**Godzilla** – Essentially the traditional design, but updated to be more mobile and ferocious in battle. His head is a mixture of the GMK and Showa designs, with a short snout, prominent brow ridges, and large teeth. He does not have mammalian ears, but two small points behind his brows that resemble them. The overall look is dinosaurian, but his facial movements are more mammalian—flaring nostrils, face scrunching, lips curling back during snarls, some movement in the brows.

In other words, this: [http://dinohunter2.deviantart.com/art/There-Goes-Tokyo-315570477?q=gallery%3Adinohunter2&qo=0](http://dinohunter2.deviantart.com/art/There-Goes-Tokyo-315570477?q=gallery%3Adinohunter2&qo=0)

The body is also traditional, with a tri-parted chest, “knee pads”, rough skin, and a long segmented tail. His skin is dark, charcoal gray. The underbelly is slightly lighter with a leathery texture; it is separated by enlarged scales on the side, like Mire Goji. The dorsal fins are very large and sharp, also like Mire Goji, but are silver and more traditionally shaped. His hands and feet both have four digits. The feet are digitigrade, more like a dinosaur’s than a man’s, but are still very heavy and muscular looking.

Godzilla is fully upright while walking, but becomes more diagonal when moving fast (think Harryhausen’s Gwangi). He can lift his tail off the ground and become fully horizontal like a dinosaur, but only when running full-tilt. His fins flash and glow while charging and warp the air with heat; his breath is the standard neon blue. He also has a nuclear pulse like the Heisei and Millenium Gojis, which is predicted by his fins glowing extra bright, his eyes glowing, and bolts of electricity dancing across his body. His other abilities are the standard fare: near-impervious hide, regeneration, super strength, and swimming. He absorbs radiation as he did in the Heisei era, but not as a means of feeding: all of his cells passively do it, removing radiation from the surrounding area and making him stronger. Conversely, he is weak to electricity like he was in (most of) the Showa era.

This Godzilla is very focused on physical strength and melee combat. He is huge and lumbering, but an active fighter and capable of moving fast like the Showa Gojis. His fighting style is more feral however and he makes better use of his powerful jaws. He is intelligent and somewhat anthropomorphic, but in terms of morality is neutral. He has no preset hatred for humanity but does not understand or care that he is destroying their cities. His rampages become more violent whenever the military is involved, though, because initially they attacked him first. Past experience has taught him to view all vehicles and armed humans as enemies. Though neutral and highly destructive, Godzilla is not totally without compassion and does have a softer side.

**Gigantis** – A female Godzilla. Being of the same species, her powers and appearance are mostly the same. She has a narrower, more triangular head, like the Final Wars Goji, but is the same size and weight class as her male counterpart. Her voice / roar is higher pitched but very similar. Her skin is green and her fins are tinted purple; her breath and nuclear pulse are also purple.

Gigantis is NOT Godzilla’s mate, or even his ally- the two are bitter enemies. Gigantis is crueler and more selfish by nature, with an aggressive “do anything to survive” mentality. She attacks all other monsters she sees and operates entirely on her own. Like Godzilla, she was attacked preemptively by the humans,
but instead of associating the threat solely with the military she has come to view all things man-made as targets. In terms of power she is evenly matched with Godzilla, so whenever the two clash the destruction is immense.

Junior – Also known as “Little Goji” and “The Son of Godzilla”. Ironically, he is not actually related to the King of the Monsters. Junior hatched from an egg laid by Gigantis, but was abandoned years ago when his callous mother decided that taking care of him wasn’t worth the extra effort. Left to fend for himself, Junior nearly fell prey to the hungry residents of Monster Island. He was rescued by Godzilla, who took the runty hatchling under his protection and raised him as one of his own.

Junior is still just a child, but has grown since then and become less helpless. His small size lets him move fast and hide from danger, and under Godzilla’s guidance he’s learned to become more confident and stand up for himself. Though he clings to his father whenever he’s around, Junior almost never follows him across the sea- he feels safest and most at home on Monster Island. Though skilled at avoiding other monsters, Junior has a mischievous side and likes to get into trouble. Luckily for him, Godzilla isn’t the only one watching over him.

Physically, Junior is not much different from Godzilla or Gigantis, just at an infant stage. He stands only about as high as Godzilla’s knee and has yet to pack on the weight and muscle of the adults. He is very playful and active, running horizontally more often and even pouncing. He has all the features one would expect from a baby- a larger head, big, cute eyes, smaller teeth and reduced back spines. He is light gray and smoother skinned than the adults. Junior’s fins are silver like Godzilla’s, but glow bright red. His beam would presumably be the same color, but at this stage he can only shoot fireballs and puffs of smoke.

