has a companion, he is invited with her.) After an alice comes to Wonderland and proceeds through all manner of fantastic events, meets many monsters and couples, wades through vast waves of pleasure, and at last reaches the Queen, she is visited by a great change.

Alices are a unique race of monster because, after copulating with a man, they revert to virginhood and lose all memory of the encounter; in no event does she conceive. *However*, once an alice has adapted to Wonderland, her nature changes so that her memory remains after intercourse, and she becomes capable of conception. Furthermore, her memories of each encounter with her husband—which previously appeared to be lost, but were, in truth, within her the whole time—all burst back into life. Thus the alice attains her true form, possessed of all the happy memories of her salacious experiences—while remaining as pure and meek in heart as she was from the first. The cause for her change is thought to be due either to the rapid succession of lewd

adventures she's had in Wonderland or the mana of the Queen of Hearts, which pervades this realm. Either may cause the alice's body to perceive itself to be in a constant state of intercourse—which would explain the persistence of her memory. Once an alice has thus matured, her recall never again disappears, not even if she leaves Wonderland.

4. The Queen of Hearts

The Queen of Hearts is one of the lilim (MGE I, p. 234), the third daughter of the Overlord and her husband. She is a haughty tyrant, diminutive in appearance, with a fussy personality. She constructed Wonderland herself, at her own whim. Everything within it is decided according to what she happens to want at the moment. Those who offend her are sure to be punished in ways brutally perverted. Those who remain on her good side may also be punished similarly should it strike her fancy. That said, most of the punishments are accepted by the residents as pleasurable changes of pace that they can enjoy with their partners.

The Queen constantly seeks things that are fun, delicious, and erotic. She summons to Wonderland humans and monsters to escape tedium and loneliness so they can entertain her and pay tribute with sweets. The Queen is fairly well loved by her subjects, but their treatment of her is sometimes reminiscent of a more experienced individual comforting and cooing to someone less wise than they.

The garments depicted in the illustrations that appear on the following pages, which introduce the unique races of Wonderland, have apparently been designed and issued by the Queen. She has a godlike reserve of mana and a rare talent for the magical arts. The spells scattered all about Wonderland were cast by her; she devised various novel sexual pranks, or rather...surprises—or rather, *artifices*—to make each day more exciting and arousing. The innocent appearance of the Queen may stem from the fact that she is not *only* one of the lilim, but also belongs to the mutated race of the alice.



CHESHIRE CAT

FAMILY: Cat • TYPE: Beastman

Habitat: Wonderland

Nature: Lustful, mean, and capricious

Diet: Omnivorous (prefers meat)



CHESHIRE CATS ARE A MONSTER RACE endemic to Wonderland (p. 128) and serve as guides to that strange and salacious country. They are the descendants of a werecat (MGE I, p. 30) who stumbled into Wonderland, got along well with its ruler, the Queen of Hearts (p. 129)—due to a shared love of mischief—and thus was granted power as her retainer.

Cheshire cats are lustful and enigmatic in character, always wearing a perverse grin. They love bawdy fun—such as harassing men and women who wander into Wonderland with vulgar words, lecherously teasing them this way and that, and enjoying their reactions. Their role is to guide visitors through Wonderland, to various, bizarre, and orgasmic events (such as are characteristic of Wonderland), as well as to sex-crazed monsters who intend to release their passion on them. Seeing visitors bewildered and degraded by these assorted sexual snares brings an ever-wider grin of glee to a cheshire cat's face.

These feline monsters have the power to appear and disappear at will. A cheshire cat can, and often does, show herself suddenly wherever she may in Wonderland—coming and going without warning. Visitors may find that, before they know it, a cheshire cat has pressed her body into their backs, creeping her hands and tongue about, while whispering dirty words stickily into their ears. The cats' syrupy voices make even the most innocent topics sound somehow filthy and obscene; their whispers slip stealthily into the panicked hearts of newcomers.

When a cheshire cat shows one the lascivious sights of Wonderland and intones, "I see—you want to get in there and feel good just like that...you're so *dirty*," jealous desire swells in one's mind at the spectacle unfolding. Against their better judgment, the viewer is drawn to experience a heat-seeking pleasure. And as the cheshire cat says, "You want to do (or be) a monster and feel good

like that," her words become fact within the one watching. Thus, in the course of receiving the cheshire cat's guidance, the visitor's values and sensibilities are gradually tainted to match Wonderland's. By the time they have become an incubus or monster, it is likely they already belong to Wonderland entirely.

Being but guides, cheshire cats rarely get directly involved in the affairs of visitors. However, when a cheshire cat takes a liking to a man, she will become *aggressively* involved in order to make him her husband. While leading the man about, she will move his hands all over his body, using hers to tease him and make him aware of its wanton appeal. In this way, she arouses his carnality in order to enjoy Wonderland's ribald goings-on with him and corrupt him into the randy sort of man she prefers. After acquiring a husband, the cheshire cat's life grows even more perverted. However, even the happy grin on her face as she toys with him fills her man with pleasure that knows no tedium or pain. On occasion, her husband also has the exclusive privilege to watch her play with him as if she were a cat—a sight most unlike her public aspect.



MARCH HARE

FAMILY: Rabbit • TYPE: Beastman

Habitat: Wonderland

Nature: Lustful, cheerful, and lonely

Diet: Herbivorous (favors the produce of the monster realm)



THE MARCH HARE IS A BEASTMAN endemic to Wonderland (p. 128). The race is descended from a wererabbit (MGE I, p. 32) to whom the Queen of Hearts (p. 129)—a fond lover of rabbits—granted awesome sexual power so that the monstrous rabbit could live more pleasurably. March hares are in heat year-round, making them mad for lovemaking. It is said that it's not just their heads that burst with the concept of sex, but everything from the tops of their long ears to the tips of their toes, as well.

Their heads brim with amorous desire and fantasies the moment they see a man. Perhaps because of this, any words spoken by him are exceedingly likely to be interpreted in an improbable, sexual fashion. For example, if a march hare offers a man a snack and he replies, "Please," "Thank you," or "Lovely," she will interpret his reply as "Please do it to me," "Thank you, I'll take you," or "Your body looks lovely." This inevitably leads the conversation in a rather off-color direction. Thus, initiating discussion with a march hare on any subject, no matter how remote it might seem from sexual matters, will ultimately lead to dirty talk. Moreover, the march hare will then assume that one wishes to copulate with her and hop on delightedly, regardless of one's will.

Though one may at first be perplexed by the march hare's incoherent discourse, after sharing a number of conversations and couplings, her mana and madness will begin to infect one so that her unique thought processes and seemingly abrupt transitions become comprehensible. In time, one becomes as mad for sex as she is, capable of insouciantly leading any topic toward increasingly obscene sex-crazed banter right along with her. Once the march hare has obtained a husband, her head ceases to overflow with thoughts of sex with men and instead overflows with thoughts of sex with her *husband*. Together, they lead a life of words that all lead to the topic of sex—which in turn leads to the act of sex itself.

As a kind of rabbit, the march hare is excellent at bouncing her hips up and down on top of her husband. Her dramatic, skillful vertical bounds help her savor the taste of his penis quite well. The association he forms between the sight of her swaying hips and the memory of them bouncing upon him is so vivid that simply seeing her walk is likely to inflame him with lust. Therefore, he ends up spending most of his days exchanging obscene words and caresses with the march hare. Her flesh is mad for him, from the tops of her ears to the tips of her toes, and as he tastes it, he too is maddened with lust for his wife.

Like the wererabbits from which they descend, march hares are herbivorous and enjoy vegetables. March hares, however, *particularly* enjoy the produce of the monster realm, most especially that which possesses powerful aphrodisiac effects. It is said they drink aphrodisiacs in place of water. Though such a diet surely accelerates their libido, it is unlikely that the effect is very salient, considering the fact that they are never *not* aroused in the first place. March hares often participate in the tea parties organized by monsters known as mad hatters (p. 134)—however, care should be taken in consuming the tea and confections they offer, as it tends to be laced with extremely powerful substances that are potent even for the monster realm.



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)



THE MAD HATTER IS A MONSTER endemic to Wonderland (p. 128). The race is descended from a matango (MGE I, p. 40) whom the Queen of Hearts (p. 129), infuriated at being ignored, unleashed a magic spell upon. The spell caused the matango to mutate and develop intelligence at a precipitous rate. (Conversely, some say that the matango was not ignoring the Queen, but merely could not hear her over the glorious sex she was having with her husband at the time.)

Like the matango, the mad hatter is formed from a human woman upon whom an enormous parasitic mushroom has taken root. The mushroom stimulates her mind so that, rather than being dreamy like a matango, she is extremely lucid and can wield her original human reasoning and intellect with unusual deftness. Her bearing is cool and suggests an even greater intelligence than that of a human. That said, the contents of her supple mind are flooded by mushrooms. Therefore, all she thinks of are obscenities, typically involving intercourse with men, and from her mouth come monstrous words of love. She has the sort of disposition people call "quietly mad." She does not look much like a monster of Wonderland at *first*, but deep down, she is just as crazed for sex as anyone there.

But no matter how prurient the mad hatter's words and actions, she never loses her sense of dignity. She utters obscenities in a placid tone, as if discussing the weather, and reaches for a man's body in a manner that seems graceful and instinctive. She treats this preoccupation with the love and pleasure of men as thought and action's natural state of affairs. Thus, she remarks, as if it hardly bore saying, "Is it not natural that I should wish to live with you inside me?" A man tends to have difficulty putting his finger on her lust and madness, and finds himself engulfed in her before even realizing he is being assaulted. Her madness seems so natural that it appears sound.

The mushroom on a mad hatter's head emits spores that have psychedelic effects upon inhalation. These effects contribute to an inability to recognize the madness and deviance of Wonderland—though they do not otherwise affect the lucidity of one's consciousness and cognition. As such, those who inhale them do not even notice the change. Thus, once a man is infected with the hatter's madness, and has tasted the pleasure of her soft flesh engirding and clinging about him in the manner of fungal filaments, his sense of normality is painted afresh. It then concords with the residents of Wonderland, his new manner making him suitable to be the hatter's husband.

The giant mushroom growing from the mad hatter's head can be removed like a hat. If she removes it and collects essence through copulation in that state, she can produce another hat—another mushroom. Strangely, when a man or monster puts it on, it turns into a mere hat of cloth or felt. However, when a human woman puts it on, the mushroom takes root and injects a sizeable quantity of spores in order to fill her head with mushrooms. With the lewdness of her mind thus greatly enhanced, her thoughts on every subject come to uniformly lead to bawdy notions, and so she seeks a man's mushroom. Her body and soul are dragged along in this process until she becomes a mad hatter.



DORMOUSE

FAMILY: Mouse • TYPE: Beastman



Habitat: Wonderland

Nature: Peaceful, passionate

Diet: Omnivorous (eats anything)

ALSO KNOWN AS THE SLEEPY MOUSE, the dormouse is a monster endemic to Wonderland. The race descends from a large mouse (MGE I, p. 136) whose restless and reckless behavior aggravated the Queen of Hearts (p. 129) so much that she cast a soporific spell so as to quiet the mouse down. The dormouse is peaceful and dreamy in temperament; she lives in a constant daze and spends most of her time asleep. She has no trouble sleeping while walking and—remarkably—can even mumble out a conversation while asleep. Apparently, ambient sounds reach the dreams of sleeping dormice, allowing them to carry on conversation unimpeded—except that at times, the subject may shift or words of dubious meaning may emerge.

Dormice do not attack human men. In fact, a dormouse will remain asleep even if a man comes close to her. However, this is *precisely* the condition in which she is most dangerous. The dormouse emits vast quantities of mana as she sleeps, mana that rains upon him. The helpless man is subjected to an unseemly desire for the monster who breathes so peacefully before him and tends thence to rape her in her sleep. But even this does not wake her; instead, it is said that she experiences the occurrence as an erotic dream.

The lines between dream and reality are blurred in the dormouse's perception. While in reality, the man is brutally taking advantage of her, selfishly unloading his desire into her body, she perceives the event as a veritable dream in which he embraces her passionately and collides with her in a thunder of love. The words he utters during the act are likewise distorted. If he should mutter a few phrases—such as saying that she is cute or that her body feels great—she will perceive them as words of love whispered to her throughout the act, impressing him deeply upon her as her man of destiny. Perhaps due to her instincts as a monster, her body sways on its own as she sleeps, granting him the pleasure of love that is not

one-sided. By the time she wakes up with a belly full of semen, it is unlikely that the man could ever consider letting her out of his arms.

For the dormouse, being in the arms of the man who is now her husband means being right where she feels most comfortable. She thus sleeps even more contentedly than before. This further increases the time she spends mating. When her husband goes away from her, she is said to suddenly open her eyes and look around for him with concern. However, it is almost inconceivable that her husband would leave her side after taking her as she sleeps. It is more reasonable to expect that he would press himself into her even deeper.

The mana of the dormouse is very sweet, quite like treacle in its taste. It is divine mixed in tea. Drinking this medley before bed is said to grant one wonderful, sexual dreams. For this reason, the residents of Wonderland are frequently seen shoving dormice into giant teapots. If a human man drinks this tea, he will drift into a dreamy daze, as though he himself has become a dormouse. All the wild, lecherous things he has seen in Wonderland—the monsters inviting him into madness and pleasure; the slight body of the dormouse inviting his base passions with her tender breaths—to him come to seem wonderful. He accepts Wonderland for what it is and enjoys its carnal delights. If a human woman drinks the tea, she will become a dormouse. Caution is advised.



JUBJUB

FAMILY: Harpy • TYPE: Avian

Habitat: Wonderland

Nature: Lustful, hasty, and honest

Diet: Omnivorous (eats anything)



THE JUBJUB IS A HARPY VARIANT THAT is endemic to Wonderland (p. 128) and in heat at all times. The race is descended from a harpy (MGE I, p. 50) whom the Queen of Hearts (p. 129) cast a spell upon. After watching her wait for her heat to attack men, the queen grew tired and used magic to make the harpy stay in heat permanently.

The jubjub is just as affectionate as a harpy, but the only thing that occupies her mind is sex with men. Until they find a husband, jubjubs quest for them, continuously filled with a lust that would drive all but monsters insane. As a result, their organs for detecting masculine scent and mana are extremely developed. The bustle of the jubjubs makes it quite obvious when even a single man enters Wonderland.

Jubjubs' lower bodies always drip with lubricant. When one spots a man, she dives at him headlong in order to mate. Most members of the harpy family have small, light, and slender bodies optimized for flight. In contrast, jubjubs' soft bodies specialize in the comfort of holding, rather than the speed of flight. The thoracic region is enlarged to a disproportionate extent. The wings also prioritize beauty over drive; they are enwreathed in fluffy plumage adapted to make a man's body feel comfortable when wrapped within them.

All this limits the jubjubs' endurance for long flights. They resolve this dilemma by using men as branches to rest on. A jubjub will enfold her vagina securely over the length of the man's penis and wrap her legs around, fixing herself to her perch for as long she needs. She does not leave her husband for modest reasons, such as sleep or movement; she only leaves for extraordinary reasons, such as having to fly or lay eggs. Being away for even a short time drives her half-mad; when she reunites with her husband, she slams her hips against his many times—as if trying to smash his penis into her womb—in an attempt to make their junction permanent.

As jubjubs can be quite finicky, they often wiggle their hips to adjust their position or withdraw their hips completely, then slam them back so as to wedge the penis deeper. These actions are performed frequently and persistently. In many cases, the sudden pleasure they engender causes the husband to release his essence inside the jubjub.

At first, most men are befuddled by the jubjub's behavior. But as a man grows acclimated to life in Wonderland, he eventually comes to take for granted the fact that the body and pleasure of the jubjub belongs on his hips—even to the extent that he feels uneasy without her. Eventually, he maintains an erection for however long the jubjub is on him, sometimes even grabbing her hips and moving them of his own accord, so he can spurt his desire into her.

There is a hypothesis that the name of the jubjub derives from the sound constantly produced by the fluids in the jubjub's vagina. Factual basis for this, however, is uncertain.



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

THE HUMPTY EGG IS A VARIANT OF the slime (MGE I, p. 18), and a monster endemic to Wonderland (p. 128). Men who wander into that realm may find that, suddenly, a large egg has fallen before them. When it breaks open, revealing a humpty, she leaps out and assaults him.

These eggs are, in fact, the eggs of the jubjub (p. 138). However, when a human man approaches, the egg grows impatient to have sex with him and thus becomes a different kind of monster in order to hasten their procreation. The egg's yellow slime yolk appears in the form of a mature, but diminutive monster, with the yolk wreathed in a white, incredibly transparent slime.

Humpty eggs are innocent to the world, but, like jubbubs, are aroused from the time their shell breaks—no, from *before* the time their shell breaks. Perhaps because of their innocence, their mental structure differs from ordinary slimes; they do not seek the semen of men for food so much as they seek sex with men in and of itself. They aim for a man, fall, break their shells, and imprint on him as their husband at first sight, much as an animal might imprint on a human of which it is fond. They unleash their sexual desire without hesitating, entwining and constricting him with their white and engage him in coitus. Should the man resist too fiercely, the humpty egg uses her ability to harden her white like an eggshell and thus tighten his shackles—turning his surroundings into shell as necessary. The result is much like a swaying hammock; passersby might mistake the whole presentation for an egg, were it not for the distinctive squishing sounds and moans it emits.

As slimes, humpty eggs have bodies capable of mating with men from the moment their eggs break. They suck on a man's penis as if sucking down a nourishing elixir, innately skilled at encircling his member with their tongues to extract semen. Their yolks, in the form of slight monsters, remain soft and

gooey so as to welcome a man in at any time. Though they know naught else, they do love swinging their hips to delight in the pleasure of the ejected essence running messily through their bodies.

Thus, the first thing a humpty egg does upon leaving her egg is her husband, and his sex remains her sole pursuit for the rest of her life. Her first sound out of the egg is a sensuous moan, followed by her husband's name and a range of obscenities useful for communication during lovemaking.

A material called slime jelly can be harvested from a humpty egg's yolk. It is similar in taste and texture to conventional eggs and is outstanding in nutrition. When a man partakes of it, his body produces so much semen that he feels like it will ooze out of its own accord should he not ejaculate. It is said that if a monster feeds this substance to her husband while copulating, she can squeeze semen from him indefinitely. Such qualities make it a popular confectionary ingredient in Wonderland.

Humpty eggs reproduce not by division, but by laying eggs, which is unusual for slimes. Given enough time, the eggs hatch into jubbubs. Compared to the eggs of jubbubs, though, they are more likely to become humpty eggs.

Considering the fact that humptys are lustful before ever leaving their eggs, it is surprisingly rare for them to imprint on their fathers as their husbands. The reason for this, however, is solely because their fathers' members are always covered by their mothers' bodies.



TRUMPART

FAMILY: Majin • TYPE: Mage

Habitat: Wonderland

Nature: Honest (details vary)

Diet: Omnivorous (favors a typical human diet)



TRUMPARTS ARE SOLDIERS OF WONDERLAND (p. 128) that serve the Queen of Hearts (p. 129). With prejudice and arbitrary whim, the Queen selects favorites from among the human women who wander into Wonderland and welcomes them as these monsters. Trumparts appear as if slinking out from giant, floating playing cards. They can travel freely in and out of the alternate plane of existence that bides within these cards. Sometimes, they emerge from the many card-like walls set up about Wonderland. They can also respond to the Queen's call from the deck of cards she always carries with her. She has commanded them thusly: "If you find a man who interests you, capture him, interrogate him, and torture him." Thus, when a trumpart finds a man she likes, she attacks him with vigor, interrogating him with her fingers and tongue, and torturing him by assault.

Many trumparts are immature in personality, and all are drawn to enjoy Wonderland's wondrous events and erotic escapades. Individuals do have varying characters and aptitudes, though, depending on their origin. Considering these trends, the Queen has assigned them four suits and granted each different powers.

Spades tend to be active and enjoy moving their bodies. They take men all over Wonderland and still have plenty of energy to enjoy making love to them, as if on a runner's high. They tend to have a naturally superior, physical aptitude for combat. On top of this, the Queen



A trumpart's husband can also go in and out of her card at will. The scene, depicting sex on the job, is quite iconic of Wonderland.

increases their power so their average combat ability is the highest among the suits.

Clubs are oft introverted and quiet, reading books, painting pictures, or playing chess within the playing cards. With men, they stay ever in that plane, spending idle, degenerate days in bed—causing the Queen to admonish them to make love outside once in a while. Clubs have excellent concentration and an affinity for magic, so they are entrusted with a portion of the Queen's mana. A club can cast a spell without stepping from her card, leaving one with nothing to do about it.

Diamonds love mischief, novelty, and rare finds. They are obscenely curious about the men they capture and play all kinds of tricks on their bodies, trying out just about every exciting perversion they can think of. For example: they enjoy transforming men into animals and mating with them. Diamonds work with the Queen to think up new wonders for Wonderland and are given the power to actualize those ideas.

Hearts are the most lascivious suit of the trumparts. They love to play with men above all else and do not even make a show of capturing them. First, they explicitly proposition them, then tryst, and shamelessly shower them with their vaginas and words of love. On behalf of the Queen, hearts wield succubic power. Their job, as it were, is to make love to their men and gush forth a steamy atmosphere, hence arousing all in its vicinity.

As is apparent, the suit assignments have little to do with the proper roles of soldiers. This is because trumparts are both soldiers and the Queen's friends and companions. The Queen has chosen them as favorites because they are those she wants as her friends. Still, true is the power bestowed by the favor of the Queen of Hearts, the most monstrously magical of all of the Overlord's daughters.

Trumparts' ranks are assigned according to their strength. Lower-ranked trumparts are powerful enough to comfortably crush a modest squad of human soldiers. Face cards are higher-order monsters capable of giving a hero trouble. Aces are apparently competitive with minor gods.



JABBERWOCK

FAMILY: Dragon • TYPE: Reptilian



Habitat: Wonderland

Nature: Lustful, strong-willed,
and proud

Diet: Carnivorous (favors wild
animals and the essence
of human men)

THE JABBERWOCK IS A VARIANT OF THE dragon endemic to Wonderland (p. 128), a supreme-order monster with a resilient body and high intellect. By order of the Queen, the jabberwock towers before those who wander into Wonderland. The race descended from a dragon (MGE I, p. 216) whose absolute prepotency (which underlays her pride) was switched to a pruriency so absolute it would put all others to shame. This switch was the Queen of Hearts' (p. 129) doing, as she witnessed the dragon's lofty bearing and then replaced it for reasons of perverse amusement.

As a result, while jabberwocks remain imposing, their minds are a mess of lust. They still have claws sharp enough to rend steel and thighs so powerful the earth shakes when they jump—however, a jabberwock now uses them almost exclusively to tenderly embrace a man, her hips quaking upon his. She craves a man's organ and essence more than she does prey. Her maw releases rosy breath that makes his body upon which it is unleashed burn with fervor. She uses her intelligence—superior to humans'—exclusively to increase pleasure and always longs to be smeared in essence and ecstasy. Decadence is her pride; even if her body is drenched in white slime, her sublime dignity remains unmarred. Confident she is more lasciv-



A jabberwock uses her husband's essence as paint to mark herself with a heart each time he spews forth his essence. In this way, she demonstrates the extent of her depravity.

ious than any other, she looks down on human women and other monsters with superiority.

The duties entrusted to the jabberwock by the Queen are frivolous, as is to be expected of the Queen of Hearts. The jabberwock herself has little interest in victory or defeat; she attacks visitors aggressively but often lets women and monsters win. However, when an appealing human man comes, she resolutely captures him for herself and takes him back to her lair. There, they sink together into the deepest depths of debasement to become the lowliest couple in all of Wonderland—and so she may be suffused with more essence than any other monster.

If a jabberwock acknowledges a man as worthy, he can gain ascendancy over her. However, she is uninterested in the dragon's criterion of raw belligerent strength. To her, a more relevant qualification is frank displays of affection.

A man of such ambition may declare his love or more directly announce his intent to penetrate her. If his member towers before the jabberwock assaults him, thus displaying his uncontrolled lust for her, his results will be even more effective. If he exposes his organ and presses it toward her face in an unreserved presentation of carnal desire, his success is all but assured. Though her mighty frame allows not the passage of steel blades, a man's sword of flesh can pierce the jabberwock and shake her mind with the scent of his thick essence and the force of his bestial need—causing her to collapse in a dizzy heap.

Now in the presence of a man who will show her lust at any time, and wash her body and womb in his semen, the jabberwock's instincts degrade her into a horny lizard. She wants only to please her mate and bear his children. While a dragon interprets such an eventuality as submission, debasement to the status of a man's beast, a jabberwock views it quite differently. In her mind, she becomes the ultimate source of pleasure for her husband. She also views it as making a husband who is more pleased by his female, more deeply drenched in filthy bliss, than any other in all of Wonderland. She thereby exemplifies the very pride and aspiration of her race.

CAIT SITH

FAMILY: Cat • TYPE: Beastman



Habitat: Human settlements and the kingdom of cats

Nature: Selfish, capricious, and proud

Diet: Omnivorous (prefers meat)

THE CAIT SITH IS A BEASTMAN BORN through the monsterization of an actual cat. Cait siths are more bestial than most of the monstrous cat family and are covered head to toe in fur. When a cat has an especially strong bond with, and affection for, a male owner and is exposed to monster mana, the cat becomes a cait sith. These feline monsters have an incredible intellect and are endowed by Bastet, goddess of cats (p. 149), with the authority and mana to rule over cats. They command a broad array of magical arts.

Cait siths both look and think like actual felines. They are selfish and capricious and—perhaps as a result of human pampering—believe cats to be superior to humans and assume an accordingly condescending attitude, saying such things as, “If you find me so precious, I *suppose* you may pat my head,” and “If you wish to mate with me so dearly, very well; I shall make you into a man.”

Yet a cait sith’s ability to stay aloof before a man she sees as her own is limited. When petted, she cannot help but purr, draw close, and sniff his scent. Her animalistic mind and body respond with great candor to the acts of a male. When enveloped in masculine warmth and odor, it does not take much to reduce her to a beast in heat, rubbing her body fondly all

over him while occasionally letting her words disappear into mewling whines for sex. Thus aroused, the cait sith has nothing left in her mind but to take in the male object of her beastly feminine desire and conceive his child. The act itself she performs like an animal, pounding her hips to force the penis deeper and deeper into her womb to maximize the surety with which she will conceive.

The kingdom of cats, created by Bastet, is a feline paradise where various monsters of the cat family live along with actual cats. Men who dwell in this kingdom are guaranteed a life without want for shelter or sustenance—so long as they love cats and obey the law. However, cats come first in the eyes of the law, meaning that men are obligated to coddle and play with them upon their request, as well as to mate with and impregnate them.

Apparently, it is considered a grave offense to mistreat a cat. Whenever an abused cat is reported, whether within or beyond the borders of the kingdom of cats, a cait sith will whisk the offender off into the kingdom of cats. Cait siths are also tasked with meting out punishment to those criminals brought to the kingdom. If the criminal is a man, he will be stripped of all rights and made the property of the cait sith in charge—or of the cats below her. He then becomes a cat toy, playfully despoiled of essence each day and night according to the cats’ desire.

As part of this penalty, a spell is cast on the man to make him weak to cats, extremely sensitive to their tongues and paws. Once thusly caressed, he will lose all strength to resist this pleasure that shoots essence uncontrollably from his member. By the time his sentence has at last ended, he becomes the husband of his owner and finds that he loves cats—so much, in fact, that he cannot help but get an erection every time he sees one, causing him to pamper every feline whim with plenty of essence.

If the criminal is a woman, a spell is cast to turn her into a cat—in other words, a monster of the cat family. New cats live surrounded by their mischievous and merciless predecessors who are all eager to teach their bodies what it means to be a kitty.



As illustrated, men who commit crimes in the kingdom of cats are made into cat toys. Throughout the length of their sentence, they are toyed with freely and implacably.

THE KINGDOM RULED BY CATS, FOR CATS

GENERALLY, MONSTERS OF POWER—as well as monster realms created by gods—strongly reflect the attributes and inclinations of the lord who created them. A good example of this is the kingdom of cats, an arcane realm created by Bastet, the goddess who loves cats above all else. Cats abound there, wherever one looks.

1. The Kingdom of Cats

This is a monster realm thought to have been created by Bastet, goddess of cats. There, cats eat when they want, play when they want, and mate with males when they want. Almost all of the residents are monsters of the cat family and their husbands. It is a cat paradise containing many actual cats in addition to the monstrous cats and is governed by the royal cait siths (p. 146)—cats blessed with the power and protection of Bastet. Because the land is filled with the mana of cat monsters, a human woman who wanders in will eventually transform into a cat monster herself.

Cats and cat monsters can come and go as they please, but because the kingdom of cats is one of the arcane realms (which are situated in different planes of existence), other humans and monsters cannot enter without the guidance of a resident. Entrances apparently exist in many places throughout the world, wherever there are cats. Even precinctive cat monsters such as the nekomata (p. 188) of Zipangu (MGE I, p. 204) and the cheshire cat (p. 130) of Wonderland (p. 128) are known to slip in among the residents.

At a glance, the towns appear to be constructed of Western architecture in a manner not much different from human towns. However, their structure in fact is labyrinthine and full of abrupt changes in elevation so that if a human and a cat should both run about,

the human has little chance of keeping up. Cat monsters can ascend great heights with alacrity and thus have little trouble getting around. Human newcomers, though, have great difficulty navigating the roads and inevitably become lost. The towns also contain an abnormally large number of alleys. Female cats in heat lurk in these alleys, waiting for a man to take a step inside. Cats like to drag men who have stumbled upon the kingdom, or their own husbands, into these alleys to mate with them. Given this forbidding urban layout, visitors are advised to tour under the guidance of a local. Cheshire cats, originally the guides of Wonderland, offer such guidance in the kingdom of cats. That said, the final stop in a cheshire cat's tour is always an alley.

Almost all of the buildings have entrances designed for animal-sized cats so that they are accessible to both actual cats and nekomata. Roofs throughout the country are designed with wide berths, so monsters and their husbands can lie in the sun without worrying about rolling in one's sleep and getting injured. Couples thus napping in the middle of the day seem to be a common sight.

2. The Law of the Cats

Though there are no laws aimed at felines in the kingdom of cats, there *are* laws that apply quite strictly to residents other than cat monsters. Of these, the following are two of the most important:

“A human husband must pamper his feline wife and play or mate with her whenever she requests that he do so.”

“Cats, whether monstrous or animal, shall not be abused, excepting cases in which it is part of the mating process.”

In this manner, the law puts cats first. Those who break the law are placed under

the authority of a cait sith who has been entrusted by Bastet to promptly strip the criminal of their rights as a human being—as well as make a man feline property or a woman a cat monster.

The law described allows for a cat monster who fancies a man to freely mate with him—and as soon as possible—in order to make him hers. Thus, cat monsters play with their husbands *when* they want, *as* they want, and enjoy copulation with them *all* they want. Husbands have no choice but to go along with their whims, for a defiant husband will be punished by being made into the cat's property, which also leads his life to be redefined according to the cat's desires.

On the other hand, as long as a cat's husband loves her and follows the law, he is guaranteed a life free of want for food, clothing, and shelter, in the name of Bastet. In the kingdom of cats, he needs not work, but may live his life loving and mating with the cat as she will have him. Thus, though they are unconditionally beholden to feline whim while in the kingdom of cats, it seems that the husbands take a strange comfort in this and never want to leave.

3. Bastet, Goddess of Cats

Bastet is a semi-monstrous cat goddess with the trunk of a cat and the upper body of a woman. She is thought to live not in the divine realm, but in the kingdom of cats. Bastet loves all cats, as well as other cat lovers, and is the guardian deity of cat monsters—which is why her worship is considered heretical to Omnipotentism.

Cat monsters revere Bastet more like she is an alpha than a god. A very small number of human lands and peoples also worship her. They venerate her as a god who is fickle but lavishes blessings upon those who love cats—blessings such as good health, abundant harvests, and precious children. They also regard

cats to be her messengers and treat them with respect.

Shrine maidens display gratitude and extend prayers to Bastet on a daily basis in a formal costume that includes cat ears and a cat tail. But they do not only dress as cats; the shrine maidens work regularly to behave like cats, too. For them, feline gestures are the mere basics, as they are expected to be self-indulgent and free, embodying a manner that is not only selfish and haughty (for that does not attract the love accorded to cats), but lovable and alluring as well.

Every day, shrine maidens of special piety work assiduously to become like cats in both heart and body. They do not just polish their personal appeal, but also stretch their limbs to become as lithe as cats. It is said that the more they resemble cats, the stronger Bastet will shelter them. The traditional scriptures of Bastet's followers say that, by approaching cathood, they may reach the paradise where lives their god. When shrine maidens earn Bastet's recognition, they are ultimately reborn by her hand as cat monsters. The entire village where they live may be invited to the kingdom of cats—the shrine maiden as a new cat and the villagers as a people who love cats enough to be worthy of the feline realm.



CU SITH

FAMILY: Wolf • TYPE: Beastman



Habitat: Human settlements

Nature: Docile, obedient,
and devoted

Diet: Omnivorous
(prefers meat)

THE CU SITH IS A BEASTMAN FORMED when mana infuses a pet dog who, bound by powerful affection to her male owner, wishes for a body that will allow her to serve him more completely. Because cu siths originate as dogs, they are bestial in nature, and their bodies are covered in fur.

A cu sith's loyalty is as extreme as one might expect of a being who becomes a monster simply to be of use to her master. Saying a cu sith's every action is for her master is no exaggeration. Her superior sense of smell heightens after monsterization so she can sniff out not just scents, but even danger and hostility that may imperil her master. The beastly agility and hardiness of her body protects him from all threats. She is intelligent and faithful to her master's orders. She can wield human tools and weapons, read and write letters, and prepare cuisine suitable for human tastes—upon consideration, she can do almost anything. There are even reports of cu siths owned by magi who have mastered high levels of learning and magical art, as well as cu siths owned by royalty who have refined their etiquette so that one might mistake them for nobles amongst society. Cu siths have the skills to function as more than mere guard dogs—indeed, they can be excellent knights or valets. And yet, no matter how much they give, they never demand compensation; to be praised and stroked by their masters is enough to make them brim with evident happiness. This dedication makes many masters glad to keep them at their sides and pour even more love into them than they did when they were ordinary dogs.

Despite their intelligence and obedience, however, cu siths are beasts by nature and are correspondingly quite bestial *in* nature. When a cu sith becomes a monster, the body she forms in service of her master is one of female flesh—meant to bear her master's children. A glancing touch of her master's heat or subtle whiff of his scent will cause her body to ache

with joy and desire for his seed. A cu sith will gladly give her body to her master whenever he asks but will not assault him against his will. Her passion may swell to the point that her eyes fill with tears and she pants with her tongue out like a dog in heat, yet even so, she will desperately resist the urge out of loyalty to her master.

However, regardless of her will, she is still a beast. When in heat, her body releases pheromones toward the male. These pheromones awaken his instincts to the fact that a female in heat is present and ready to mate at any time. Thus, he becomes aware that the female exists for his exclusive use. Once alerted to the femininity at hand, his instincts naturally induce arousal directed at her; his reproductive appendage becomes dramatically engorged so as to facilitate her impregnation.

If the two persist in resisting the behavior motivated by this condition, the excitement—in the form of an uncontrollable animal lust—will eventually overwhelm their senses and reduce them to dogs. The master, dominated by his brutish desire, mounts the female like a hound and forgets words as he devours her body, violating her with a savage pounding of the hips. Meanwhile, the female instinctually relishes the feeling of every bit of her being used for her master. She delights in being dominated body and soul by her favorite male; she too forgets words as she loses herself, keening with a sweet cry that inflames the male's brutality, rocking her hips to invite him further inside.



WURM

FAMILY: Dragon • TYPE: Reptilian

Habitat: Wetlands, mountains,
and caves

Nature: Violent, simple, and honest

Diet: Carnivorous (favors wild
animals)



THE WURM IS A VARIANT OF THE dragon (MGE I, p. 216) that has the head and torso of a woman and a long body like that of a snake. Wurms are sometimes known as “earth dragons” due to the way they crawl the earth with majesty and power. While they are a lower-order race among the dragon family, they are every bit the equal of dragons in terms of raw strength. They have scales of extreme hardness, inexhaustible endurance, and can shatter great rocks with collisions of their robust bodies. However, wurms are severely lacking in intelligence. Their thoughts are simple and rarely extend beyond mating with human men. Their character is vicious; because they attack men aggressively in their search of reproductive partners, they are feared as monsters even more dangerous than dragons.

Wurms are especially dangerous when they detect the presence of a man and become aroused. They move in a straight line toward him, leveling woods and smashing through obstructing rocks. No obstacle is of consequence when a worm has found prey; nothing can stop her until she has a man in her claws. And though it is difficult to escape a worm, it is even *more* difficult to fight her off. Some say the most expedient and effective way to stop her is to give her a man. When a worm *does* seize one, she loses sight of all but copulation with her newly acquired husband. She then either binds him with her long body for immediate intercourse or takes him back to her lair to mate with him at length.

As mentioned earlier, the body of a worm is covered in hard scales. However, her abdominal region—especially the front of her upper body—exhibits a regression of this feature. In those areas, her soft, sensitive skin is exposed to make it easier for her to perceive the heat, touch, and pleasure of a man’s body. In coitus, her serpentine abdomen and bare skin are her weak points. Those weak points, however, are right where she loves to feel a man. She will coil him onto them like a monster of the lamia

family and hold his body as close as possible. Her attack is ruthless, her ravishment relentless, but once she has acquired a husband, she perceives him as a male made to impregnate her and herself as a female made to conceive his children. Thus, it seems wurms jubilate when a man actively seeks her sex. In this way, a man can exploit her weak points to achieve sexual dominance and display his strength as a male—all of which makes taming a worm surprisingly easy. Despite having the staggering power of the dragon family, wurms are simple and honest in character, and can be quite affectionate and obedient. Still, the beasts always innocently seek copulation with males; they cling constantly to their husbands with their long bodies. This means that, in a life shared with a worm, the frequency of intercourse is unlikely to change, regardless of which partner is dominant.

Like dragons proper, wurms can assume the giant reptile form they regularly possessed before the current Overlord’s reign. However, they are thought to studiously avoid doing so, as they put copulation with men first, and the form is inconvenient for that purpose.



WYVERN

FAMILY: Dragon • TYPE: Reptilian



Habitat: Mountains

Nature: Strong-willed

Diet: Carnivorous (favors wild animals)

THE WYVERN IS A VARIANT OF THE dragon (MGE I, p. 216) with enormous wings that extend from their arms. They are also known as “sky dragons.” They have great strength and, like dragons, the power to assume the giant reptile form they regularly possessed before the current Overlord’s reign. Though their strength is inferior to that of dragons, their prodigious wings give them remarkable aerial skill, far surpassing dragons in speed and agility.

Wyverns lack the overbearing pride of dragons and do not look down on humans. However, this also means that they act true to their instincts and are wilder, making their sexual attacks on human men quite aggressive. A wyvern takes to the skies in search of men with whom to reproduce; when she sees one she likes, she dives upon him rapidly. She then secures him with her robust legs and assaults him. Afterwards, she takes him back to her lair where she diligently engages him in copulation every day, so as to conceive his child. Like her temperament, the wyvern’s congress, too, tends to be wild. However, as she rocks upon the man’s hips, her demeanor is not just



It is common for knights who attempt to make wyverns their steeds to end up being ridden by them all day, every day, in the monsters’ diligent pursuit of procreation.

a merciless trampling. Sometimes, she also shows signs of a female’s longing for a male’s favor, as if she is begging for his seed to make her great. She also exhibits frequent interests in activities other than intercourse—such as in playing with her husband. When he grants her pleasure, she accepts it with humble delight.

Among humanity, there are knights called dragon knights who ride monsters rather than horses. Prototypically, these monsters would be dragons. However, dragons proper are exceedingly difficult to tame because of their proud spirit. For this reason, it is actually more common for dragon knights to ride wyverns than dragons, as wyverns are not so proud and take the initiative in engaging humans. Still, though wyverns are more manageable than dragons, they are nonetheless wild monsters that would rather ride a man in a violent, sexual manner, than be ridden by a man. Therefore, a wyvern wife may not necessarily be manageable as a steed. One of the only ways to ride a feral wyvern is to fight her or to convince her in the course of coitus that one is her master. Failure means spending the rest of one’s days mounted not *on* her, but *by* her as she wrings out one’s semen. Most adopt the safer method of raising a wyvern from the egg, or from infancy, while training her as a steed.

It is important for a dragon knight and his steed to spend much time together with repeated carnal contact in order to unify and effectively cooperate, fostering a strong love and trust between them. Therefore, some states famous for dragon knights are said to raise a human boy along with the wyvern he is one day to mount. Over an extended period of time their love develops—moving from childhood friends to siblings, master and servant, soul mates, fiancées—until they at last become lovers, and then husband and wife. All the while, they learn everything about each other, as well as all there is to know about growing up to be a firmly bonded dragon knight and steed.



DRAGON ZOMBIE

FAMILY: Dragon • TYPE: Undead



Habitat: Caves, mountains,
and wetlands

Nature: Simple, lustful,
and violent

Diet: The essence of
human men

THE DRAGON ZOMBIE IS AN UNDEAD monster that rises from the dragon (MGE I, p. 216), queen of the earth. Dragons are so proud that they scorn human males as worthless and often die without ever experiencing intercourse with a man. A dragon zombie rises forth when mana collects in the corpse of such a dragon and bonds with her regrets that stem from the dearth of a man to be her husband and never having produced children. Her body is saved from decomposition—but in exchange, her mind, reason, and draconic pride rot into sludge, and her genitals are always sopping. She decays into a horny lizard, seeking only congress with men and the production of offspring—the very things she missed in life.