Anguirus – Most closely resembles the 70’s Showa design, but with smaller eyes and longer claws. Overall he looks more natural and mobile (read: no monster crawl). Texturally, he has some added plates on his legs and the areas bordering his shell, as well as a few small spikes on his shoulders. He also has a spiked club at the end of his tail. Otherwise, his features are unchanged. His coloration is based off the Trendmasters toy, with black skin and a purple underbelly.

Anguirus’ powers are essentially the same as they’ve always been, mostly tooth and claw and a fighting spirit. His spiky shell is next to impervious and can even withstand Gigantis’ nuclear breath. He can swim and dig (but not actively burrow underground) and can curl up into a giant, spiky ball to rapidly roll into enemies. He’s a fast runner and surprisingly good jumper. He also has a new power: the spikes on his back can shoot off like missiles. This is typically used while he’s standing up or hidden underground (a useful attack for ambushing foes, especially flying ones).

Ang’s personality is unchanged: he’s very feisty and determined, even against monsters much bigger or stronger than himself, and is loyal to Godzilla. The two are best friends and usually team up when
especially strong monsters attack. Anguirus is also protective of Junior and bails him out of trouble whenever Godzilla’s not around. He has no grudge against people and generally stays out of their way (unless they attack his friends).

**Rodan** – Looks most like the original 1956 Rodan, but with a larger wingspan and armor plates on his legs and shoulders. His legs are lean and muscular, with eagle-like feet; he has long, curved talons. The spikes on his chest are very prominent and are used as weapons. His wings are also serrated along the edge, allowing them to be used like swords when flying past other monsters. He is reddish brown with gold highlights on his armor.

Rodan’s main power is supersonic flight, which lets him outpace other monsters and create powerful jet-streams that devastate everything below and behind him. His armor allows him to weaponize the incredible momentum he generates, ramming into monsters twice his size. The previously mentioned chest-spikes and bladed wings make his fly-by’s even deadlier.

Personality-wise, he’s close to his 70’s counterpart: ie, he’s a bit of a jerk. Rodan is morally neutral like Godzilla, but with a giant ego and much less sympathy. He typically acts in his own best interest and is difficult to persuade into helping; his stubborn attitude frequently puts him at odds with the other monsters, and he and Godzilla have something of a rivalry.

Rodan draws his strength from thermal energy and can often be found hibernating in or around volcanoes. His armored hide is totally fireproof.

**Mothra** – The larval stage is virtually unchanged, as is usual, and its only ability is spraying silk. Mothra’s imago form is very similar to her 1961 appearance, but has two “tails” trailing from her hind-wings like a luna moth; the wingspan itself is massive, wider than normal. Her legs are visibly insectoid like in Tokyo SOS, but are furry and much more robust. Her feet have huge, hooked claws for grasping and lifting.

Physically, Mothra is very large and strong. Her giant wings can generate hurricane-force winds strong enough to sweep other monsters off their feet, and with a good enough grip she can lift monsters larger than Godzilla into the air. She also has a painful bite and wickedly sharp claws. Her antennae can shoot powerful energy bolts in any direction, and as a final attack she can sacrifice her ability to fly by shedding the scales on her wings (which have a painful, paralyzing effect and sap energy).

Mothra is a benevolent, empathetic monster who was worshipped as a Goddess for thousands of years. Her home, Infant Island, was unintentionally laid to waste by radioactive fallout from nuclear weapons tests; the only surviving inhabitants are the supernatural Shobjin. They are innocent, pacifistic, and act on behalf of Mothra and the Earth. They are willing to help the outside world, but disapprove of modern man’s disregard for the environment and imply that one day Mothra may not come to save them.
Mothra switches back and forth between being Godzilla’s ally and enemy; her primary concern is the welfare of the planet, so if he becomes a danger she’ll confront him. At the same time, she is willing to work alongside him to face greater threats. Like in past incarnations, Mothra has a phoenix-like life cycle and is constantly reborn as one or more larvae which hatch from a giant egg (which then in turn cocoon into adults).

**Battra** – The larval stage is similar to the original, but more natural looking. It can still rear up to appear upright, but crawls horizontally while moving. In place of the large head it has a hunched, armored back, and the jaws, which are still vertical, are arranged slightly differently and have a more menacing look. It can fire a beam from its horn but has no other projectiles. The adult is unchanged save for a pair of armored, backswept antennae and a wingspan to match Mothra’s. Unlike the original, this Battra does not morph instantly and must first go through a chrysalis stage.

Battra is a slower but sturdier flyer than Mothra with equal strength, shorter claws, and the same ability to generate hurricane winds. He can fire intensely strong beams from his eyes as well as launch volleys of moderately strong energy-bolts from his wings. He cannot shed his scales, but instead has the ability to completely sacrifice himself by self-destructing in a giant blast of energy.

Battra is Mothra’s opposite and partner, a fellow Earth guardian but with more destructive powers and no sympathy toward man: he is only awakened when the balance of the natural world is gravely in danger. He was dreaded (but never seen) by the inhabitants of Infant Island. The Shobijin are linked to him just as they are with Mothra, but convincing him to hold back his wrath is nearly impossible. Like his partner, Battra’s stance toward Godzilla frequently changes depending on the situation.

**Gigamoth** – Based on this concept art:

http://tohokingdom.com/concept_art/gvsmothra/battra_larva2.htm


Probably with a toothy mouth (each “tooth” being an independently moving mandible) and very long wing-tails. The wings and legs are likewise beefed up.

Gigamoth is a Mothra who’s larva was mutated by the radiation that destroyed Infant Island. It is a violent, aggressive creature with no desire to protect the Earth. Since it was once a Mothra, it has a psychic link to the Shobijin; the connection is stronger on its end, though, since the girls cannot easily read its corrupted mind. Both Mothra and Battra see it as an abomination and seek to destroy it for the planet’s sake.

Gigamoth is lightly armored but flies considerably faster than either guardian. Its physical strength is not as great, but it makes up for it with gigantic claws and an incredibly ravenous bite. It can exude clouds of
poisonous gas from its body, either trailing behind it or actively spread by the beating of its wings. The tusks on either side of its mouth can fire energy bolts equal in power to Battra’s eye beams, and both in its larval and imago forms it can spit streams of resin to ensnare foes. Like Godzilla, it passively absorbs nuclear radiation and grows stronger from it. It has the potential to individually defeat Mothra, Battra, and Godzilla, forcing the three to work together.

**Baragon** – Has the classical look, but not as rotund and lacking the monster crawl. His face and skin color are similar to the GMK version (though darker), and his eyes and horn curvature are more like the Showa version. His ears are very pronounced, and his front legs are plated with huge, mole-like claws for digging.

Baragon is a great deal smaller than most of the other monsters; this puts him at a disadvantage in melee, but allows him to move faster and leap long distances. He is an excellent digger and can burrow faster than most monsters run; he also uses this ability to evade ranged attacks, ambush foes, and set traps. He’s adapted to life underground and thus has very sensitive eyes and ears: Baragon only surfaces at night and can be stunned by bright lights or loud noises. He is moderately protected by the armor on his back and can rapidly spit fireballs.

Baragon doesn’t go looking for cities to destroy, but will attack if disturbed by loud noises or bright city lights. He’s generally aggressive towards any monster much larger than himself, but can be persuaded to work alongside Godzilla.

**Manda** – Female in this canon, Manda appears closest to her DAM incarnation: she has small spikes on her face, no whiskers, no horns, and a bristly mane running down her back. Her body is teal with dark bands and her underbelly plates are yellow-orange; the two sections are separated by eel-like fins on either side, which widen into a jagged oar for the tail. She swims with vertical undulations, not horizontal as a snake would, and her toes are webbed.

Manda’s strength comes from her thin, serpentine build. She is very flexible: good at climbing, swimming, dodging, and getting into tight spaces. She’s a powerful constrictor and can strangle, trip, and detain other monster. All of her teeth are hollow and filled with a black, necrotic venom which can also be spit. It is so potent that it essentially acts like acid, rapidly dissolving flesh. Her scales are energy-resistant, repelling most beam weapons entirely. Manda’s main weakness is the cold, which greatly slows down her metabolism, even to the point of forcing her to hibernate.

Originally she was the guardian of Mu, a legendary island nation known for its peaceful attitude and super-advanced technology. She protected them from all manner of outside threats, but in the end her home destroyed itself. Differing opinions on how to interact with the mainland lead to the formation of two separate peoples, the Atlanteans and the Seatopians, who ultimately destroyed each other and
their home in a bloody civil war. Manda nested in Mu’s sunken ruins for centuries before being moved to Monster Island, where she peacefully coexists with the other beasts.