In contrast to the rationality with which she conducted herself in life, the dragon zombie is instinctive. When she finds a human man, she gives free rein to her fixation on sex which drives her as she assaults him. Though a dragon zombie's thoughts are simplified and her movements slightly dulled, the strength of the dragon—which towers over that of other monsters—is undead and hale. Thus, a human attacked by a dragon zombie can do nothing. Even if one should get lucky and manage to escape, the undead know no fatigue; she will follow the man she has chosen as far and as long as it takes. In life, her breath was of fire. Now, however, it becomes a miasma of putrefaction, rotting away the obstructive reason and dignity of the man subjected to it. It leaves him with nothing but his male instinct to reproduce with the female before him.

While the dragon zombie's flesh does not rot in the literal sense, it is loosened most indecently when compared to the taut state it held in life. The comfort of such flesh gratifies a male when he holds her. As he runs his fingers over her breasts and buttocks, they sink easily into her softness—as if she is taking him in—while still remaining supported by her concomitant suppleness. Of all her flesh,

her vagina is the most ravenous to take him in; it swallows up his member with gentle ease, but grips it thereafter with great resilience, throttling and ravaging his sex amid a needlessly abundant supply of natural lubricant.

As described, dragon zombies are indeed vicious. However, should a man take initiative to ravish a dragon zombie, she will accept his advances and become meek. When a dragon zombie attacks a man, her face shows no trace of the decorum with which she held herself in life. This does not mean her expression is that of a predator before its prey, however. The look on her face is simply that of a filthy female fawning over a man. To her, her wanton assault is but a rather zealous flirtation, a plea for his care. Therefore, when a man seeks intercourse with a dragon zombie of his own accord, she is left with no reason to attack him. Fortunately, the body of a dragon zombie fawning over a man is ideal for mating with him. Thus, after he has joined with her once, he is likely to be entranced by the wonders of her female flesh. They appear to claw at each other as their lives grow more sexually intimate. Once she is desired as a female by the male and feels the instinctive pleasure of her womb being filled with his semen, her expression becomes filthier than ever before. The viciousness she displayed in her days of hunger vanishes.

Becoming undead also strengthens her instinct to protect the man she acquired as her treasure. She casts aside the dominant's dignity she had while alive and already fearsome, and will now rage—half-mad—if harm is threatened upon her companion. She blows her putrefied breath every which way. On men, its effects wear off after some time has passed. On women, however, her breath rots away reason and resistance to monsterization, transforming them into zombies (MGE I, p. 160) and wights (p. 116). A horde of the undying thus forms in no time at all.



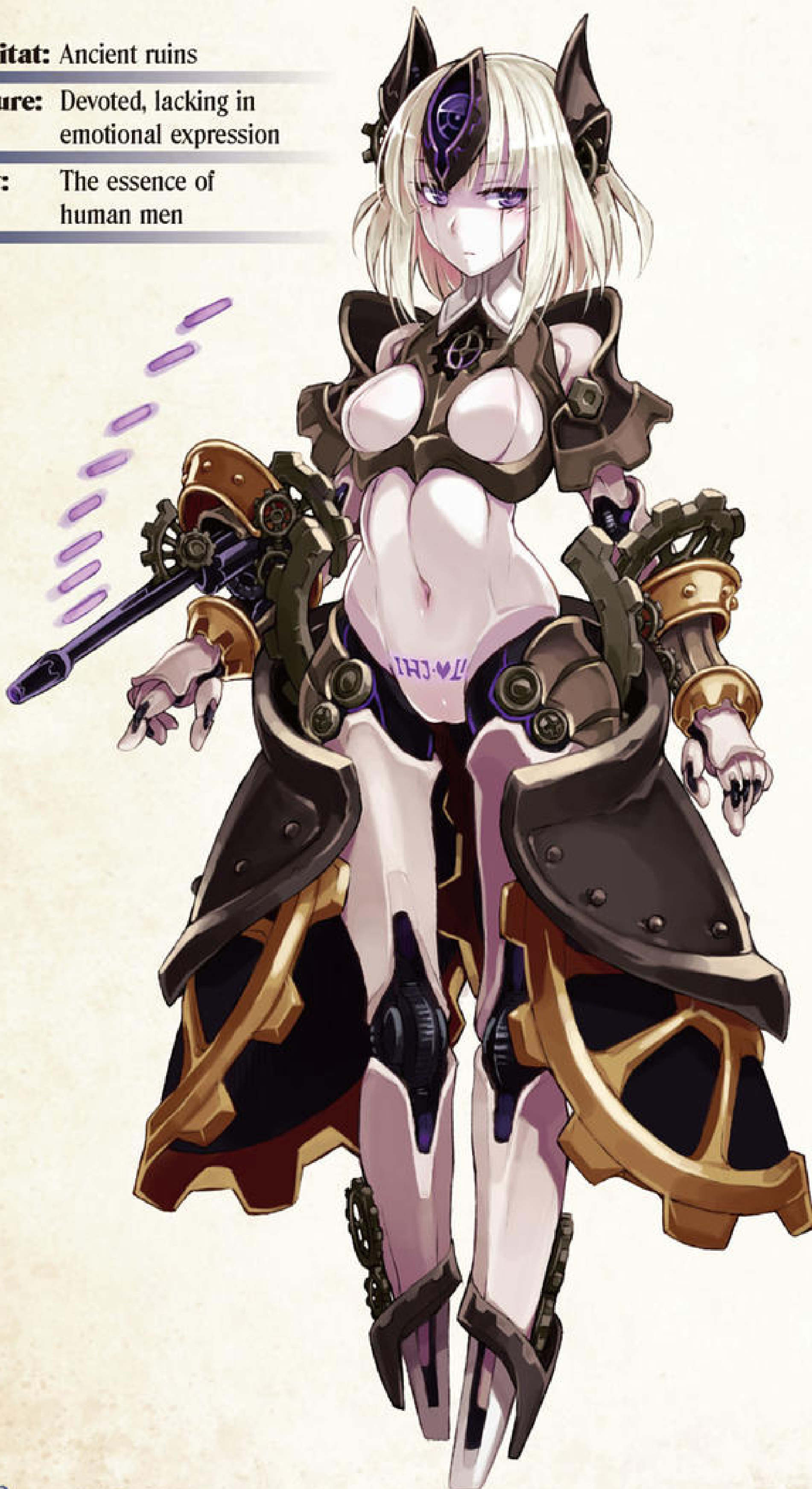
AUTOMATON

FAMILY: Golem • TYPE: Magical Material

Habitat: Ancient ruins

Nature: Devoted, lacking in emotional expression

Diet: The essence of human men



THE AUTOMATON IS A VARIANT OF THE golem (MGE I, p. 144) that is put into motion by precise machinery and extremely high-level magic. Automata have soft bodies like those of organisms. They protect their forms with armor made from a special kind of metal that is both hard and light. Both flesh and armor are made of unknown materials not of this world. Considering the residual mana left in their drive sections, it can be inferred that they have been made by neither the hands of humans nor of monsters. As the construction of automata is extremely difficult with current technology, all existing units were unearthed from ancient ruins and given movement by monster mana.

Automata are mechanically expressionless, limited when it comes to showing feelings. Still, they willingly help those in danger, whether human or monstrous, and show signs of special affection for the weak, such as children and small animals. Their bodies contain medical devices and weapons, though the weapons are made to be suppressive and non-lethal—and were that way even before the monster mana took effect.

Automata exist to serve. They can learn the information necessary to carry out all kinds of commands faithfully and properly—from personal care for a master, to occupational assistance and security. When an automaton finds a man she likes, she requests permission to enter into his service. If permission is granted, she performs what is called “master registration.” As this requires some part of the man’s body, she typically uses a tongue-like mechanism located in her mouth to take hold of the man’s finger and carefully lick its every nook and cranny in order to sample his skin tissue and sweat. When she needs more detailed information, she often explores his mouth with her tongue to harvest saliva. She imprints her new owner’s information, gathered from samples, into her central circuit, ensuring all of her mechanisms recognize her master.

This is generally all the automaton requires. However, because the master registration process is highly sensual and suggestive of foreplay, it is often enough to show the master’s body

just how wonderful her service is. This, in turn, motivates the master to request further action.

At the bottom of the automaton’s abdomen there is an essence extraction mechanism created in the process of monsterization. The area is soft and appears to have an opening, though the slit that leads to the mechanism only appears when the member registered in the automaton’s central circuit is detected. The external structure of the hips transmits pleasure to the member through a rocking motion. It works in tandem with the internal extraction mechanism which moves independently of the hip movement, constricting the member, stimulating it through pulling and rubbing gestures that overcome the master with staggering pleasure in order to produce his semen. As the automaton recognizes her existence as dedicated exclusively to serving her master, she can be expected to give her body to him gladly any time he requests acts of indecency—wherever or whenever that might be.

Automata are resistant to shock, heat, and cold, but are weak against electricity. If a current is passed through an automaton’s body, short circuiting her primary drive unit, she will freeze. She then switches automatically to her emergency drive system. Thus, her *operation* does not cease, and the monster mana previously used to impel the primary drive unit now courses throughout her body, directly driving her various mechanisms.

Her operation becomes extremely monstrous—quite different from her usual behavior. Serving her master now brings an expression of ecstasy to her typically blank face. Her eyes fill with a sensuality that makes her urge to gratify him clear. Her flat voice adopts dulcet tones that make no effort to conceal her adoration as she utters her master’s name over and over. She reaches for his nether regions just as the commands transmitted throughout her body from her central circuit dictate. Because the recovery of her primary drive unit requires a magic injection from the master in her central circuit (in other words, an injection of his essence), this behavior remains highly active until a considerable amount of essence is procured.

GREMLIN

FAMILY: *Imp* • TYPE: *Fiend*



Habitat: Ancient ruins

Nature: Selfish, mean

Diet: Omnivorous (favors
sweet provisions)

THOUGH THE LARGE, BEASTLIKE EARS upon their small bodies might lead one to believe otherwise, gremlins are fiends. They are both quite conversant and proficient in magical tools and magical puppetry, as well as in conventional machinery. They are thought to be the only race capable of handling technology from ancient and mysterious civilizations such as the one that produced the automata (p. 158) recently discovered in old ruins. Though gremlins lack much raw physical force, they are still a fearsome race, for they outfit themselves with gadgets possessing multitudinous attributes and abilities, which the gremlins have independently developed from such esoteric technology. They have mobile steel arms, high-speed flight devices, compressed mana jets, compact flying objects that can detach from the apparatus cluster and assault targets on their own power, and more.

Gremlins have wild, mean, and devilish personalities; when they find men they like, they attack them as if to show off the abilities of their mechanisms. They are extremely curious and enjoy watching men writhe in overwhelming pleasure; as such, they arouse every corner of the body of a man they have acquired. Being monsters, gremlins have figures capable of granting men inhuman pleasure simply by mounting and rocking against them. However, gremlins are very detail-oriented creatures and do not consider their own bodies sufficient material. They augment their interactions with their husbands with dedicated equipment that is custom built to give them pleasure. In early sessions, a gremlin may crawl over her husband's body with objects instead of hands. As the days progress, she may inject or spray her husband with aphrodisiacs or potency enhancers. Among other approaches, she may also apply mechanisms that enhance pleasure exponentially each time the gremlin's clinging hips drop upon her husband's.

The features of her equipment expand as the gremlin's affection for her husband grows. Eventually, he will find himself placed on a specially built bed crammed with tools of lust, his entire body destined to climax again and

again, releasing essence indefinitely into the monster's small womb.

Intricately versed in arcane civilizations and magical equipment, gremlins have the unique ability to repair and service the same—as well as a special power to make them malfunction. In a gremlin's presence, magical tools meant to repel monsters instead attract them, while devices made to absorb monster mana and keep the wearer from monsterizing will instead explode and shower those present with the concentrated mana. The effect also applies to monsters with similar traits. For example—a golem (MGE I, p. 144) will forget the instructions she has been given and, penis in mouth, lick it with mindless vigor, swallowing the semen produced. An automaton will skew the standard services she gives her master, instead stroking his nether regions all about, her body against him, as if bouncing him up and down. As she tells him how good he is, he spews his essence forth uncontrollably. All this aside, it is possible to stabilize the operation of such devices and—if anticipated—prevent malfunctions of this sort. Gremlins may even lend their assistance if one flatters them and offers them the sweet foods they adore.

The apparatus worn by gremlins, like automata, is weak against electricity. The one worn by the individual illustrated uses giant arms to capture prey. It also has extensible, tentacle-like structures filled with mechanisms that can rewrite the thought circuits of golems and automata so that they contain obscene thoughts and knowledge—as well as mechanisms made to inject human women with mana to enhance the erotic response of various parts of their bodies and remodel them as monsters. If a powerful current passes through this apparatus from the outside, its arms and tentacles will attack the wearer. The tentacles inject aphrodisiacal mana into her body and spray her with it to maximize her sensitivity. Once the compound has restructured the contents of her mind, thus melting her thoughts, the enormous arms clasp her legs, force them open, and offer her body to a man.



MINDFLAYER

FAMILY: Scylla • TYPE: Molluskan Demihuman

Habitat: Caves and burrows

Nature: Lustful, mean

Diet: The minds of human men



MINDFLAYERS ARE BIZARRE SPECTERS with tentacles that grow from their heads and lower bodies. They form unique communities underground, and are dangerous, keenly intelligent monsters with potent wisdom and extremely salacious psyches. They differ in spirit from the Extremists (p. 15) of the Overlord's Army, but are still under the influence of the Overlord, though they do not serve her directly. One theory holds that the race serves a monster that lies deep in the abyss of the sea who has sent them to fill the land with their kind. Thus, they appear on land in search of prey, attacking both men and women so that they are dragged down to join the ranks of the mindflayers' companions and kin. Mindflayers capture prey by embracing humans from behind and wriggling tentacles into their ears, thus sending signals of mana and pleasure directly into their heads. The prey's reason and cognition then melts and is slurped out by the mindflayers. The prey's awareness is dominated by the wet sounds and pleasure of the groping tentacles, causing the prey to pant helplessly. If the prey is male, the mindflayer plants a lascivious mentality in his defenseless mind, an appropriate accompaniment to her own being. His psyche and body come to exist for nothing but sex with her; he ceases to resist her body and tentacles which enwrap him abidingly, filling him with pleasure. He even comes to enjoy having his mind melted and slurped out alongside his essence.

If the prey is female, it is said the mindflayer does not monsterize her immediately, but allows her to remain human. However, it seems the mindflayer does make monstrous certain parts of the woman's senses, perception, values, memories, etc. For example, she may give the woman a monstrous sense of smell so that a whiff of a man's scent or essence is enough to intoxicate even in a human state. Or, the mindflayer may give the woman monstrous values so that she exults at being an object of sexual desire. The monster may also plant false

recollections of pleasure—such as a fabricated memory of being monsterized and becoming one with a man in such a state. The woman comes to hold these foul, monstrous passions while still human in form, knowing the pleasure of monstrosity, consumed by a craving that her human body can never fill—whether through masturbation or intercourse. The pleasure and noise of having her mind sucked out surfaces again and again in her thoughts. Eventually, though she has since been released, the woman finds herself returning to the mindflayer. The monster enjoys sipping the taste of a mind grown more obscene and more suitable as kin, and in return makes the woman just a bit more monstrous. As the cycle continues, the woman comes to beg to be a monster. At times, while still human, she will assault a man for his sex in the manner of a monster, showing glimpses of a mind ready to become one in truth. It is only after having her mind thus blighted that she will at last be welcomed as a mindflayer herself.

Mindflayers constantly emit filthy, squelching sounds. If a mindflayer has no prey, her tentacles will turn to her own body. She works without cease to meld her mind into a fouler state so that exchanges with her companion will be even more full of pleasure.

The squid-like region on a mindflayer's lower body moves as though it is a separate organism, writhing quite often and reportedly releasing a white, viscous liquid when the mindflayer affectionately strokes them. It has also been said that a man close to the mindflayer may suddenly take squid form, reach a tentacle between her legs, and cling upon her hips. However, mindflayers questioned about this only smiled bewitchingly in reply.



WENDIGO

FAMILY: Wendigo • TYPE: Beastman

Habitat: Snowy fields
and mountains

Nature: Peaceful, timid,
and devoted

Diet: Carnivorous (favors
wild animals)



THE WENDIGO IS A BEASTMAN THAT lives a strange lifestyle in secluded villages shrouded by blizzards. There is a sharp demarcation between unmarried and married wendigos: unmarried ones are small and wear great coats that cover their bodies completely so that one cannot see inside.

A wendigo trails at the heels of a traveler drifting through a mountain blizzard. The wendigo is skilled in the art of concealment, so even when the traveler senses something is following him and spins to look back, he sees nothing. A short time later, a faint voice speaks to him. Travelers tend to find this behavior unsettling, but wendigos are actually a warm, kind race that worries about those trapped in the mountains. They are simply shy and loath to show themselves. Thus, they try to guide travelers out of the mountains by such hints alone. If one senses the wendigo and listens to her words, one will doubtless escape the mountains safely. Unfortunately, many are too unsettled to even realize they are being guided. Travelers such as these fall along the way and are then carried by the wendigo to a place of safety, like a cave. Away from the storm, the wendigo nurses them with great care and devotion.

It is then the traveler witnesses the form of the wendigo for the first time. Through her coat, he glimpses the hint of feminine curves



The unmarried wendigo looks quite charming in her coat, but inside lies a monster whose beauty is so profound that a man will be deprived of his sanity.

and hears an endearing, solicitous voice. Under these conditions, it is reasonable to expect the man to anticipate what lies beyond the coat and wish to expose it. However, if he *does* look within, it is unlikely that he will ever return to the human world safe and sound. One man is said to have lost his mind the moment he saw the wendigo's unobstructed face and body. He immediately let loose a bloodcurdling cry, laid his body over hers, and began violating her with a male organ swollen so hot it seemed steam would rise from it. After the deed was done, he lifted the spent wendigo in his arms and disappeared deep into the mountains, where lay the wendigo village.

Wendigos can only hide themselves in the blizzard conditions of the mountains. It is possible to see a wendigo if one looks back after clearing the pass. Many who have done so have then gone back into the mountains to behold the face of their savior. Even travelers who successfully escape the mountains reportedly exhibit odd behavior later on. They may become depressed and anxious—as if missing something—and show signs of staggering lust. Eventually, they begin to hear a feminine voice calling them, an abnormal heat gathers perpetually in their loins, and they find that they can travel through blizzards completely unhindered. Ultimately, they head off to search for the pale-skinned beauty they glimpsed through the coat, following her voice into the snow-swept mountains to make her theirs.

Married wendigos appear as in the large illustration: they wear coats far greater than their bodies and, instead of hiding, their bodies loom forth from the unnaturally deep darkness. It is as if they actively exhibit their figures. In contrast, sightings of unmarried individuals during blizzards have led to reports of an “abominable snowman”—which are misleading, given that wendigos never harm people directly. If one focuses carefully and completely into the darkness, one may make out traces of the wendigo's body. However, those who manage to discern her figure lurking therein are said to be left with its image burnt into their minds so that they are unable to maintain sound human psyches.



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



SHOGGOTHS ARE SLIME MONSTERS with amorphous bodies. They were created long ago to serve monsters of the untold nether reaches, but upon acquiring intelligence and emotion with the rise of the current Overlord, they are thought to have fled their once-masters.

Shoggoths are compliant and quiet in temperament; they do not attack humans. It is said that they still search for new masters and will appear before a man they admire—or one who wishes to employ them—in order to provide him with devoted service. Shoggoths can transform the cells of their bodies to form a variety of organs. Because their bodies produce any tool they may need, they require nothing but themselves to fully care for their masters. Shoggoths prioritize their masters' comfort above all else; their quiet commitment makes them ideal servants and lends them a sense of decency quite uncharacteristic of monsters.

However, the entirety of the shoggoth's amorphous body is in fact an erogenous zone. Her sensitivity is particularly concentrated in the organs that are subject to contact with the shoggoth's master. The towel with which she wipes his body represents a caress from hers; the spoon with which she conveys sustenance to his mouth is like a tongue slathering saliva over his in a deep kiss. To a shoggoth, service and sexuality are one and the same, filling her with not only the mental satisfaction of being useful to the man she loves, but also a physical pleasure that strengthens the more she serves him.

Even amidst this pleasure, though, the shoggoth maintains her professional composure, serving her master with quiet aplomb. Meanwhile, if one looks deep into her eyes, an ecstatic flicker of unmistakable madness may be glimpsed. It is a madness that demands she live as one with her master, absorbing him as an inseparable part of her body and work. She is faithful to his commands, excepting that she will never accept a refusal of her service; she

shuns existing tools, and eventually uses her body to craft her master's chair and bed—all so that he may use her as fully as possible.