**Varan** – Overall looks like the classic version, but again, more mobile and lacking a monster crawl. The face is essentially the same, but more reptilian. There are small spikes on the throat, the long dorsal spines are slightly webbed, and his carapace is lined with enlarged scales. The gliding membranes between his arms and legs curve outward when extended and are supported by thin spines; much smaller membranes stretch from his shoulders to the sides of his neck and between his thighs and tail. His skin is brown, much darker on the carapace, and his membranes are light tan with a black wave pattern.

Varan is a triphibious monster, able to walk on land, swim in the sea, and glide in the air. He usually fights and walks bipedally, but can drop to all fours to run faster. His back is lined with long, venomous spines and is also protected by extra-thick scales. Tiny pores on his underside give him the ability to produce clouds of fog, great for disorienting enemies or making a quick retreat.

Like most of the natural Earth monsters, Varan is neutral. He has no sympathy for humans and will feed on them if he gets the chance. He is not very aggressive, though, and spends most of his time in the wilderness or underwater; he’s actually very reclusive. He’ll help the other monsters if he has to but would much rather be left alone.

**Oodako** – Essentially a scaled up Pacific Giant Octopus. He has numerous hornlets over his eyes, which are orange, and his skin is a mottled dark green color with a rough texture. He has a siphon on either side of his head, allowing him to move fast underwater and shoot twin jets of pressurized water while on land. Instead of a beak he has a circular mouth with large, claw-like teeth that fit together. His bite is venomous and causes other monsters to become sluggish and weak. Oodako can also breathe on land and camouflage himself by changing the color and texture of his skin. If severed, his tentacles can eventually grow back. He is clever, but predatory and aggressive, unwilling to cooperate with others.

**Maguma** – Looks more like an actual walrus than the original Gorath design. He’s very big and bulky, especially around the shoulders and neck, with warty, wrinkled skin and tiny eyes. His face is whiskered, and there are similar bristles on the hump of his back. His front flippers are very large and have visible claws, acting like legs when he’s on land. He has a small, secondary set of tusks behind his main long ones, and all of his teeth are sharp; there are small, pointed bumps at the back of his head that resemble ears. Maguma’s skin is gray, but gradually becomes red toward the neck and head.

Maguma is slow both in the water and on land, but is incredibly resilient (he’s hardly affected by Godzilla’s beam) and has a lot of weight to throw around. His tusks are formidable weapons and he is totally immune to cold temperatures; he can be completely frozen and come back to life unharmed.
Maguma also has the ability to belch blasts of mist that flash freeze his enemies. He has terrible eyesight and an even worse temper. Not a monster to make alliances or think twice about smashing cities.

**Gorosaurus** – Close to his original appearance, but with a more diagonal stance and digitigrade feet. He has very large, dangerous looking toe-claws and spurs on his ankles. His teeth come directly out of his jaw like a crocodile’s. The general shape of his head is unchanged, and the short spikes going down his spine become longer over the hips (vaguely reminiscent of the dinosaur Concavenator). Like a cobra, the tip of his tail is hardened into a bony spike. He is beige underneath and dark, grayish-blue on top; his throat is a reddish pink and puffs out slightly.

Gorosaurus has no ranged attack, but makes up for it by being physically and mentally formidable. He is very crafty and strategic, learning from past mistakes and observing the weaknesses of his foes. He is also physically powerful and can drop monsters twice his size using his giant jaws and kangaroo kick. His long tail can be swung as a bludgeon or lash out scorpion-style to stab foes. Gorosaurus can become horizontal while running and can even jump to give his kick extra force. Despite his lack of an energy attack he is actually quite powerful. He has become an ally to Godzilla.

**Ebirah** – Most like the concept art from Final Wars: [http://godzilla.wikia.com/wiki/Ebirah](http://godzilla.wikia.com/wiki/Ebirah)


Like all of the monsters here, Ebirah is meant to look like a naturally-moving creature and not a man in a suit. He has a low slung, horizontal posture and is supported by his eight sprawling legs. His cranial point is thicker and curves downward as it did in the Showa design. The colors are the same as the model but with brighter red highlights.

The right claw is as it always is: large, curved, and scizzor-like. The left claw, however, is now the largest, and by a good margin. It is very heavy and robust, made for crushing, and acts like a pistol shrimp’s claw. It charges and then suddenly snaps shut, making a deafening “BOOM” and releasing a concussive blast of hot air. Underwater it’s even louder, with the airblasts manifesting as explosive bubbles.