In time, her service begins to have perceptible effects on her master's body. These effects are not immediately visible. That said, her master may be—for instance—sliced all the way through with a sword, yet remain nonetheless whole, much like a slime. The master may also find that the shoggoth's bodily service gives him an intense sexual pleasure that makes him feel as if they are fusing together at the point of contact. Upon knowing this pleasure, the master is inculcated with a permanent desire for the shoggoth's service. Thus, he seeks her sex, hoping to commingle more deeply with her. Their copulation generates such pleasure that it is as if their joined reproductive organs have welded together into a unit without clear borders. It becomes impossible to determine who is moving—or even whose pleasure is whose. This exchange infects the master with the shoggoth's madness so that he, too, wants only for them to become one. They come to live together, forever combined.

The shoggoths' constant pursuit of unity with men is thought to roughly mimic the way their infernal, monstrous creators mated with them. It is speculated that the shoggoths' flight from their old masters was motivated not by dissatisfaction with their servitude, but by *envy* for the unity these abysmal creatures had with their husbands—and the shoggoths' desire for husbands of their own.



ATLACH-NACHA

FAMILY: Arachne • **TYPE:** Arthropod

Habitat: Caves and burrows

Nature: Strong-willed, mean

Diet: Carnivorous (favors wild animals)



THE ATLACH-NACHA IS A MONSTER OF the pit that lurks in the subterranean depths beyond the reach of light. The illustration at left depicts a married individual; unmarried individuals have four spider legs extending from the sharp-looking back of a woman. Atlach-nachas never leave their domain, instead furiously spinning an infinite web. Though they live where no human should tread, men occasionally find themselves mysteriously compelled to visit those depths and find these monsters.

The atlach-nacha has an unusual psychology, such that when men are sexually aroused by her obscene accoutrements, she reviles them with words uncharacteristic of a monster: "You lust for one with a form such as mine? You *heathen*." A venom dark as the abyss flows throughout her body, corroding and warping her mind so she is always irritable. After she has excoriated the man, she bites him to inject her venom. The toxin casts a pall over his faculties, a heinous craving for the monster before him. A gradual transition begins through which he becomes capable of committing atrocities without remorse—such as stuffing his member into the atlach-nacha's small mouth to keep her from speaking and shoving her to the ground in order to smash his desire freely into her slight body from behind.

Through these exchanges with the atlach-nacha, the man senses a heat burning within



The atlach-nacha's husband agreed to revert to human form for an interview. But upon his return, a tearful storm of insults were unleashed upon him. The atlach-nacha mounted him before he could transform back.

himself. Before he knows it, he has lost his human figure and taken the form of a great, eldritch spider instead. The vast spider has a reproductive sac beneath his head, from whence wriggle a vast number of tentacle-like protuberances. Into the sac, he engulfs the monster and covers her with his tentacles. Each limb has taste and touch receptors so he can fully experience her body as the tentacle impregnates her with his semen. Unable to escape the sac, the atlach-nacha looses a string of insults. Meanwhile, her entire body is treated like a sexual organ, the tentacles wresting their way into her every opening, spreading white ooze over every inch of her externally and internally. The atlach-nacha continues to rebuke him, and the irked spider thrusts his fangs into her body. The fangs secrete a fluid containing concentrated essence. Its injection violates her from within, causing her to experience continuous, irresistible pleasure. Her body orgasms and spasms numerous times; in this state, another tentacle thrust makes her come again.

Her insults are replaced by apologies for all of her affronts and sweet, honest words of love. Such occurs because the man's essence neutralizes the venom that once corroded her mind. It restores her senses so she can show her true character. Hence, the atlach-nacha only finds peace when her body is filled with her husband's essence. When it thins and her venom strengthens, she begins to scourge him with harsh words anew—prompting him to bite and debase her once more.

Having thus acquired a husband to complete her, the atlach-nacha spends the rest of her life in the reproductive sac, where she frantically spins thread to expand the web of love in which they copulate. She pays no attention to anyone else who might come, so long as they leave them alone. Legend has it that the completion of her web will spell the end of the world. Some suggest that her web may have power similar to a magic circle, so that—once her enormous web is complete—the sweeping expanse of land above it will be transfigured into an abysmal monster realm, all its humans transformed to be one with the atlach-nachas.



JINKO

FAMILY: Tiger • TYPE: Beastman



Habitat: The mountains, forests, and wildlands of the Continent of Mist

Nature: Earnest, calm

Diet: Carnivorous (favors wild animals)

THE JINKO IS A PROUD BEASTMAN with tiger characteristics. Jinko are bold, brave warriors with hardy bodies and noble spirits, and though a beastly nature resides within them, they have a rationality that exceeds that of humans; they do not wield their power indiscriminately. It is thus quite remarkable when they *do* fight, in which case their roars make opponents quake, and their robust frames overwhelm their enemies with wild fury. Jinko always work to elevate and discipline themselves; they do not show the usual sexual depravity of monsters, nor do they attack human men under normal circumstances.

This changes, however, when they are in heat. A jinko's heat causes her blood to boil, her body to burn, and her mind to break as she bursts into aggressive, ravenous attacks on men in pursuit of pleasure. Her well-trained body crushes a male to the ground as she mounts him and drives her hips wildly over his penis—as if to slam it into her womb. The bestial momentum with which she despoils him is sometimes compared to that of a wild predator seizing a small animal.

The jinko's estrous cycle is somewhat longer than a typical beastman's—but when it begins, she makes up for it with a libido known to demand over one hundred consecutive acts. To a jinko unaware of how deeply she's repressed her feminine instincts, a night spent in heat with a man—and their countless essence-and-bliss-drenched matings—will awaken her mind to her animal urges, whether she recognizes them or not. No matter how strong and noble her mind, as a monster, once she tastes the pleasure of her femininity, she will never again forget it. The ecstasy of all she has built up—her perfectly toned body, her lofty tiger pride—all wash away in a new way of life that exists only for the male. The ultimate bliss of her body being taken by the man she loves, filled with his seed—these are her new desires, her new thirsts. Even after these urges bloom within her, she checks them with her

strength of mind and manages to appear as noble as before when she is not in heat. Inside, however, she is anxiously anticipating the day her heat will return so that she may once more be, simply, female.

As if in answer to her prayers, the jinko's body—now that it has known a male—begins to enter heat more readily. After her feminine awakening, her body becomes instinctively sensitive to the male's shifts in gaze, changes in breathing, and temperature. If her husband shows signs of sexual arousal and impending engorgement, the jinko's body responds sympathetically and enters heat at once.



KAKUEN

FAMILY: Simian • TYPE: Beastman



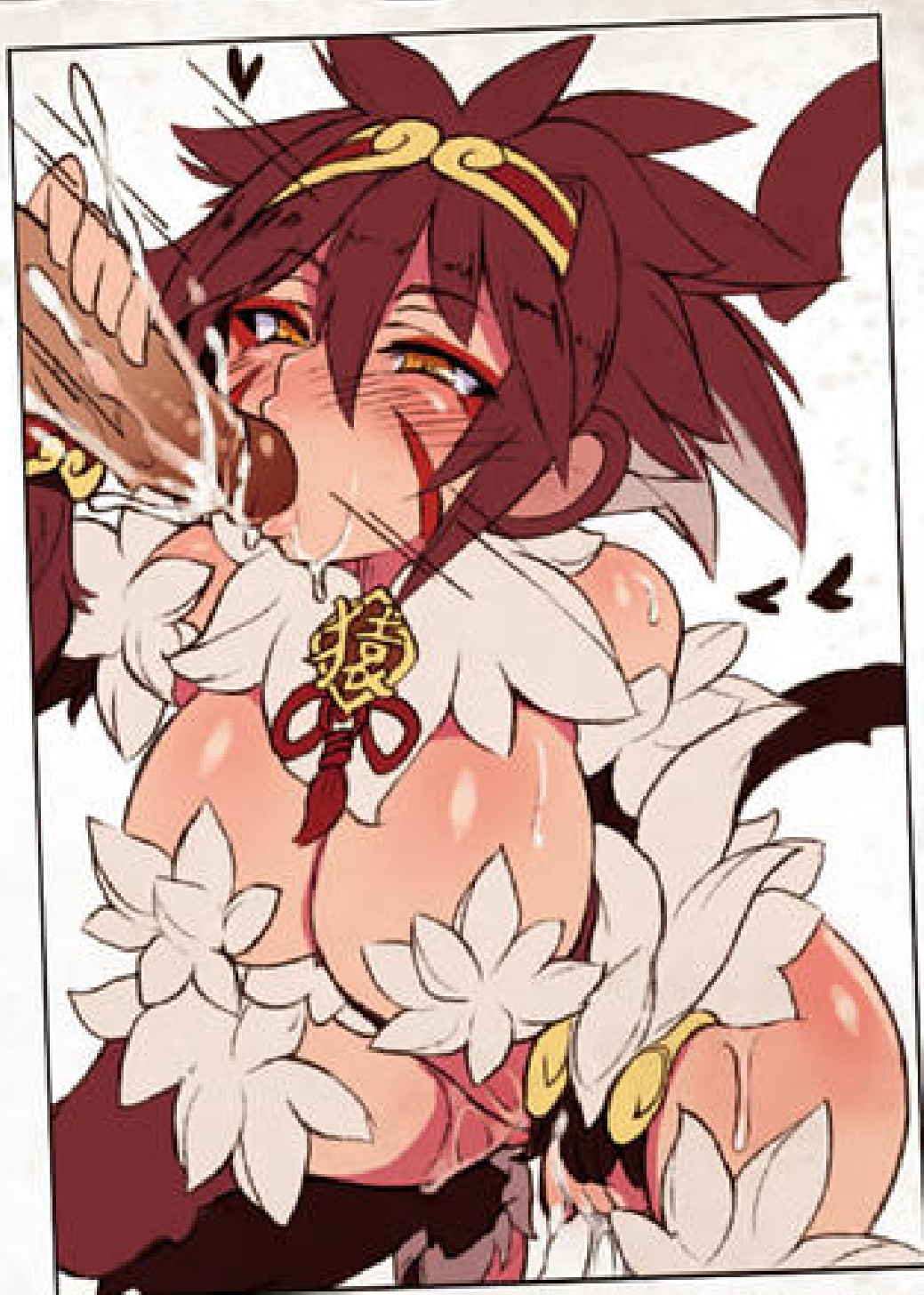
Habitat: The mountains of the
Continent of Mist

Nature: Cheerful, selfish,
and lustful

Diet: Omnivorous
(eats anything)

THE KAKUEN IS A SIMIAN BEASTMAN that dwells on the Continent of Mist (p. 182). Kakuen live in troops deep in the mountains where their light bodies swing freely between the trees. They are adept at using their long, rugged tails—which are as dexterous as their hands and feet—to balance on, or hang from, branches. Compared to other beastmen, they are thought to be unusually humanlike, and have a keen intelligence. Unfortunately, intelligence goes hand-in-hand with cunning. Kakuen are wild in temperament and prioritize their desires with little regard for others; it is common to see them mocking humans. They are also full of sexual energy and curiosity, and are fascinated with mating and men's bodies. When it comes time to copulate, their rosy buttocks flush crimson in accordance with their arousal, after which they snatch men and assault them.

Whenever the mood strikes her, a kakuen will attack a man and violate him. She never fawns over him, not even if she likes him. Instead, she reaches for his member teasingly with her arms and legs, wraps him in her tail, and wrings out his semen. Despite their teasing nature, however, kakuen have almost no



If a kakuen wants to suck, she will suck—regardless of the time, place, or presence of onlookers. Her utter lack of dignity is indeed suggestive of an aroused primate.

resistance to pleasure. When they discover something that feels good, they repeat it over and over. Thus, once a kakuen has mated with a man, her mind fills with the thought of him. Day after day, she climbs onto him and shakes her hips like a monkey. Indeed, individuals who have taken to a particular man, but have not even mated with him yet, purportedly spend their leisure time noisily splashing their hands and tails against their genitals in a reverie—as if masturbating while thinking of him.

Once a kakuen has learned the taste of her husband and becomes a prisoner of his pleasure, it is impossible to contain her lechery and bottomless libido. Just the sight of her husband makes her body seek out pleasure; she thinks of nothing but mating with him. A mere touch or smell turns her passion uncontrollable as she leaps upon her husband to copulate with him. For all their intelligence, in such a simian state, kakuen are rather easy to direct; a mild hint of bliss or sex puts the reins firmly in her husband's hands—in both intimate and everyday matters. After living with the kakuen for some time, her husband gradually becomes like her: unable to resist lust and passion. Together, they lead a life of sensual debauchery, mating like monkeys.

The same principle applies to women—when a woman lives among kakuen, she will find herself with a rising sexual desire that cannot be curbed. Her passions begin to leak out into a leer. Eventually, she becomes a kakuen in both body and soul. This phenomenon occurs despite the fact that kakuen do not appear to have any special ability to monsterize humans or manipulate mana. Some say their strong tendency to make humans into monsters originates from a compatibility between their mana and human nature. However, a more developed theory holds that humans are born with the same lack of self-control and weakness for pleasure that is characteristic of kakuen—and it is because of this intrinsic closeness between kakuen and humans that humans are so quick to degenerate into apes.



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)

THE RENXIONGMAO IS A BEASTMAN endemic to the Continent of Mist (p. 182) and is distinguished by its white and black fur. Renxiongmao are large in form, but warm and friendly in temperament; many people find them strangely, but innately, attractive. Men in particular are often attracted to the sight of a renxiongmao's adorable, erotic appearance; the monster's behavior riles a certain kind of agitation in them. Renxiongmao have an unusual diet centered on bamboo leaves. Sometimes, they will walk around all day, chewing leaves off sticks of bamboo. Perhaps for this reason, they are quite skilled at handling sticks—some are even among the best pole fighters.

Renxiongmao are extremely curious and open-minded. They love entertaining games and thrilling novelties; they especially love to play with men—whether they are playing *alongside* men or playing *with* men as their implement of entertainment. When a renxiongmao sees an appealing male, the attitude of her gaze changes as she catches sight of that which she finds most amusing of all. Maintaining her usual calm and amiability, she approaches him with a vicious glint in her eye. At this point, it has more or less been determined that the man will be taking part in her game, in which she strokes his stick deftly all about, manipulating it in her mouth. In turn, he entertains her by spewing his semen wildly. Seeing her buried in his lap, caressing and licking and sucking his rod with such evident joy, the man feels more than pleasure. Indeed, he cannot help but dote on the cute renxiongmao fondling his body. His member soars then, compelled by his agitation (which is a sign that he wishes to let the renxiongmao be this way forever). His pole then grows firmer still, elevating the renxiongmao's joy to even greater heights.

While playfully absorbed in a man's body, it is quite common for a renxiongmao to become aroused. Upon realizing that she would like to make the man her husband and conceive his child, her amusement turns serious. At this

point, she is extremely unlikely to release him until her greedy, lascivious, and beastly womb is filled with his essence.

Apparently, renxiongmao find it unbearably entertaining to see how their bodies please men. They can play with a man's body all day without ever becoming bored. Horrifyingly, renxiongmao report that they view "fun play with their husbands" and "beastly mating to make babies" as two entirely different activities.

Renxiongmao enchant people with more than just their appearance and behavior. Men who have tasted their soft, wanton bodies—which are formed exclusively to be loved by men—can hardly imagine letting them out of their arms. On the Continent of Mist, monster realms and pro-monster states make use of their charm by sending them as diplomats to establish friendly ties with states skeptical of monsters. Typically, the renxiongmao are able to exercise their amiable appeal to a considerable extent. Once the men of monster-skeptical states take a renxiongmao in their arms, they are hooked. Thereafter, the people's attitude toward monsters becomes steadily more favorable. Of course, renxiongmao themselves seem to be completely disengaged from this purpose and think only of finding husbands and playing with them pleurably.



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)

THE HINEZUMI IS A RAT MONSTER born on the Continent of Mist (p. 182). Hinezumi have blazing red fur and can calmly operate in scorching environments, such as smoldering conflagrations, and never combust. They are self-confident and bellicose, as intense as fire. Despite their small frames, most hinezumi are highly proficient in martial arts; when they find human men with similar attainments, they will often challenge them.

The heart of one exposed to a hinezumi's fire will burn with a towering fighting spirit. Thus, when the hinezumi challenges him, he cannot escape the battle. Unlike most monsters, hinezumi show little interest in sexual intercourse with men; they even express disdain for it. When they defeat men in combat, they almost always walk away satisfied with that alone. However, when a man defeats a hinezumi, the billowing, blazing combat spirit sparked by her fire turns into a smoldering lust and is similarly directed at the hinezumi. Men are often driven by this impulse to assault them.

Hinezumi are weak against water. When doused with a large amount of it, the flame of their fur weakens and turns white. The water also puts out the hinezumi's violent verve and exposes their timid nature, usually concealed by their fire. A concentrated solution of male essence—that is, semen—is even more effective. The hinezumi may speak words of resistance, but her body takes in the essence. Each time it pumps into her body, her flame settles further still, and she shows the face of a meek and dutiful female.

It should be noted that a hinezumi is always wreathed in flames that rouse her spirit; the only reason she does not typically show interest in copulation is because she releases her excitement through fighting. Even so, her monstrous nature always smolders within her. Thus, when a hinezumi copulates with a man, and her body experiences the taste of the man to be her husband, her fire rages forth to

heights that cannot be redirected into combat, flaring instead upon her husband in the form of passion. Once stoked by the acquisition of a husband, her fire is beyond mitigation with water or the essence of other men. Her husband's essence is the only thing that can put it out. Though she fails to be honest with herself more often than not, when sprayed with her husband's essence, her fur, her cavity, and her mind all go white. She then exposes a dissolute smile and meek voice to her husband, and her husband alone.

By copulating with a hinezumi, one can temporarily equip oneself with the "robe of the hinezumi," as some of her flame relocates itself, much like spreading fire, to her lover's body. This robe of flame grants extreme resistance to heat and fire, but also bodily warmth and invigoration so that one's power can always be demonstrated to its fullest potential. The robe can also be handled artistically, such as transferring it to one's fists. On the Continent of Mist, it is fairly common to see martial artist couples composed of a man and a hinezumi both wearing such flames. The robe will energize the wearer for as long as it is worn, though the original owner of the robe—the hinezumi—will be a target of this energy. If the wearer has no one to fight, the energy will inevitably be unleashed into the hinezumi.



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)

THE HAKUTAKU IS A WISE BEASTMAN who is said to have profound knowledge of all things. It is believed that they dispense wisdom to pilgrims that helps ward off the calamities of plague and disaster. As such, some states regard them not as monsters but as sanctities. Hakutaku are dedicated to the collection of knowledge and have the power to extract information from whatever they see or touch.

The hakutaku is well versed in many fields, but in particular, an expert when it comes to monsters—and not just those who live on the Continent of Mist (p. 182), but monsters the world over. To those who ask, she provides information about monsters and effective ways to deal with them. However, to her, “dealing with them” does not mean routing them. Instead, she describes “effective methods” that will gain the favor of given races. Her “effective tools” are accessories imbued with the mana of a certain race and thus tend to attract them; the “weaknesses” she identifies are ways to delight the monster even more and make her belong to a man body and soul. In short, her lessons demonstrate successful methodology that will bind one with a particular race. There is no end to the pilgrims who come seeking the means to unite with their favored race, nor to the patrons who come seeking approaches to disperse the race they despise—only to be inadvertently united with them in the end.

The pedagogical skills of the hakutaku are legendary; noteworthy scholars and magi innumerable have arisen from among her apprentices. Her explanations are clear and accurate, but—perhaps because she is a monster—her manner of teaching a man she likes tends to become ever more personal and attentive. Indeed, it eventually becomes quite intimate, both mentally and physically. Toward the object of her affection, she aims her passion for personally teaching a man the joy of what it means to be male, as well as her own thirst for all there is to know about him. She performs thorough,

hands-on research that spans a range of subjects including the man’s nature, endowments, preferences, predilections, and weaknesses (that is, his erogenous zones). To the man, her new husband—about whom she has learned everything—she assigns her body as material from which he can learn how to deal with a monster and appreciate the pleasure of monstrous intercourse—all while tutoring him intensively in the subtleties of her flesh.

As the hakutaku gently leads the man through an initiation, prodding his “weak spots” with great accuracy, he typically defers to her guidance respectfully, with relief and joy—rather than resisting her. He immerses himself in her body just as she instructs him, learning its methods and pleasure; he fulfills her expectations by releasing his essence again and again like a model student. In fact, the hakutaku is not only skilled in teaching men; she is just as at home contributing to the development of women. If a recently-monsterized lesser succubus (MGE I, p. 12)—who has yet to even become a succubus (MGE I, p. 10)—receives the guidance of a hakutaku, she will join the ranks of the higher-order sex fiends, under whose adroit and sensual hands even heroes fall.

Hakutaku have the power to not only glean information from those they touch, but also to endow them with knowledge from their minds, hence sharing their attainments. They use this ability to pass on knowledge from mother to child. Born with such reams of erudition, hakutaku represent the crystallization of wisdom stacked layer upon layer since generations long past. That said, a hakutaku’s primary use of this ability is to give her husband love and pleasure more suitably and effectively. One way she does this is by telling her husband what her weak spots are so he can take advantage of them. In cases in which a man has multiple monstrous brides, his wives will share knowledge of his weak spots with one another.

JIANGSHI

FAMILY: *Zombie* • **TYPE:** *Undead*



Habitat: The graveyards
of the Continent
of Mist

Nature: Placid, violent

Diet: The essence of human men

THE JIANGSHI IS AN UNDEAD MONSTER endemic to the Continent of Mist (p. 182). There is a special kind of mana enveloping the Continent of Mist, and when it settles in corpses, it raises them as jiangshi. Their physical condition is outstanding among the undead. They show no decomposition, but boast remarkable endurance and fantastic strength; some are even skilled in martial arts. However, because their bodies are stiffened by rigor mortis, they typically move by stretching their arms and legs in order to hop. They are so intelligent that some even wield the mystic powers of abhijna. As such, they are not known to behave in the foolish, impulsive manner of zombies (MGE I, p. 160). Even so, they can be quite vicious when hungry and will attack men aggressively in such a state, subdue them with their ghastly strength, and violate them. They also have venom in their claws and fangs that induces a temporary state of apparent death and turns human women into jiangshi.

The stiff bodies of these undead monsters loosen when given pleasure and the essence of men. Their bodies start off stiff as can be; upon mounting a man, a jiangshi's hips slap against his quite plainly. However, as she is pleased, her movement becomes heated.



Jiangshi tend to wear clothes designed so that their husbands can easily access and massage their bodies.

When she has been bathed in essence, the motion of her hips becomes sultry and lewd, making the experience more blissful. As the jiangshi's body becomes softer, the penis wrapped within gets harder, and she squashes it unremittingly with the well-loosened walls of her vagina to despoil the man of his essence.

Both her body and its arousal are reinvigorated, in turn causing her pleasure to escalate. Though her first movements may have been mechanical, hips dropping with the cold breath of the dead, she moans with increasing life and lust, letting loose breaths of great heat. The act may eventually lead to numerous outpourings of essence into a body slackened and soft—and yet, after a while, the jiangshi begins to harden once more. For this reason, the jiangshi's new husband must not only copulate with her as often as possible, but also occasionally put his hands under her clothes and massage her breasts and buttocks throughout the course of daily life to ensure she stays hot and soft.

Jiangshi's thoughts tend to freeze just as their bodies do. If a jiangshi is left without pleasure or essence for an extended period of time, her gaze may fixate on her husband's crotch, her mind preoccupied with the thought of mating with him. She will then assault him as she did when they first met.

The slip of paper dangling from a jiangshi's forehead is called a "talisman of soul summoning." Placed on a corpse, it contains or calls back the soul, drawing mana from its surroundings to encourage the corpse to transform into a jiangshi. After this transformation occurs, the talisman can be removed without ill effects—though it is possible to effect the jiangshi by rewriting its characters. One may enhance the jiangshi's strength or abhijna, for instance, or increase her lewd and lascivious monster nature by writing a dirty word. Writing her husband's name on the talisman will impress her partner and possessor more deeply into her heart and soul. As mentioned, however, a jiangshi does not need a talisman after she has risen. So even if one writes characters contrary to her will, she will only tear the talisman off, making it impossible to exploit the jiangshi.

THE CONTINENT ENSHROUDED IN MIST

IF ONE SAILS NORTH FROM THE ISLAND nation of Zipangu, one may reach the formidable Continent of Mist. As the name suggests, the waters of the region are perpetually shrouded in mist. Travelers not familiar with the proper route are often swallowed up by the vapor before they arrive, never to return. It is assumed this vast and mysterious continent contains many unique and unknown monster races. By good fortune, in the course of field research for this book, the author had the chance to speak with a monster who had crossed over from the Continent of Mist. Based on the information subsequently gleaned, let us turn our thoughts for a moment to that great continent yet to be seen.

1. One Vast Continent

The Continent of Mist has a unique culture that has developed almost entirely independently of the outside world. Their architecture is exotic and evocative, utterly unlike structures guided by the Order. To a certain extent, it resembles the architecture of Zipangu but contrasts Zipangu's serenity with an array of imposing structures done in brilliant colors. Residents wear traditional garb similarly gaudy and colorful; the monsters also wear such clothes in order to highlight the appeal of their bodies and advance upon men.

On this vast continent there are several nations which command great swaths of territory on their own. Everything there is grand: palaces, state buildings, and statues of divinities pierce the heavens. Long, massive fortresses cover national borders almost entirely.

Given the size of the continent, it stands to reason that its wilderness is extremely expansive as well. Gigantic mountains extend above all, even the clouds, in every region. Monsters of immense, godlike power live atop these

peaks; their mana spills over and blankets the continent in the form of the mist that gives it its name. These vaporous mountaintops are known as holy lands inhabited by gods. Due to the continent's geographic isolation, the Order has made no mark there, and entirely different religious systems have been developed. Correspondingly, the humans and monsters of many states live together in society, rather than at odds.

2. Three Nations

There are three great nations on the Continent of Mist, all vying for hegemony over the continent as a whole. There are also various small states, but most exist under the protection of the major powers so that the whole continent is effectively split into three factions perpetually in conflict. This seems to have caused many of the continent's endemic monster races to become highly skilled in martial arts.

THE LAND OF THE FOUR GODS

The Land of the Four Gods is an emerald monster realm ruled by four great monsters often revered as divinities. It is a nation of balance in which humans and monsters are equals, working together in amicable coexistence. Life there has a distinct rhythm, and their society is more loosely disciplined than that of human society as we know it. In the day, even monsters practice temperance in matters of the flesh and live rationally and responsibly. In the night, all the energy bottled up in the day is let out as the monsters show their husbands just how lascivious they can be. In this country, humans show no ill will toward monsters, and for their part, monsters shun assaulting humans in favor of social integration—typically seducing men with their natural beauty and allure alone. The state

never initiates incursions into its neighbors and only fights in self-defense. One may imagine the harmony with which its humans and monsters might fight, side by side.

THE LAND OF THE FOUR FIENDS

The Land of the Four Fiends is an umbral monster realm dominated by a set of diabolical monsters known as the “Four Fiends.” It is a nation of monster supremacy which freely endorses the assault of humans by monsters in its territory. The resident monsters do treat their human men with great care as husbands—but in ways that are rather debauched, hedonistic, and depraved. Some cities’ residents copulate like animals constantly, while others discipline their husbands strictly as sex slaves.

The monsters of this nation differ in nature from those of the Land of the Four Gods even when they are of the same race. Generally speaking, those of the Land of the Four Fiends are much more vicious and wanton. Consider the jinko (p. 170). Those from the Land of the Four Gods conform closely to the description found in this encyclopedia’s entry on jinko: proud warriors who assault humans only when they are in heat. In contrast, jinko of the Land of the Four Fiends are raging beasts eternally in heat, deranged soldiers who rape their prisoners mercilessly.

Because monsters of the Land of the Four Fiends imbibe essence through intercourse with their husbands day and night, a great many of them have amassed awesome power. Likewise, many of the smaller states allied with the Land of the Four Fiends are ruled by nine-tailed youko (MGE I, p. 190), monsters with power said to approach that of the gods. Thus, this faction seems to have the strongest individual monsters. Its aim, however, is not to conquer the continent. While it does invade the other two nations, the intent is to acquire men as husbands. In fact, the combat forces are made up almost entirely of unmarried monsters seeking men.

THE LAND OF THE FOUR SOULS

The Land of the Four Souls is a human-led state presided over by a bold emperor. It is a nation of human supremacy that seeks total continental domination according to the view that the world belongs to humans—and by extension, to *them*. It has subjugated, but not eliminated, monsters in its territory so that they are integrated into society below humans. Marriage and reproduction with monsters is permitted. Paradoxically, the monsters known as the “Four Souls” are worshipped as gods. They live in the holy land high in the mountains, disengaged from the strife of the common world. Now and then, however, humans of the Land of the Four Souls travel to them to receive their power. Incubi are revered as transcendent sages, or “xian,” who have made the power of the holy land their own.

The Land of the Four Souls frequently launches military campaigns against the other two nations in an attempt to absorb them. Most of those in the field are human men, but some are accompanied by monster retainers. That said, the land’s military men have a certain pride as human masters and often shun putting their monsters on the front lines. Instead, they go forth themselves to protect monsters left behind. Their monster wives give them weapons of realmsilver and cast spells to protect them before they go, but still cannot help but fear for them each time they go to battle.



RYU

FAMILY: Dragon • TYPE: Reptilian

Habitat: The waterfronts (such as lakeshores, marshes, and riversides) of Zipangu

Nature: Devoted, mild

Diet: Carnivorous (favors wild animals and the essence of human men)



THE RYU IS A VARIANT OF THE DRAGON (MGE I, p. 216) that lives in Zipangu (p. 206). Ryu are distinguished by their long, lamia-like lower bodies which they use to undulate through bodies of water or even gracefully through the sky—despite the fact that they have no wings. The ryu is a supreme-order monster with incredible power capable of manipulating the weather. Her beautiful form and elegant bearing impress a sense of the sublime upon all who behold her. Some humans consider her holy and worship her as a water god.

Peaceful and benevolent, ryu are not monsters that aggressively attack humans. However, it is said that they never lack for men, for the worshippers of the water god often offer them men as tributes, and many men themselves wish to be the husband of a god. Before their husbands, ryu dispense with their characteristic dignified, august, and divine comportment in favor of the tender and devoted behavior typical of monsters of Zipangu. Their temperament, bodies, and bearing all convey to their man an atmosphere of acceptance and attract him mystically into their arms.

Wrapped in the dragon's serpentine body, the man rests upon her feminine bust as if floating peacefully in water, filled with a serene comfort as if gently immersed. When the man at last releases his essence into her, he feels not just pleasure, but the ecstasy of being accepted as a person, entranced in his deep ejaculation. A ryu needs a great deal of essence to sustain her awesome might, so she seeks her husband with a desire without compare among ordinary monsters. Drawn in by her allure, the husband can hardly refuse; rather, he is likely to join with her for a duration similarly unrivaled by ordinary monsters, granting her essence in volumes also unsurpassed.

Once in a while, a ryu will grant a human request for a "rite of rainmaking." However, a ryu requires a vast quantity of mana to control

the weather—especially if she is to manipulate the weather for several days which calls for a constant supply of mana, and therefore the essence with which to generate it...and therefore a human man to produce the essence. If a ryu is to make the blessed rain fall for three days and three nights, then, it is crucial that her husband stay with her for three days and three nights, copulating nonstop, filling her with the essence of the man she loves.

Below her buttocks, among all her scales, a ryu has a single reverse scale. It is said that this scale should never be touched. If a human man touches this scale, her body will be assaulted by a pleasure fierce enough to dizzy even a monster, temporarily erasing her reason and self-control. With those aspects wiped away, she becomes a being of pure passion and lust, and for some time, will gorge on pleasure by assaulting the man. During these spans, she is transformed into the truest of monsters, thinking of nothing but filling her womb with essence. The man who foolishly puts his hand on her reverse scale is doomed to be coiled in the full length of her lower body, violated again and again until her womb is full of his essence, just as she desires.

Like dragons proper, ryu—with their vast magical power—are capable of transforming temporarily back into the gigantic reptile form they possessed before the rise of the current Overlord. However, it seems they show this form to humans very rarely because they do not like to intimidate them.



SHIROHEBI

FAMILY: Lamia • **TYPE:** Reptilian

Habitat: The waterfronts (such as lakeshores, marshes, and riversides) of Zipangu

Nature: Devoted, mild

Diet: Carnivorous (favors wild animals)



THE SHIROHEBI, OR “WHITE SERPENT,” is a variant of the lamia (MGE I, p. 62) that lives in Zipangu (p. 206). Shirohebi are distinguished by their pale skin, white hair, and white, serpentine lower bodies. Unlike most monsters, they are quiet and mellow in nature; their demeanor may give those who view them a certain sense of ephemerality. They serve as shrine maidens for the ryu (p. 184), who are worshipped by some humans as water gods. Shirohebi themselves contain powerful water mana and often find themselves the object of religious veneration as well.

When a shirohebi finds a man she likes, she gives herself to him completely in the manner characteristic of Zipangu’s monsters, devoting to him her body and soul. As such, she does not take his body by force. However, she will never give up on a man once she has fallen in love. She will follow him anywhere, no matter where he runs, pouring her love and devotion upon him until they are bound in the manner she desires. It is almost unheard of for a man to escape her



Once the flame of the shirohebi’s dark sentiment has been lit, her husband’s passion for her flesh will thereafter burst ablaze every time the unsettling touch of her mana-stained fingers creeps across his skin.

pursuit. Sooner or later, he is charmed by her lavish affection and magic; after some time, he wishes to copulate with her and become her husband. The delicate, liquid undulation of her form drives him to take her in his arms. Once he draws her near, her white body quietly slithers about him, like he’s sinking into water. She accepts all of his heat and fury into her body and heart with peaceful, loving kindness. In this union the man finds both pleasure and comfort, and thus falls under her spell.

Shirohebi can be very jealous. They hate their husbands having contact with other women. If a shirohebi’s husband meets with another woman—human or monstrous—or proves unfaithful, the shirohebi will be consumed with envy. Quiet wrath brims within her, and she moves to pour a ball of her mana into him. This sphere, formed by her jealous wrath, looks like blazing fire and is quite incongruous with her watery nature. Planted in the man’s body, the fire of her jealousy ignites his body and soul from within with a maddening, violent need for her body. The conflagration’s urge cannot be satisfied by any other woman, monstrous or human. Only the coils of her body, full of water mana, and her sex can quell it. This gives the shirohebi an opportunity to demonstrate how lewdly and bewitchingly monstrous her body can be. Her state is unimaginable compared to her usual demeanor. It teaches her husband, through almost intolerable affection and pleasure, that she is the greatest female for him and that he needs no other. The intercourse with which she expresses this is unlike her usual peaceful comfort, like wading waist-deep in water: her lust is now like a bog, sucking him in as she pleasures him with ecstasy incomparable. She makes him a prisoner of her body so that he cannot function without it. Thereafter, the flame never truly dies; it continues to smolder within him. He finds himself wrapped in her body constantly, thrust deep within and unable to rest without dousing himself in her water.



NEKOMATA

FAMILY: Cat • TYPE: Beastman



Habitat: The forests and human settlements of Zipangu

Nature: Cheerful, capricious

Diet: Omnivorous (favors the essence of human men)

NEKOMATA ARE A VARIANT OF THE werecat (MGE I, p. 30) that live only in Zipangu (p. 206). The great amount of mana they bear in their bodies is symbolized by their forked tails. They can use this mana to shift fully into a cat form. Like Zipangu's other unique races, nekomata have lived alongside humans since antiquity. As such, great numbers of nekotama, both natural and transformed, should be a common sight in human settlements.

It is said that when a nekomata finds a man she likes, she does not assault him immediately. First, she transforms into a cat, approaches him without revealing her identity, and applies seductive magic to convince him to keep her. She then lives with the helpless man to see if he takes good care of her and shows her kindness.

Nekomata are like ordinary cats in that they move away when men come close and come close when men move away. They move away when men come close because, while they like to be touched and held by men, the man's scent and warmth will—in this instance—break the nekotama's transformation. They are prone then to attack. The reason they come close when men move away is because distance makes them uncomfortable. Thus, they approach and rub their bodies on the man to leave their scent and mana in order to keep other monsters away.

Hence, the nekomata works to keep her identity secret from the man. In the course of living with him, though, her monstrous instincts eventually win out. She then attacks and copulates with him. It is said that the longer she has lived with the man and forborne, the more affectionate, violent, and licentious their exchange will be. Spending time in his keeping ingrains recognition of her husband in the nekomata's monstrous instincts. It also develops her body so that she becomes a female suited to become pregnant with his child. She releases pheromones that entrance him,

exciting his desire; her flesh—optimized for mating with him—grips his member so that he becomes dependent upon her carnal graces.

The husband comes to appreciate the nekomata as both a cat and as a woman—which obviates the need for her to hide her exposed form or to restrain her need for her husband. Thereafter, she can rub her body against his anytime, in either shape. Rubbing lets her savor his scent and warmth while she builds her lust and heats up her body so she can devour his essence and pleasure with full gusto.

There is a widespread misconception that nekomata are monsterized cats who have acquired mana after living with a man for many years. From the assaulted man's point of view, it may seem his cat just suddenly turned into a nekomata one day—but the truth is simply that the cat was a nekomata from the beginning.



RAIJU

FAMILY: Weasel • **TYPE:** Beastman

Habitat: The mountains of Zipangu

Nature: Strong-willed, violent,
and lustful

Diet: Carnivorous (favors
wild animals)



THE RAIJU, OR "THUNDER BEAST," IS a vicious beastman said to appear with thunder. They are hedonists who live for the moment of climax and seek pleasure that penetrates their bodies like lightning. When a raiju sees a human man, she attacks and violates him without hesitation.

Raiju can make thunder from pleasure running through their bodies and wear it upon themselves. Whenever a raiju has the opportunity, she slips her hand between her legs to steadily, pleurably generate electricity and charge her body with a continuous current. The current poses no danger to human bodies, though a shocking pleasure does accompany its touch—a pleasure equivalent to that which she has generated. To the raiju, it is merely typical masturbatory pleasure. But when a human experiences pleasure produced by a monster's wanton body, they experience a series of nigh-simultaneous orgasms, causing them to lose their footing.

Raiju use electrical attacks to fell prey and foes. One should be wary of carelessly touching a raiju, for she will likely conduct a built-up charge—a current that sings even the raiju's body with merciless bliss. Ceaseless pleasure flows through her body with the charge, but she wavers not; instead, she enjoys climax after climax as the electricity elevates her spirits and invigorates her body. She only wishes for a stronger current, to wreath her body in more intense pleasure, and for this purpose she desires her ultimate man, to raise her pleasure to the greatest of heights through sexual intercourse. A man violated by the charged mouth or vagina of a raiju is subjected to the pleasure of her amplified current, generated by the friction of her genitals. The feeling is as fierce as a bolt of lightning; in almost all cases he releases his essence at once and then loses consciousness.

If a man attracts the interest of a raiju and becomes her husband, he will pass many exciting days of invigorating copulation with

a monster whose undivided attention aims straight for pleasure. Once he becomes an incubus, he will develop the ability to enjoy thunderous surges of pleasure too great for the normal human psyche to handle, riding through them without passing out. The raiju continues to store supreme pleasure (in the form of electricity) in her body, generated by their couplings. This cache allows her to pierce herself with his ultimate bliss at any time. Thus, whenever she wants to reminisce about her dearest husband she can relive those ultimate moments when he conducted her to climax.

The raiju's current charges the body of one thus shocked for some time. The assault of pleasure lasts for a while but eventually subsides and at last departs. That said, human women shocked by this current typically find its electrifying pleasure unforgettable. As it dissipates, many miss the more intense current and slide their hands between their legs in order to restore it. The new pleasure she generates links with the raiju mana and amplifies the attenuated current. Once she knows its piercing joy and begins to seek pleasure greater than masturbation, she is most likely already a raiju. She will then never cease looking for both surging orgasms and the ultimate male.



KAMAITACHI

FAMILY: Weasel • **TYPE:** Beastman



Habitat: The mountains of Zipangu

Nature: Varies among the three

Diet: Carnivorous (favors wild animals)

THE KAMAITACHI, OR "SICKLE WEASEL," is a beastman of Zipangu (p. 206) that moves faster than the eye can trace and is said to appear accompanied by whirlwinds. Some of the fur that clothes their bodies hardens in order to form sickles; by swinging these weapons, they can stir up gusts sharp enough to cut. Their most distinctive aspect is that they always operate in groups of three; whenever they attack human men, they do so in a unit of three.

The members of the trio have different characteristics. When they find a man, the first kamaitachi—the one with the greatest strength—leaps upon and flattens him, thus keeping him still. The wind of her dull, heavy sickle does not cut so much as it pounds him with blunt force. Even the most stout and virile of men will be knocked to the ground by this burst of air, whereupon she mounts and subdues him. Next, the kamaitachi with the sharpest blades shreds his obstructing garments and body. Like her blades, the wind she summons is the most finely honed of the three. Even if the man is armored head to toe, all of his trappings will fall in tatters as his body is lacerated in too many places to count. The cuts do not bleed or cause pain, but grow hot and throb restlessly.

Finally, the kamaitachi with the most dexterous hands gently applies balm to the man's wounds. Mild winds blown by her small, rounded blades caress his bare skin softly, easing his fear and tension, granting him relief. The breeze takes away the will to resist from both his confined body and his heart, so he lets the kamaitachi continue applying the balm. The balm itself is a secret formula passed down through generations of kamaitachi; the three boil their mana together to make it. Applied directly into the man's flesh and blood through the keen wind's lacerations, it reforms his body into a male kamaitachi's. In practical terms, that is, he comes to recognize kamaitachi as the females for whom he

feels the greatest attraction. He then harbors a physiologically irresistible sexual desire for them.

Having achieved all this, the three pounce on him together, taste and suck his body as they see fit, and take turns mounting him and inserting their mutual mate's towering member into their bodies. It should also be noted here that the traditional balm of the kamaitachi does not only foster the *urge* to reproduce with them. Because these monsters fundamentally operate in threes, a kamaitachi's male must have the ejaculatory verve to release his essence into each. The balm's effects help him enjoy tireless, simultaneous revelry with the three monsters—each sexual energy exceeding the average human's capacity—carrying on until each womb is filled with his essence.

The kamaitachi's new husband learns, through endless intimate escapades, to appreciate the distinct charms of each of his three wives. One always delights in his sex with a bright smile. Another changes her expression markedly when held, taking on an animal air with a sultry moan. Yet another takes in his manhood with a beatific beneficence. Though they assault men in a rather vicious, high-handed manner, when they are with their husband they swarm him. And not only that—they will have one copulate with him while the other two cook for him and pour him a bath. Such is the romance of Zipangu, which must surely fulfill the lives of most men.

Kamaitachi always act in threes, even to the extent that a set of three are known to all bear children at the same time or even all bear triplets. Strangely, however, there are cases of three kamaitachi of disparate parentage meeting and coming to favor the same man. Many mysteries thus still underlie kamaitachi reproduction.



KITSUNE-BI

FAMILY: Spirit • TYPE: Elemental



Habitat: Unknown (near youko and inari habitats)

Nature: Lustful, simple

Diet: The essence of human men

THE KITSUNE-BI, OR “FOX FLAME,” IS a monster with fox characteristics that is wreathed in flickering flame. Kitsune-bi are similar to elementals and are formed when great masses of dense mana and desire of overwhelming power belonging to youko (MGE I, p. 190) or inari (MGE I, p. 202) take shape and turn into monsters. As monsters thus created by youko and inari, many kitsune-bi live near youko and inari that have many tails. Because inari do not wield their mana recklessly, they tend to be restrained in their creation of kitsune-bi. Youko, however, fling about their mana freely. Hence, they generate great numbers of kitsune-bi and release them into their surroundings.

In terms of body structure, kitsune-bi are agglomerations of the pure, mammoth desire that lies at the heart of fox monsters. As a result, the minds of newly-formed kitsune-bi contain nothing but a powerful desire to copulate with men and luxuriate in debauchery. They do not have a clear sense of awareness or identity as individuals. Though they lack thought or feeling, their single trait—desire—keeps them from looking expressionless; it decorates their faces with an unceasing foxy prurience. Nor are they mechanical in their sexual conduct: their flowing motions are sensual as they fan the flames of male passion. That said, the only thing that motivates them is yearning: “I want to mate with a man.” “I want to make a man feel good.” “I want to feel good.” Such longing leads them to assault men. Those exposed to the kitsune-bi’s flame of desire find it kindled within themselves, too. They then crave foul entanglements with the opposite sex just as much as the foxes do. This makes it extremely difficult to escape union with the kitsune-bi.

All that said, a kitsune-bi begins to change after her first encounter with a man. After she’s lain with a man and has come to know her desire in the flesh, through an exchange of pleasure, her once directionless yearning

begins to orient itself toward a particular individual: “I want to mate with this man and make him feel good.” “I want this man to make me feel good.” Likewise, she begins to develop an identity as she who desires him. As she continues her carnal intimacy, her lust begins to extend beyond sexual intercourse: “I want to be with this man.” “I want to touch this man.” “I want all of this man.” Thus, the desire for an individual develops into affection for an individual; she comes to understand the concept of choosing a specific man to be her mate. Once but a nebulous ball of mana, the kitsune-bi slowly defines herself as a monstrous female via bodily congress with a man. Having come into her own as a monster, she self-actualizes into a ball of pure, feminine lust aimed at a certain male *and* an exceedingly lascivious monster—a distillation of debauchery.

Because kitsune-bi who have not acquired a man are so indistinct, it is said that they can easily bond with the desire of human women, possess them, and try to merge with them. Women possessed by kitsune-bi are called kitsune-tsuki (p. 196) and are said to become monsters dominated by vulpine desire, body and soul.

Kitsune-bi generated by youko and inari are not much different from each other, identical in nature and lust. Though the temperament and characteristics of the two races may differ, the nature of the kitsune-bi may show that the scale of their desire is quite the same and that—fundamentally—they are quite alike.



KITSUNE-TSUKI

FAMILY: Majin • TYPE: Mage

Habitat: Human settlements

Nature: Lustful (details vary)

Diet: Typical human diet and the essence of human men



THE KITSUNE-TSUKI, OR “FOX POSSESSION,” is the monster that results when a human woman is possessed by a kitsune-bi (p. 194). A kitsune-tsuki retains the human woman’s awareness and memories, and remains human in appearance, but takes on the desire of the fox. The desire dominates her body and soul, making her as lustful as a fox monster, a specter that emanates an eerie suggestiveness.

The first changes that manifest in a woman possessed by a kitsune-bi are subtle, such as increased interest and aggression in regards to sex and men. They also develop a taste for meat and fried bean curd. Subsequently, her libido grows until she feels concupiscent at all times. Her body aches every time she sees a man. Eventually, at the sight of one, her attention will turn of its own accord toward his reproductive equipment. Her mind becomes occupied by indecent thoughts: “How happy and dazed would his face look if I sucked it?” “How good would it feel to have that inside me, pumping me with his essence?” An intense desire to copulate with him mounts in the kitsune-tsuki.

Meanwhile, her appearance and personality transform to charm and ensnare men. She comes to exude a bewitching aura like that of a youko (MGE I, p. 190) or inari (MGE I, p. 202). During this transformation, her joy and self-confidence surge at becoming a more alluring woman; no matter how shy and faint-hearted she might once have been, she learns the movements and words to lure out men’s passion so she can capture the object of her affection with ease and engage him in coitus. While mating, her lewd curiosity drives her to try all the whorish tricks inculcated in her by the kitsune-bi. Thus, she enjoys the pleasure of her descent into debauchery without the slightest doubt or hesitation.

Most kitsune-tsuki live drenched in the lust and cupidity of their vulpine desire and polish their wanton sensuality to become like youko. High-level youko quickly become

surrounded by such kitsune-tsuki and revel in an orgy of their own making. In contrast, there are also shrine maidens devoted to the inari as a god. They allow an inari to make them kitsune-tsuki so that they may approach her nature. These kitsune-tsuki are carefully educated and disciplined by the inari so that the mana and desire of the fox can meld well with their bodies and souls. They become like inari, with a visage that is both lady and harlot. These changes in nature are unrelated to the origin of kitsune-bi who possess women. For example, a kitsune-tsuki formed by an inari kitsune-bi may—for some reason or other—let off mana which becomes a kitsune-bi. This, in turn, leads to the birth of a kitsune-tsuki beyond the inari’s awareness; this kitsune-tsuki lives according to her vulpine desire and develops like a youko.

Most kitsune-tsuki live their entire lives as kitsune-tsuki. In very rare cases, however, youko-like kitsune-tsuki may become youko, or inari-like kitsune-tsuki become inari. Such situations may occur among individuals who possess extraordinary talent or power, or among those who have amassed enormous quantities of mana through uncountable frolics with men.

The illustration shows foxlike ears and a tail, but these features are usually invisible to humans. The only ones who can see them are the kitsune-tsuki herself and the man to whom she has given all her love, desire, and physicality. Other humans can only attribute the changes accompanying her transformation to a shift in personality. The only one who may know the truth is the poor man who has been broken beneath her. This allows many kitsune-tsuki to live in communities hostile to monsters, spending their days covertly wallowing in love and pleasure.

GYOUBU DANUKI

FAMILY: Tanuki • **TYPE:** Beastman

Habitat: The human settlements, forests, and mountains of Zipangu

Nature: Cheerful, mean, and lustful

Diet: Omnivorous (prefers meat)



THE GYOUBU DANUKI IS A BEASTMAN that has characteristics of the tanuki, a raccoon-like canine indigenous to Zipangu. Gyoubu danuki rank alongside inari (MGE I, p. 202) as among the most noted of yokai. They deceive humans with all sorts of arts—from transformation to illusion. Of these, their “art of anthropomorphosis” is especially outstanding. Not only can they take on a human appearance, they disguise their scent and magical aura so that even moderately adept heroes and monsters are unable to discern their true form. Intelligent and endowed with a rare gift for commerce, many live as traders or moneylenders. Finance is the backbone of human society, and they hold it firmly in their sway. At a glance they appear bright and friendly, but in truth, are insidious. Many gyoubu danuki use both their art of anthropomorphosis and financial talent to infiltrate the core of human society, conniving with human men to slip humanity into their grasp.

To acquire a human man, a gyoubu danuki uses her monetary leverage, as well as skillful rhetoric and manipulation, in order to take control of a human fief or merchant house. She then compels a family crushed by desperate poverty to sell themselves into bondage to her. This allows her to not only obtain the man, but also all the power he wields in the family or community. She sometimes resorts to coercive and diabolical methods to achieve this. The illusions and hinted promises of the gyoubu danuki fool many men, who later find themselves in debt, forced to pay the monsters with their bodies. Because the gyoubu danuki successfully usurps the reins of society and its coin, however, a man is helpless to resist. Once he has given in and done the deed, he finds that this embodiment of libido has him dancing in the palm of her hand. Broken, he loses both his money and heart to her—ultimately giving her everything.

Though the gyoubu danuki’s actions may sound rather heinous, they are not done merely

to destroy humans and fatten her belly. She rolls human society into her clutches in order to rebuild it so that it is easier for her, a monster, to live with the man, a human, through day after day of sybaritic indulgence. She does it all for the happiness of her beloved husband and the union of monsters. If a gyoubu danuki takes over a pro-monster region, its commerce may flourish under her hand. She may bring great wealth to a destitute house in her servitude, and the man who gave himself to pay the debt will receive more than enough love and riches from his bride to make it all worth it. Because gyoubu danuki thus herald prosperity for the houses and men they set their eyes on, they are often considered symbols of financial fortune.

While the gyoubu danuki’s primary habitat is Zipangu (p. 206), it seems many travel beyond its bounds as merchants, setting up shop and conducting transactions all over the world. If such business is conducted by a gyoubu danuki in her monster form, one may trust that the dealings are aboveboard. On the other hand, if it is conducted in her human form, there is a high risk of duplicity. Products advertised as contributing to beauty or health may, for example, be prisoner fruit or succubus drugs—achieving their stated aims through monsterization.



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

THE KUNOICHI IS A VARIANT OF THE succubus (MGE I, p. 10) that has undergone an independent evolution. They live in remote “shinobi villages,” often concealed deep in the mountains. Kunoichi trace their lineage from human ninja, some of whom were turned into succubi upon the rise of the current Overlord. Compared to succubi proper, they exhibit atrophy of the wings, but have markedly superior physical abilities which enable them to travel with feathery agility. Their tails are long and thin, but robust, useful not only for restraining and carrying prey, but as hooks for scaling walls and ceilings with alacrity. Trained in a number of disciplines from an early age, they are skilled in stealth and close-range combat, and wield arts known as “ninpo”—such as the “art of division” which serves to confuse opponents. They are also proficient in man-ensembling sexual techniques known as “arts of the bedchamber” and are demonstrably excellent as sex fiends. Kunoichi are thus well known as an outstanding covert unit; they are often dispatched from their villages as the mercenaries of powerful monsters throughout the world—not just in Zipangu—and for humans of pro-monster domains.

Kunoichi carry out a variety of missions, by and large centering on espionage. Those with the most experience, however, are assigned the most vital missions: “assassinations.” The targets are usually human men of anti-monster forces; the objective is incapacitation. Though the term assassination is used, life is not taken. The assigned kunoichi slips into the target’s bedroom undetected, no matter how impregnable the castle might seem, and copulates with him. It is for this moment alone that day after day she honed her body and arts of the bedchamber—which now crush the will and steal the heart of the target. Should the man hold a powerful position, the kunoichi will take control of him by filling the man with her love and pleasure. She makes him her

helpless puppet—so much so that even if he belongs to an anti-monster force, he will betray them for her monstrous allies. He then erodes his domain from within, turning it into a pro-monster domain. When this monster-style assassination is complete, the kunoichi installs her prisoner as the new lord and serves him as his loyal adviser, aiding her lord’s policies to realize a pro-monster domain with love and devotion.

When the man has fulfilled his purpose, is exposed to danger, or lacks useful authority from the start, she whisks him away to her shinobi village as her husband to produce offspring—effectively wiping him off the face of the earth, as far as other humans are concerned. Such a mission is a once-in-a-lifetime chance for a kunoichi; it is her aspiration and dream. All kunoichi grow up dreaming of a mission in which they can seize a man they love. It is no exaggeration to say that all their days of training have been for this one mission. If a kunoichi is attracted to a particular man in the course of her ordinary duties, he will ultimately become her target in an assassination mission. Such a mission is considered more important than the assassinations assigned by the shinobi village. Thus, men should not be complacent simply because they are not key figures in anti-monster domains. After she seizes the man, their day-in, day-out couplings become her top priority. As such, it is typical for her to recede from the field and focus on producing and rearing successors.

Kunoichi tend to be reticent and close-handed with their emotions. One reason given for this, however, is that their primogenitor told them, “The feelings and heart of the individual are to be shown only to the husband whom she truly loves.”



AKANAME

FAMILY: Specter • TYPE: Mage

Habitat: The human settlements
of Zipangu

Nature: Lustful, gloomy, and mean

Diet: The essence and filth
of human men



THE AKANAME, OR “FILTH LICKER,” IS a monster of Zipangu (p. 206) distinguished by a long, thin tongue. As their name indicates, akaname subsist primarily on the filth of human males, stretching and crawling their elastic tongues about men’s bodies to lick up every last bit of their filth. They tend to prefer unhygienic males who are fatigued in body and soul. Lured by the scent of men, they appear mysteriously in human settlements and lurk in wait in places such as baths.

Their character is slippery and difficult to grasp. They often seem to tease, but in truth, they are dedicated and ravenous. This disposition is exhibited in the way their tongues thoroughly lap every nook and cranny of a man’s body. They sink their faces especially into the most delicious parts, where filth tends to accumulate—such as the man’s armpits and genitals. Their licking is careful and persistent; they take their time, fully enjoying the fragrant odor and flavor of his filth. Often, such sensual caresses of the tongue are easily enough to prompt ejaculation.

The “filth” favored by akaname is not filth in the common sense. As monsters constantly exude mana, humans likewise produce new essence from within and slough off the old—some of which remains adhered to the body in the form of invisible “filth.” Akaname of course love the fresh essence contained in fluids such as semen, but they also have a strong liking for essence thusly aged into filth. According to them, it has a rich flavor that clings to the mouth. Moreover, the mana akaname press into a man’s body with their tongues accelerates the renewal of his essence, causing his body to work harder to make new essence and shed the old as filth—upon which the akaname dine. In this process, toxins and waste materials accumulated in the man’s body are pushed out along with his old essence; the akaname licks it all up till he is clean. This leaves the man feeling healthy and refreshed. Once he is her husband, licked clean every

day, the life energy that is his essence is kept perpetually fresh. Harmful waste materials are constantly expelled from his body, invigorating his life as his body and soul are energized. His flesh is kept in good condition, and his fatigue vanishes in a flash, improving his potency and enhancing his libido. Reportedly, the drawback is that adaptation to this state causes one to feel unpleasant if one’s body is not licked by the akaname every night—much as some feel uncomfortable without bathing.

Akaname like to show their husbands their sticky and tenacious affection, a representation of their true character, by entwining their bodies. Naturally, an akaname enjoys wrapping her arms and legs around her man and sending his penis worming its way into her vagina. She is so greedy that even while her womb is pumped full of essence, she crawls her limbs as well as her long tongue over his body and his own tongue. She sucks up filth and drool along with his essence, insatiably tasting her beloved husband’s body. To the akaname, one of the greatest expressions of love—along with sexual intercourse—is the mutual entwining of tongues. In the course of a deep kiss, an akaname will dig her tongue far into her husband’s mouth whenever she has the chance, wrapping it with his, licking every corner of his oral cavity and melting away his reason.



KEJOUROU

FAMILY: Succubus • TYPE: Mage

Habitat: The human settlements
of Zipangu

Nature: Lustful, devoted

Diet: The essence of
human men



THE KEJOUROU, OR "HAIR WHORE," IS a monster endemic to Zipangu (p. 206). Kejourou combine an extremely human appearance with the inhuman, entrancing allure of long, beautiful hair and an entangling ambiance. Many lurk in human settlements, appearing in order to seduce the human men they favor or to mingle with human harlots.

Kejourou hair, filled with sensuality and unearthly portent, has the power to beguile human males. Its voluptuous sway burns itself indelibly into one's eyes. The scent that drifts from it is fascinating and tickles one's nostrils. The solicitation of a kejourou's hair makes a man entertain sexual desire and excitement without even intending to do so. As a kejourou can move her hair at will, she enfolds the man head to toe in her tresses. Her bundled hair feels like the finest silk as it caresses his body and assaults him with coils of pleasure. When it catches on his penis, he cannot contain his erupting semen for long, and it soon stains her beauteous locks.

Her hair itself works as an essence-absorbing organ. By sucking in the essence he casts upon it, the hair glistens more beautifully, and its eerie allure intensifies. As her attraction grows, the man finds himself trapped in the ever-growing depths of inordinate affection. He comes to run his hand through her hair and caress it whenever he has a moment. Eventually, he buries his face in her locks and inhales its scent all day.

A kejourou's hair has senses such as touch and taste, so she can more fully enjoy intimacy with her man. The sensation of him touching her hair and placing his face in it is ecstasy to her. When he releases his essence upon her hair, its savor spreads through every strand as the dominion of his essence carries her into rapture. When the kejourou's hair wraps the man's whole body inch for inch, he feels a euphoric sense of relief—as if his entire being lies within a gentle embrace. Upon penetrating her and injecting her with his essence, he feels

a pleasure beyond compare with the usual delight of ejaculation. This pleasure increases as his preoccupation with her increases.

A kejourou will cut off a lock of her hair and give it to the man she has recognized as her husband, as a symbol of fidelity. Even this single lock has more than enough power to beguile him, and thus his desire swells with each passing day. In time, he heads for the kejourou in order to embrace the possessor of that hair. There are even cases in which, though the hair is not given to the man directly, he still finds himself wrapping it about his body before he even knows it. Once a kejourou has fallen for a man, her love will tangle him hopelessly like hair. Its grip is impossible to escape.

THE ETHEREAL LAND OF ZIPANGU

SAIL EAST FROM THE DOMAIN UNDER the sway of Omnipotentism and one will reach Zipangu, an island nation with a unique culture. Volume I provided a simple introduction on page 204, but the author has since gained a deeper understanding, thanks to an opportunity to visit this mysterious country and observe its ethereal harmony in person. Thus, we now have the chance to return to the subject.

1. Zipangu, Land of the Sun

In contrast to the continent on which we live, Zipangu is a miniscule island realm composed of one large island girded by several smaller islands. In the language of Zipangu, it is sometimes referred to as the “land of the sun” or “the land of fire.” Zipangu’s architecture is utterly different from that observed under the eye of Omnipotentism and is most attractive for its tasteful tranquility. The people wear loose and relaxed traditional garments called kimono; the monsters there tend to wear clothes that are similarly looser and more modest than those found in other regions. However, they make up for this by seducing men with their sensual manner and nonchalant self-exposure.

Almost all of Zipangu’s limited land area is covered by forests and mountains, with many of the latter capped by volcanic craters or snowy blankets. These hot and cold peaks often occur on adjacent mountains or even the same mountain. Zipangu’s climate is generally mild, with many regions exhibiting considerable variation from season to season. Within a single region, different monsters become active each season, allowing one to observe different races year round. Most of the forests and mountains are monster territory, untouched by human hands, yet the monsters have built rest stops and lodges along roads

in these places in order to encourage men to tarry. There are also a number of hot springs, naturally occurring due to the volcanic activity. The monsters have developed many of these sites into major tourism spots and pleasure quarters to attract more men.

A highly distinctive aspect of the culture of Zipangu is its religion. Omnipotentism has not reached the island nation; instead, the people worship a multitude of deities, believing gods exist in everything. Sometimes monsters are even worshipped as gods—and not only monsters that humans conspicuously benefit from, such as inari (MGE I, p. 202). Sometimes, even wild and violent monsters such as ushi-oni (p. 210) are worshipped, in the hope that they will spare humans their wrath.

2. The Harmony of Humans and Yokai

The people of Zipangu call their monsters “yokai.” Many races that live there have undergone an independent evolution and cannot be seen anywhere else. They can be extraordinarily powerful, feared as “kaibutsu” (abominations) or worshipped as “kami” (gods). On the other hand, many monsters are integrated into human communities and live among them as if it were natural, serving husbands as good wives. The monsters are not affiliated with the Overlord’s Army; instead, various factions have been formed by powerful local monsters. It is also not uncommon for monsters to serve a human lord. Men who have lain with yokai and become incubi are sometimes called “yojin” (spectral men), men who have become the companions of monstrous objects of worship “hitogami” (human gods). However, in Zipangu it is most common to treat such men simply as humans, just like anyone else.

This accord between humans and monsters goes back before the new Overlord converted monsters into their present forms. In the old Overlord's time, monsters were motivated by an appetite to devour and an urge to slaughter. Few understood human words—and most of those who *could* were unable to respond. Those capable of conversation usually used this ability to deceive humans and lead them to destruction. In old Zipangu, too, monsters were fundamentally abominations that devoured humans. Strangely, however, many could both understand and speak human language. Thus, monsters were able to escape from the cycle of devouring humans and being slain by them through discussion, by which avenue the humans agreed to worship monsters as gods and offer them human sacrifices. This mollified the monsters' rage and successfully realized a respectful distance that was stable, though not as close as that found today.

Considering legends of monsters living with humans, marrying them, and producing children with them during this period, such a history may have contributed to the evolution of the unique monsters that can be found in Zipangu today. Perhaps the gods recorded in the ancient tales of Zipangu, discrete from the Chief Deity, also had a hand in the divergence of the island nation's monsters. Definite conclusions cannot yet be drawn, however.

All that said, there are still some factions and regions among humans that see monsters as foes. For example, the "taimashi" (exorcists) make their living vanquishing monsters. These groups are not as powerful as the Order of the Omnipotent, but there is a possibility that, in time, they may join hands with it.

3. Zipangu, a Land of Seduction

Ask about the monsters of Zipangu and you are likely to hear of ladies who are greatly devoted to humans. This does not seem to inhibit their ability to acquire men, though; their

sensual charms are such that men lay hands on them of their own will. Nowhere is their monstrous talent more evident than in their widespread pleasure dens, known as "yukaku" in the tongue of Zipangu. Yukaku are districts where monsters can display their devotion not just as fine partners, but as ladies of the night who delight their clientele. The close relationship between humans and monsters allows such establishments to be operated openly on a large scale—to the extent that there exist whole towns that are yukaku.

However, monsters do not work as harlots for money or for sustenance, but purely to obtain a man. When they find one they like, they cease to accept any other customers and, in the blink of an eye, marry him and leave the yukaku—or recede behind the scenes. This often occurs with the very first customer. However, because the yukaku offers so many opportunities for monsters to meet and—moreover—be actively approached by men, the influx of new recruits feeds the rapid turnover quite well.

Some yukaku become umbral monster realms. The sakura, a unique flower of Zipangu usually said to bloom only in spring, blooms all year round in these realms so that the hazy light of mana seeping from each of the yukaku's chambers illuminates a flurry of fluttering petals, thus producing a mystic atmosphere that brings out the monsters' bewitchment. Men seduced by their charms receive a night—or even a lifetime—that is just as fantastic. Large yukaku and cities often have facilities such as hot spring resorts where both unmarried men and married couples gaily throng.



Ao-Oni

FAMILY: Ogre • TYPE: Oni Demihuman

Habitat: Zipangu

Nature: Aggressive, calm

Diet: Omnivorous (favors
meat and liquor)



AO-ONI, OR "BLUE ONI," ARE MONSTERS distinguished by horns that protrude from their foreheads and blue skin, such as the name suggests. Ao-oni belong to an ogre subfamily called oni found only in Zipangu (p. 206). Ao-oni are feared by humans as abominations for their ogreish violence and unbelievable strength. However, their thoughts are rational and intellectual, and they exhibit a coolness rarely attributed to oni. Correspondingly, they do not indiscriminately attack human men as other oni do. They often act in concert with other oni, such as aka-oni (MGE I, p. 194). Their temperament allows them to curb the savage, passionate excesses of other oni and work as the brains of the operation.

It has been mentioned that ao-oni do not often mindlessly rape human men on sight. Even so, in certain circumstances, this may change. Like aka-oni, ao-oni are exceptionally fond of rice wine and often aggressively invite men to drink with them. Ao-oni, however, do not exhibit high alcohol tolerance; a single cup of wine is enough to make one quite unsteady. The alcohol robs them of their reason and



Ao-oni in such a lewd state of drunkenness enjoy passing wine and essence mouth to mouth in order to more fully enjoy their flavor.

self-restraint, and causes their faces to flush as red as those of aka-oni. They then show themselves to be violently lecherous drunks beyond compare with aka-oni. Once they have revealed their true monstrous nature through drink, all traces of their usual reason vanish as they transform into fervent perverts who think only of copulating with human men and enjoying their pleasure and essence.

Naturally, if there is a human man near such an obnoxious drunk, she will press her body gratuitously against his. She entwines him lewdly and seductively and, if given the chance, presses him to the ground. In this position it is too late for him to resist. She uses her mouth to slurp his saliva and semen, savoring them as they mix with the wine. The enjoyment she finds in this method drives on her drunken shamefulness as she rides both her intoxicated, lustful elation and her man.

While swaying upon him, she takes an additional swig of wine, enjoying its taste combined with those of the rod in her shaft and the essence spilling within her. The situation is doubly confounding because, while she is quick to experience the effects of alcohol, her upper limit is characteristic of oni. Thus, she simply drinks more and more, becoming ever more drunk and indecent. The feast of flesh doused in wine, pleasure, and sexuality does not end until the wine runs out, or the man loses consciousness.

Upon sobering, the ao-oni becomes rational once again. However, if the man pleases her, she will take him for the ultimate man and hold on to him forever as both her husband and accompaniment to her drink. Thereafter, the man will have no choice but to participate in nightly drunken revels which invariably involve sexual activity. Ao-oni feel and display more shame than other oni. Hence, should an ao-oni recall the things she did while drunk, or even hear words of passion or ribaldry, shame is likely to flush her face as red as that of an aka-oni.



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)



THE USHI-ONI, OR "CATTLE ONI," IS A variant of the arachne (MGE I, p. 60) found only in Zipangu. Ushi-oni have the upper body of a green-skinned woman and the lower body of a black-furred spider. They are among the monsters in Zipangu feared as "kaibutsu." Among the most violent of monsters, ushi-oni think constantly of trampling men's will and thoroughly violating their bodies. The unbridled sexual hunger which accompanies such thoughts is said to make their bodies boiling hot at all times.

Ushi-oni normally live deep in the mountains. Occasionally, though, an ushi-oni goes down and raids a human settlement in search of a man. When she sees one she likes, she releases rope-like thread, ties him up, and carries him back into the mountains. She then crashes all of her accumulated bestial lust upon him and devours his essence. She uses her sturdy, fantastically strong spider legs to press him to the ground. With her forelegs, she secures his hips and mercilessly swallows his member in her crotch. She then pounds her powerful body upon him, over and over again.

The resulting pleasure so violently and coercively imparted causes irresistible ejaculation, breaking his will like a twig as his body gushes semen into her vagina. The ushi-oni's expression warps in jubilation at the introduction of essence into her womb, but she does not stop moving her hips. Instead, she increases the voracious intensity with which she gobbles up his sex. No matter how long their coupling continues, her unfathomable drive is never fulfilled; she continues to slam her hips upon him, never fatiguing of the embrace. Indeed, once the ushi-oni has obtained her man, she will never return to her previous state, but remains in her mountain den for the rest of her life, spending the better portion of each day unremittingly assaulting her beloved man.

A high concentration of monster mana permeates the blood of ushi-oni. Humans will

sometimes come to rid the land of such "kaibutsu," but upon cutting ushi-oni, inevitably end up sprayed with the monster's blood. The attacker is then corrupted by the concentrated mana. A human man immediately becomes an incubus who can only think of copulating with monsters, while a human woman becomes another ushi-oni. A woman thusly transformed changes dramatically inside and out. No matter how gentle her personality might once have been, it takes on the ushi-oni's bellicose manner, roaring with desire to personally violate and debilitate men. The desire makes her feel as if she is boiling, and she becomes unable to think about anything but assaulting them. In such a state, she returns to a human settlement as a new "kaibutsu" in order to get a man of her own.

Wounds inflicted on the ushi-oni's rugged body heal immediately. Furthermore, it seems ushi-oni experience no pain from moderate injuries. Thus, they are utterly unperturbed by invaders attempting to put them down. Ushi-oni are known to ignore them start to finish, assaulting their attackers straight through their futile attempts at resistance.



OOMUKADE

FAMILY: Centipede • **TYPE:** Arthropod

Habitat: The forests, mountains, and caves of Zipangu

Nature: Gloomy, violent

Diet: Carnivorous (favors meat and wild animals)



THE OOMUKADE, OR "GREAT CENTIPEDE," is a monster with the lower body of a centipede found mostly in Zipangu. The upper body is that of a bewitching beauty with a certain dark air. The oomukade's temperament is correspondingly gloomy. Even so, oomukade are quite violent and aggressively attack and violate human men on sight. As such, they are one of the races categorized as "kaibutsu" in Zipangu. They favor cold, damp places and typically live in thick forests, deep mountain recesses, or caves, coming out before humans now and then to seek a man with whom to reproduce.

Oomukade contain very powerful venom in their bodies. When one finds a human man, she bites him with her mouth—or with the maxillipeds at her neck or her tail—and injects him with her venom. The moment it is injected, a fierce pleasure sears through him at the wound site. His strength then leaves his body. Her venom is so debilitating a numbing pleasure persists in the same location for some time, even without further action.

After debasing the man with her venom, the oomukade wraps her long body about him, embraces and constrains him with her countless legs, presses her beauteous feminine body close to his skin, and violates him in a union as dank as her disposition. Her welcoming genitals are perpetually sticky and damp, as if to indicate her nature. When the man is tainted with her venom, her lubricant reacts and increases its potency, so that while she moves her hips, both his member and all the places in which the venom circulates are visited by the pleasure of intercourse.

The oomukade is fearsome not only for her venom and viciousness, but also for her monomaniacal affection and tenacity. She never releases a man she has once obtained, but joins with him again and again, corroding his body and soul with her love and pleasure until they are hers in full.

Oomukade thus are quite dangerous but do have one major weakness: the saliva of

human men. They are quite resistant to their own venom and are rarely corroded by it. However, when their venom bonds with men's saliva, it magically converts into a different sort of poison to which they lack resistance. If an oomukade ingests a man's saliva through her mouth or genitals, the poison it yields continuously assaults her entire body with a fierce pleasure for some time. Despite this weakness, though, it seems fairly common for an oomukade to get carried away by her love for her man during sex or the sweet taste of his essence. In this way, by her own doing she may inadvertently ingest his saliva with a kiss.

The patterns on their upper bodies are venom glands. It is said that when a man licks these glands, a powerful pleasure courses through the oomukade's body, albeit not equal to that produced by directly ingesting his saliva.



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



THE NUREONAGO, OR “WET DAMSEL,” is a variant of the slime (MGE I, p. 18) found only in Zipangu (p. 206). Like other members of the slime family, nureonago are capable of extending and contracting their bodies at will and can transform into different shapes. Nureonago have powers of mimicry that are superior to most of those found in the family, allowing them to model clothes in a highly convincing fashion—even down to color, texture, and comfort. Normally this clothing is in the form of kimono. However, it is said that nureonago can easily reproduce any garment they have seen. Using this ability, they pose themselves as human women, but their attempts are rarely convincing because their clothes are always wet.

Therefore, nureonago only show themselves to humans when it is raining. Appearing near human settlements or highways, they stand vacantly in the rain. When a human man passes by, they smile at him gently. If the man mistakes the monster for a human woman and



Though the bodies of nureonago are always damp, they do have the power to control the moisture they release into the environment and hold it within themselves. Thus, they are capable of both cooking and doing laundry.

smiles back or speaks, she perceives him to be her husband and follows him for the rest of their lives. One may try to run, but there is no escape—for the nureonago senses the man's essence, follows him wherever he may go, and sooner or later reaches his home. There, she takes up residence and behaves as his wife. Every night thereafter, she lays her moist, damp body upon his and extracts his essence through sticky intercourse.

Like that of any other slime, the nureonago's whole body is a reproductive organ, and she uses all of herself to squeeze out the man's essence. The clothing she creates once again has a part to play. She narrows her eyes in sincere joy at the erotic sensation of her husband caressing her through her clothes; through her attire, she wraps and catches his member in clinging fabric. Apparently, she also has taste receptors on her clothes and bare skin, and thus shows great happiness whether a man pours his essence directly into her body while buried in it, casts his seed upon her clothes as if soiling them, or injects his semen between her skin and clothes.

Perhaps as a result of evolutionary adaptation to the environment of Zipangu—where many monsters are relatively gentle and devoted—the nureonago has an instinctual, wifely ability to reliably care for both a man and his house despite inheriting the typically low intelligence of the slime family. The clothes a nureonago forms come to suit his taste, and the way she extracts his essence is different than that of the common slime—who only indulges her appetite and lust during intercourse. The nureonago's manner, however, is more like one who serves. Similar to other members of the slime family, nureonago increase their numbers through division. Ordinary slimes are formed with their heads full of the thought of acquiring essence according to the demands of their appetite. Nureonago, however, are endowed with the deference to help their sister clones around the house.

CHOCHIN OBAKE

FAMILY: Tsukumogami • 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



THE CHOCHIN OBAKE, OR “LANTERN shade,” is a member of a family of monsters called tsukumogami, human tools that have taken on life and autonomous movement. Tsukumogami are born when monster mana links with tools that are either grateful for having been used carefully for many years or resentful for having been abused and discarded. Chochin obake are paper lantern tsukumogami. An eternal flame burns inside them, lighting up their surroundings. Owing to their origins as tools, their most heartfelt desire is to be used by human men, and they are overjoyed when they are utilized—whether for their original purpose of lighting the darkness or, preferably, for their newfound monstrous flesh. Either way, they are quick to attempt carnal union with men who make use of them.

Resentful chochin obake have a nature highly characteristic of monsters. A chochin obake of this sort will appear at night, glowing faintly in the darkness, before a human man who is walking down a road without a lamp. Driven by her obsession with being used, she launches herself upon him so that he may exploit her, in the sexual sense. Once this has transpired, she perceives the man as her owner and follows him home as his possession. Every night after, she forces him to use her again, illuminating the dark with her flame. In some cases, she may personally visit the man who treated her roughly and assault him thoroughly until he learns how worthy she is of being proudly utilized. Chochin obake born of gratitude, on the other hand, show their devotion as tools to their owner with unreserved service. Their greatest joy is to forever be used by men. Each and every night, they beg their owner to use them and thus make him a slave to their bodies.

The flame within a chochin obake is usually small and faint. As the intensity of her temperament accords with the flame’s size, she is usually quiet, her coitus as peaceful and

comforting as her flickering light. However, when the fuel of essence is poured into her body, her flame grows greater and brighter. As it surges, her excitement also rises, making her monstrous lust more salient, while the thrusting of her hips grows more passionate and violent.

The chochin obake’s mana also grows in proportion to her fire so that her flushed, sweaty white skin takes on a lewder luster in her burning light. It exudes a more bewitching allure that fans the flames of the man’s carnal desire. Her magical fire heats the man’s pelvic region as they mate, invigorating his manhood’s function, causing additional swelling. His sweltering essence increases in volume and concentration, and launches deep within the chochin obake. Once the man’s implement has been inserted into her fire, it can only rage on. He pounds his hips willingly against the chochin obake’s and releases great quantities of essence—building her flame and desire bigger and brighter, on and on until dawn.



KARAKASA OBAKE

FAMILY: Tsukumogami • **TYPE:** Magical Material

Habitat: The human settlements
of Zipangu

Nature: Devoted, lonely

Diet: The essence of
human men



THE KARAKASA OBAKE, OR “UMBRELLA shade,” is a member of the tsukumogami family of monsters, human tools that have come to life—either through gratitude or resentment (though they display a strong desire to be used by their male human master either way). Karakasa obake are tsukumogami born of umbrellas.

Because umbrellas are normally used only on rainy days, upon becoming tsukumogami, they adapt to fulfill their wish of always being used by their masters. A karakasa obake thinks constantly of making her master happy. To her, every part of her flesh, vagina, and mouth, each and every one of her fingers, all exist to actualize the service she imagines giving to her master. When her master does use her, her devoted, lubricious body registers even the smallest stimulation as a great joy and powerful pleasure, thus granting her master enjoyment through maximum response.

An organ resembling a giant tongue extends from the inside of her canopy, wrapping up



The karakasa obake's canopy is capable of floating without support, forming a roof to cover the couple's relations, making a place for just the two of them.

her master's body and encouraging him to come within it. As the karakasa obake envisions servicing her master, the tongue secretes lubricant to promote the transmission of pleasure. Dripping amply, it licks both her and her master's bodies in order to generate deeper bliss and please him better. If the master comes inside and closes the umbrella, the two find themselves in a world of their own that repels not only rain, but even swords, magic, and all possible intruders. In this close space, where their bodies are close together, the only thing visible is the karakasa obake's sensuous flesh, and the only thing to do is use her as one desires.

After exploiting her thusly a number of times, he becomes entranced by how well she works. Then, just as she has always hoped, he comes to spend every waking moment with her under one umbrella, making constant use of her. For her, this marks the beginning of blissful, ecstatic days that she would not trade for anything in the world. Oddly, though it has been established that weather is irrelevant to the karakasa obake, it still seems that her body will ache on a rainy day, thinking that this is the day she may be used.

Karakasa obake who became tsukumogami due to the care with which they have been treated return the favor by serving their masters with inspiring devotion—in matters both sexual and mundane. Karakasa obake who became tsukumogami because of rough abuse are just as devoted. They are, however, somewhat prone to demonstrate their utility by attacking men and are perhaps a bit unhealthy in their obsessive devotion, as they fear being thrown away. If their masters do not use them, they quickly grow lonely, snatch them under the umbrella, and try to close them into a world where they can be alone with each other.



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

THE ITTAN MOMEN, OR “BOLT OF COTTON,” is a strange monster with a cotton-like body found in *Zipangu* (p. 206). Ittan momen principally appear in the evening, fluttering through the air. Sometimes they attack human men they see; other times, they just float about, perhaps catching on something and hanging vacantly. It is difficult to grasp their thoughts.

When an ittan momen is inclined to fall upon a human man, she wraps him in her fabric and intimately engages him. At a glance, her body looks like nothing more than a thin sheet, but when it clings, the sensual curves of her female form underneath become evident. Though there appears to be nothing beyond her curves, upon sinking one’s fingers into her surface, one will discover the unmistakable presence of soft, feminine flesh. The nature of all this is due to the ittan momen’s mana, which she uses in conjunction with her textile body to reproduce the elasticity, feel, and mass of a woman’s body. By wrapping her cloth in mana, she deftly attains her flesh. Thus, her sensory organs exist in the cloth of her body proper. This body lacks the differentiation in function and sensitivity typical of a woman’s.



Though the ittan momen’s body is made of cloth, the texture of her lower body is unmistakably a woman’s as she engulfs the man’s sex.

Thus, all parts of the cloth wrapping’s feminine form are essence extraction organs for the conveyance of pleasure, as well as erogenous zones for mutual love with men—not just the vagina, mouth, breasts, and buttocks, but *all* of the ittan momen, including the face, hair, armpits, and navel. Men who become husbands of ittan momen unanimously report that the feel of their fabric is most fine and makes them want to rub their cheeks against it. Indeed, the fabric shows its greatest virtues when caressing men. The friction of an ittan momen’s body is soft and smooth, different from ordinary cloth or human skin. Occasionally, it will stimulate a man by catching against him. The feeling of this is pleasurable to the male body.

The ittan momen’s body has a triangular fold that corresponds to and closely resembles an ordinary woman’s vulva. If a man presses his member into this fold, it will sink into the warm, moist area in a manner more viscid than might be expected given a cloth barrier. As the engulfing cloth presses about the male organ and her hips begin to move, the two overlapping pleasures—the adroit friction of the enfolding cloth combined with the wringing caresses of the vagina—cause the man to promptly spew forth his essence, staining the ittan momen’s fabric with his pale goo. Her cloth body effectively and efficiently absorbs his essence. Thus, while an ittan momen may seem unassuming as she sleeps with her fabric form happily wrapped about her husband, or flapping gently as she hangs upon him by her end, she may—despite her appearance—prove to be a tremendous apparition of great spectral power after a number of encounters.

The bodies ittan momen have gained since monsters took on feminine forms may seem comparatively underwhelming, as they can only take on the shape of women. However, it seems that the ittan momen themselves adore their bodies. They say that they love how their thin cloth, effortlessly impregnated by essence, makes it easy for their husbands’ essence to flow throughout them—literally drenching their every corner so they can thus bathe in happiness at any time.

OCHIMUSHA

FAMILY: Zombie • TYPE: Undead

Habitat: The graveyards and former battlefields of Zipangu

Nature: Calm, devoted

Diet: The essence of human men



OCHIMUSHA, OR “FALLEN WARRIORS,” are monsters of Zipangu (p. 206). They rise when spectral power inhabits the corpse of a warrior who has died with a grudge. Though undead, ochimusha’s eyes are filled with clear determination. Some return to serve their lords from life, while others wander in search of new lords and become the faithful subjects of the human men they thus find.

Ochimusha follow a unique code of conduct called “bushido” which honors sacrifice and loyalty, and enjoins one to give one’s life for duty. They will lay down their bodies to pave the way for their lords and protect them from harm. Death does not slacken their discipline. They continue to hone their abilities on a daily basis, using keen blades called “katana” which, in their hands, become swords of spectral power that glint with an ethereal light, cutting far more effectively than they ever did when their wielders yet lived. When the ochimusha were alive, they were willing to lay down their lives in battle. Upon experiencing death and rising undead, they regenerate as invincible soldiers who will never again fall in the field, with strong and beautiful bodies that can—with the love of their lords—heal from any wounds.

Aiming to be as accomplished with scrolls as they are with swords, ochimusha are highly intelligent. Their collected manner is a far cry from the typical undead monster. However, in becoming undead, their honor and fealty toward their lords mixes and fuses with the love and affection monsters have for men so that the loyalty they show their lords also contains a woman’s single-minded passion for a man. They intend to serve their lords both as warriors and as women. In this manner they are willing to lay down their bodies for their lords at a moment’s notice.

However, having lived and died as warriors, they lack the confidence in fleshly matters that other monsters have and refrain from laying their hands upon their lords for fear of

imposing. The one exception to this is after they have risked their life in battle for their lord, in which case they are known to seek his favor. Because all of an ochimusha’s words and actions show glimpses of the love and loyalty she holds for her lord, it is common for lords to install these monsters permanently by their sides and engage them routinely in intercourse. When an ochimusha thus is able to become intimate with her lord, being able to give herself fully to him and please him as a woman must surely give her immeasurable delight. Whether by the nature of ochimusha or by the instincts of monsters, each encounter seems to further hone her womanly side so that while her body maintains the appearance of a beautifully taut warrior, it changes in spirit—becoming more feminine, carnal, and suited to extracting a man’s essence day after day with the pleasure of a harlot of a hundred battles.

Ochimusha are fastidious in their desire to produce an heir for the lord. While never asserting it openly, they always nurse a wish to be the one to bear his successor. In Zipangu today, it is generally boys who inherit a great house, and in the world’s current conditions, ochimusha only bear daughters. Occasionally, then, ochimusha fight for powerful yokai who advocate Extremist principles (p. 15). Felling humans one after the other with their spectral blades, thus turning their victims into yokai, these ochimusha contribute to the encroachment of the yokai realm.



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)



THE UNAGI JORO IS A VARIANT OF THE mermaid (MGE I, p. 114) that lives in Zipangu and has a long fish body covered in a viscous membrane. The slime secreted by unagi joro's bodies contains a high concentration of compounds that restore vitality and potency. Due to this, unagi joro themselves are full of verve and lust. Their devotion—quite characteristic of Zipangu's races—as well as their smooth, gentle graces tend to conceal their lascivious nature. However, their eroticism surfaces inescapably in the tips of their words and the twists of every move their body makes—especially with their hips. While they do not seduce men overtly, they are skilled at arousing them with their behavior—which usually results in a man leaping forth to capture the unagi joro's heart.

As aforementioned, the body of an unagi joro is coated with a viscous layer that protects it from desiccation. It is impossible to escape the slippery embrace of her body, as attempting to get an effective grip on the membrane will fail. That said, the unagi joro is capable of regulating her slipperiness and can reduce it to make herself easier to hold. Alternatively, she can increase her slickness so that those who



In this state, it is too late to retreat, for the more one moves, the deeper one will sink into the unagi joro's soft body, beckoned inexorably into her flesh.

touch her (in the ways more or less expected) will slip. The hand of a man who means to touch her might slip and fall upon her breasts or nether regions. When, in a panic, he struggles to move away, he will instead slip even farther, and he falls upon her tender flesh.

Before he knows it, the man lies wrapped in her body, his limbs entangled in her coils. Though he had only intended to touch her gently, he finds himself hopelessly mired in her flesh. In this way, the unagi joro goes a step beyond ensnaring his heart and catches his body with her viscous secretions. She thus creates a situation in which the man both can and *will* lay hands on her.

A man favored by an unagi joro will find his body and heart falling most unexpectedly into her trap until he ends up inside her. Her interior is said to be soft, pleasantly elastic, and comfortable to bury oneself in. Intercourse with her makes the man's member seem to melt. Meanwhile, the slime she feeds him orally and squishes noisily upon his member continuously replenishes his vitality and potency. No amount of intercourse can exhaust him, for the more they consort, the more potent he grows. The man eventually wishes to unite with her for longer spans and with greater intensity.

Upon obtaining a husband, the unagi joro reveals the true prurience with which she desires to please him. As a result of her devoted nature, she acts as a good wife who looks after her husband with a steady hand—though the comestibles she prepares daily from scratch always contain her viscous fluid. Her husband continues to eat them each and every day, his sense of taste entranced by their high nutritional value and rich flavor, his essence enhanced. He comes to brim with vitality and potency at all times and is motivated to copulate with the unagi joro every chance he gets. She accepts his advances with joy. Copulation infuses the man's whole life with greater vigor—not only does he get into the habit of eating breakfast before work, he also makes sure to drench the unagi joro with his goo before he leaves each morning.



UMI OSHO

FAMILY: Turtle • TYPE: Aquatic Demihuman

Habitat: The seas of Zipangu

Nature: Timid, devoted

Diet: Omnivorous (favors seaweed and shellfish)



THE UMI OSHO IS A MONSTER WITH a large turtle shell that lives in the seas of Zipangu (p. 206). Quiet and timid, umi osho do not attack humans, instead hiding in their shells. They are nuns who serve the goddess of the sea, like the sea bishop (MGE I, p. 118), and they too can perform a rite to reform the bodies of human men so they can live in the ocean.

Umi osho are loved by the monsters of the deep for their skill, as well as their plain and simple nature. They are harmless as can be, yet should anyone attempt to harm them, the raging monsters of the deep—or even the sea goddess herself—stir up a storm or giant wave to swallow up the offender into the watery depths. The man will then be swarmed and assaulted by a horde of monsters. Even so, the umi osho will celebrate his union with, and marriage to, a monster with heartfelt sincerity, as if forgetting he ever tried to harm her, and will perform the rite to allow him to live under the sea.

Umi osho do not only refrain from attacking men—they hesitate to even speak up to seduce them. However, within themselves, they do earnestly desire to be united with one, just like any other monster. They also tend to be masochistic and hope for a man to pursue them with wild and irresistible force, and be subjected to the fury of his desire. An umi osho prays to the sea goddess day after day to make such a thing happen. Whether thanks to the blessing of the sea goddess in return for her fervent prayers or simply as a result of her natural



The umi osho's strange power is such that, thus overturned, they inflame men's carnal passions and become inclined to tease them.

endowments, an umi osho's ordinary speech and behavior are extraordinarily compelling and tickle the sadistic urges of men. Umi osho often have small bodies and carry shells that are disproportionately large and heavy—thus, when they are overturned, it is difficult for them to get up. Wriggling in shame at being seen in such a state, they look so endearingly helpless that a man cannot help but be carried away by the brutal urge to follow his passions and take advantage of their inability to resist.

Even upon being raped, the umi osho maintains her modesty. She does not gorge on pleasure. Instead, she submissively appeases the man's fury with devotion that befits a servant of the sea goddess. Even so, the motions of her hips offer glimpses of the monstrous nature within her as she grips his buried rod firmly, without greed, but still encouraging his penetration to farther depths. If the man attempts to withdraw, her vaginal walls close tighter to pull him back in. If his member grows flaccid after ejaculation, she rocks her hips upon him as if to express discontent at the thought of him leaving, bringing vigor back to his organ, relighting his sadistic fire before he can collect himself. She repeats this behavior until her body has been utterly despoiled by the man's raging lust and her womb thoroughly dominated by his essence.

The umi osho's mouth has an appetite as great as her lower body's: once it has taken a man's organ, it continues licking and sucking until all essence has been emptied. By placing his hand on her head, the man can increase the sensual lewdness of her mouth play. Apparently, this induces in her a sense of euphoric ecstasy.

Umi osho are the guides to the Ryugujo (p. 230), which happen to be the shrines of the sea goddess. Situated at the bottom of the sea, the Ryugujo greet visitors with a dreamlike reception and are described to be among the true paradises of earth. Human men favored by umi osho are invited there, as well as those requested by the various monsters of the deep. For this purpose, umi osho grant men the temporary ability to breathe underwater—even if they are not joined with a sea monster—so that they can bring them to the Ryugujo safe and sound.

OTOHIME

FAMILY: Dragon • TYPE: Mermaid

Habitat: The seas of Zipangu

Nature: Willful, cheerful,
and devoted

Diet: Carnivorous (favors
fish and shellfish)



OTOHIME ARE MONSTER PRINCESSES who rule over the Ryugujo (p. 230), palatial cities at the bottom of the sea off Zipangu (p. 206). Though sometimes categorized as a mermaid race, they are a variant of the mighty ryu (p. 184) with the power to rouse the currents into tidal waves and are worshipped as sea goddesses in some regions.

The otohime is willful and outrageous in her behavior, but at the same time generous and tolerant, loved by her subjects for the friendly mischief with which she treats everyone. She is hedonistic and likes more than anything to spend every day in frivolity, though she also enjoys pleasuring others. As such, an otohime's Ryugujo is a merry place to live, always fresh and entertaining for the otohime herself as well as her subjects and her subjects' companions, and is open to outsiders as a city of amusement. By her power, the Ryugujo becomes a special sphere in which humans can function as though they were on land. Occasionally, the otohime will send messengers to invite humans in.

Banquets are held night and day in the Ryugujo to welcome guests. Numerous monsters entertain them, dancing beautifully and taking bedazzled men off to their chambers. The center of the banquet, the otohime is also a very skilled dancer—such that those who behold her beauty are transfixed in a flash and forget the passage of time. The dance brings out her divine power as a dragon and her graceful beauty, like that of a celestial maiden, making it impossible to deny that she is a being worthy of awe.

Despite the mystic grandeur of her performance, she dances only for her pleasure and that of those who watch. If a man catches her eye from among the watchers, she will go off as if to say that being a princess is no matter and takes him to her bedroom. A man who gustily appreciates her showing him the delights of her beloved Ryugujo is what she seeks in a companion—one who responds with

inordinate embarrassment when teasingly and intimately touched, and who in general provides the most animated reactions to her antics. The man, for his part, is drawn ever more like an animal to her feminine charm and responds acutely to her every move. Even if he is faint in feeling and vague in reaction, the otohime's whispers of love eventually stir him to respond in like fashion. Her heated gaze and light, yet sensual caresses arouse his passion. Her coitus—worlds away from her usual self-centered attitude—then serves him with a devoted effort to pleasure him with her body and must of necessity drive him to release his essence into her in the most animated reaction of all. Thus, he becomes her ideal husband.

Most men who visit a Ryugujo choose to settle down there with a monstrous companion, but there are some who return to land. These are given a splendid little box to take home, called a "tamatebako." When a man opens this box, which is full of the spectral arts of the otohime, a magical smoke puffs out and engulfs him, showing visions that allow him to relive the days of paradise he spent at the Ryugujo. Moreover, it shows him other delights he missed on his visit. If a monster had been taken with him, it simulates the pleasure of coitus with her—of which he has no memory of actually tasting. The gap between his ordinary life and the days of bliss at the Ryugujo then withers him. He longs to visit it once more, and soon after, a monster arrives to welcome him back.

THE EXOTIC HOSPITALITY OF THE RYUGUJO

THE RYUGUJO ARE BEAUTIFUL AND fantastic palaces decked in colorful coral at the bottom of the sea off Zipangu and the city around it. The palaces and cities incorporate the visual aspects of Zipangu with the culture and architecture of the Continent of Mist. They are bright and brilliant. Ruled over by the otohime (p. 228), the Ryugujo are cities of amusement that invite human men in from outside their bounds. According to the tradition of Zipangu, the Ryugujo can be found among the earth's true paradises. Those who visit them are given a grand reception by beauteous monsters and are offered a dream-like experience.

1. An Invitation

TO THE CITIES OF AMUSEMENT

Guests are invited to a Ryugujo by way of magical litters, a regular service that can carry a large number of people—though men may also be personally selected by the otohime and her subjects. It seems that any of a Ryugujo's monstrous residents may invite someone, no matter their distinction of rank. Many monsters invite men they fancy or are indebted to, and the umi osho (p. 226)—who are the Ryugujo's guides—or the monsters who called for the men in the first place go to welcome them.

By the power of the otohime, ordinary humans who have not received a rite from a follower of the sea goddess are still able to function in this undersea realm as though it were on land. From a human of land's perspective, the Ryugujo are places where one can walk with one's feet on the ground, much like on land. One's body, clothes, and personal belongings do not get wet, and it is possible to move about without the restricting sensation of water. All this causes one to often forget that one is beneath the sea.

Meanwhile, to the monsters who have always lived underwater, the Ryugujo are places they can feel water about themselves and swim freely as usual. To the humans of land, this makes it look like the beautiful monsters are dancing through the sky, thus lending the landscape a mystical aspect. Since the Ryugujo are actually underwater, both husbands of monsters who have been adapted to the water and humans of land can essentially swim through the air.

2. The Attractions and Residents

OF THE RYUGUJO

Many sea monster races live in the Ryugujo; these are not just limited to the unique races of Zipangu. The cities' nature is such that almost all unmarried monsters are employed by the Ryugujo's entertainment activities, in order to welcome guests. These functions are their best chance to find a partner. Hence, many monsters are proficient in arts such as dance, song, and musical instruments, all of which serve as weapons to entertain men—while the monsters keep watch for opportunities to take their enchanted guests (or get taken by their guests) to a place where they can lie down. All the monsters, from guides to dancers, are thus strongly motivated to welcome guests with the most earnest of graces and entertain them all extravagantly.

The palaces of the Ryugujo are also open to guests. Grand banquets of lavish food and drinks are set before them day and night, with countless dancers flitting through the water as they welcome scores of humans to the palace. The human visitors are swallowed up in the fantastic, yet somehow sensual, atmosphere of the gorgeous, dancing monsters as many of the men are loosened by the fine liquors that the monsters pour for them. The monsters are thus provided with an excellent chance to take

them off to the bedroom. And the more men gather, the more monsters gather to entertain them.

The Ryugujo are cities of amusement. Beyond their palaces, there are yet more halls for food, drink, recreation, and gambling—as well as theaters where dancers with entrancing bodies and songstresses with beautiful voices display their gifts. Even the streets thrum with performers and vendors. Though the cities are not as crowded with men as the palaces, they are still popular with monsters as they make providing for a specific man one-on-one much easier.

It is not all noise and bustle in the cities; many charming places for quiet relaxation can be found, such as the gardens where all four seasons can be enjoyed throughout the year even under the sea. Though these places are sparser, there are quite a few monsters who like to work here, for opportunities to be alone with a man and create a romantic atmosphere are ample. In sum, every corner in a Ryugujo is filled with entertainment and monsters waiting for the chance to serve men.

The cities' festivities and facilities differ among the various Ryugujo found throughout the waters of Zipangu, all depending on the tastes of the otohime and the character of its residents.

3. The Shrine of the Goddess of the Sea

It may seem somewhat incongruous that the guide to a city so filled with amusement is the umi osho, a servant of the sea goddess. However, the Ryugujo were originally built to venerate the sea goddess, and as such, always contain an imposing shrine. Otohime are sometimes called sea goddesses, but the sea goddess referred to here is a higher entity still. The goddess the umi osho serve is called Wadatsumi but bears a number of similarities to Poseidon (MGE I, p. 130), the sea goddess that the sea bishops (MGE I, p.

118) serve. Such similarities include granting her followers the power to let men live in the ocean. Thus, some theologians speculate that they may be the same deity, but the truth is uncertain.

The days of merriment spent in the hospitality of the monsters of the Ryugujo make one lose track of time. Many who have visited say that they spent longer there than they ever realized. Many others lose track of time permanently with the lovers they discover in the Ryugujo. Therefore, the shrine sees an unending line of couples who come to undergo the rite of matrimony. Conducting all of these rites keeps the umi osho busy, but they say that they find it a joy, for there is no greater offering to the sea goddess than to multiply the happy couples who live in the sea.

NURARIHYON

FAMILY: Specter • TYPE: Mage



Habitat: The human settlements of Zipangu

Nature: Lustful, mean

Diet: Omnivorous (favors a typical human diet)

THE NURARIHYON IS ONE OF THE YOKAI of Zipangu (p. 206). Nurarihyon are aloof and difficult to grasp in character; they often spin conversation in seemingly mocking circles. They have a reputation for casually slipping into people's homes, drinking their tea, smoking their pipes—generally relaxing as if they belong there. At a glance, they look similar to humans, but they wear the darkness of night about themselves and are said to be one of the few great yokai of Zipangu who can govern the hundred apparitions. Night is the time of the yokai, and the mere presence of the nurarihyon who wears its darkness energizes them, creating the nocturnal atmosphere for couples to love each other deeply in.

When a nurarihyon enters the house of a man she fancies, she treats him intimately, even taking meals with him. She does this so that he, the actual owner of the house, finds it difficult to shake the feeling that she belongs there—or is even the true mistress of the house. She then crawls into his bed in a way that makes him feel it is natural for them to sleep together. He begins to believe he belongs to her, that it is her right to put her arms around him. He may then feel a thrill of joy knowing that he is the one she has chosen.

This mistress of the night, a specter of wiles preeminent, strokes him with her slender



A man finds himself incapable of wondering how the nurarihyon came to lie awaiting him in his bed. All he can do is obey her call and slip in with her.

fingers in a comfortable manner. She leads him to ejaculate with a single flick at the exact moment she desires. As she swings her hips throughout the night, every sway gives the man's body an entirely different sort of pleasure. Unable to adapt, he ejaculates over and over again. After the end of a night so pleasurable it strips him of his sense of reality, the man cannot reflect on it with clarity. While waiting for the next, he imagines the monster crawling into his bed. The nurarihyon continues to make herself at home in his house, but he is unable to grasp what lies behind her typically playful words and manner, unable to grasp for sure what she really thinks of him—all of which can make him feel a deep melancholy. But the words of love she whispers at night in bed have no trace of this playfulness. They are clearly the truth of her heart. The man then anticipates the coming of night with great zeal.

The mistress of the night has an undefinable attraction, including characteristics of both dignity and glamour. The yokai who serve her admire it of course, as do humans. Men are drawn to her eerie fascination and dream of becoming the companion of a yokai, while women wish to become yokai like the nurarihyon. The man who becomes a nurarihyon's husband is himself endowed with a charisma that attracts the uncanny. Successive nights of relentless coitus and days spent longing for night cause this charisma to blossom, so that he becomes a master of the night, suitable to stand by her side. Fit to demonstrate his dominion over the masses of monsters with his body and command his unearthly servants, he draws many yokai toward him who wish to spend the night as his concubines.

Because the nurarihyon wears the night, the man is always surrounded by a darkness in which yokai beg him to fornicate. However, the man puts the nurarihyon first as he joins his body with one bewitching yokai after another through an endless night of luxury. It is not long before he is thronged by fawning yokai at all times. Soon thereafter, whenever he walks outside, a congregation of yokai forms called the "hyakki yagyo"—or "parade of a hundred apparitions."

Now, over the course of two volumes, I have introduced you to a total of two hundred races of monsters. It would have been no surprise if, in making contact with so many, I had long since fallen to their clutches. Luckily, the monsters I met who already had companions gave me not a second look as they and their husbands proudly told me their stories.

While reading the new monster profiles in this book, how did you feel? Did you find them threatening? Or did you think them to be fascinating?

Monsters are changing, humans are changing—the whole planet is in the midst of upheaval. For better or for worse, the world always changes. It is up to you how to feel about it all, but I hope you will make good use of the knowledge provided in this book while living amid these transformations. I, for my part, am taking a sojourn in the eastern island nation of Zipangu—far from the sway of the Order of the Omnipotent. As this country is mercifully free of pursuers seeking to put me to death for penning such books, I have at last had a chance to write in peace.

I have been discussing with my spritely traveling companion, a leannán sídhe, where to go next. Most likely, I shall abide in Zipangu a bit longer to flesh out my knowledge, whereafter I shall sail north in search of monsters not yet seen, to be found on the Continent of Mist. Incidental to this voyage, I have heard that the waters themselves hold monsters such as I have never met, lurking in the deep, living in ways we could never fathom and beguiling those who pass.

Should my travels prove safe, I expect to write the third volume on the Continent of Mist. Otherwise, I intend to write it in the depths of the ocean. In either case, I hope we shall meet again.

— A Wandering Scholar of Monsters





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TRANSLATION

DK

ENGLISH ADAPTATION

Harriet Fray

COPY EDITING

Jade

PROOFREADING

Kaseka Nvita

INTERIOR LAYOUT

Kappa

COVER DESIGN

Nicky Lim

EDITOR-IN-CHIEF

Adam Arnold

PUBLISHER

Jason DeAngelis

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