Ebirah can also exude a foul-smelling musk and regrow any limb (though this takes a few days). He is faster in the water than on land and can switch between forward and backward motion in an instant. In terms of intelligence he is very simple and doesn’t run on much more than instinct. Ebirah blindly attacks anything or anyone that intrudes on his territory.

**Gurujin** – A new gargantua, formed from flesh blasted off Gaira during his final battle with Sanda and the maser cannons. He is jet black with long, greasy hair that always appears wet. His face is grotesque, with exaggerated brows and cheeks, an ape-like nose, and oni tusks. His eyes are pale and clouded, less
intelligent looking than the gargantuanas before him. He is scaled like the others, but less obviously so, as he is very shaggy. His fingernails are long and claw-like.

Gurujin is a man-eater like his “father” Gaira, but more bestial, showing that the Frankenstein spawn are slowly becoming less human with every generation. He learns quickly through observation and seems to have a sick sense of humor, but is otherwise very limited in his thoughts and emotions. He’s less prone to using tools and seems incapable of communication. He is amphibious like Gaira, but doesn’t spend quite as much time underwater, and like Sanda is unharmed by the sun’s rays.

Gurujin is preceded by his horrible odor, which is the result of the greasy oil saturating his hair. This is left behind in his footprints, on anything he touches, on monsters he fights, and on the surface of the water when he goes under. When fighting him, Godzilla is actually at a disadvantage using his breath—not only is the oil flammable, but it’s also toxic, filling the air with poisonous smoke when burnt.

Gezora – Has the same general body shape, but leaning backwards at an angle. The top part of the mantle is thickened like a carapace and has armor plates down the middle; the fins on the side are more pronounced. His tentacles are relatively short, splayed out more like a cephalopod’s, and have pads at the end like a squid’s (which act like feet). The front two tentacles are extra-long with larger pads, the suction cups of which have backward curving hooks. He has a short beak underneath his body and is blue-gray in color.

Gezora has a very low body temperature, so much so that prolonged contact with him can cause frostbite. His blood in particular is very cold and can freeze anything it’s spilled on. He can also spit an inky substance from his beak, usually aimed at attacker’s eyes or trailed behind him when swimming. He is strong and fairly tough, but slow moving and very clumsy on land. Unlike Oodako, he is not bright at all, reacting slowly to pain and having no sense of self-preservation. Fire is his Achilles heel.

Ganimes – Similar to his original appearance, but with a more crab-like stance. The features of his face are somewhat exaggerated- he has googly, retracting eyestalks, a fleshy head, and huge chewing mandibles that can extend outward like a goblin shark’s jaws. His shell is still bumpy and spiky, but the points are not curved forward. His underbelly is covered in bristly hairs and his pincers are shorter and more robust, like a real stone crab’s. He is much more nimble now, able to climb, jump, and instantly switch between moving forward/backward and left/right. He cannot swim but instead crawls on the sea floor. His shell is dark gray with rusty orange highlights.

Ganimes has no ranged attack and relies entirely on melee. His small size and impressive maneuverability let him run circles around larger monster and scramble up them to attack; if his assaults go poorly, he’s well protected by his crustacean armor. He is relentless and adaptable by nature, but very simple-minded and incapable of forward thinking. Like Gezora, he is not always known to do what’s in his best interest.
**Kamoebas** – Basically the same as his Tokyo SOS cameo, but more snaggletoothed and mean looking. The large spikes on his shell are still organized in three discernible rows but are more jagged and uneven in general, looking more like rock. He can disguise himself this way by settling down on the sea floor. His skin is dark blue and fades to a dark, almost-black gray on his shell.

Kamoebas also has a strictly close range fighting style, utilizing his sharp teeth and impenetrable armor. Once he’s grabbed hold of something with his jaws he’ll never (willingly) let go. He can grab foes from a distance or headbutt them by rapidly extending his neck, which is actually quite long. His tongue can also extend and has a sharpened tip; though mostly used for skewering and eating humans, it can be used to stab at vulnerable heels and underbellies. Kamoebas is small and slow moving, but practically indestructible. He’s also very single-minded in his aggression, willing to ignore the attacks of one enemy if it means going after another who attacked him first.

**Kamacuras** – Almost identical in color and anatomy to the Final Wars incarnation, but with more pronounced curving spikes and thick, blotted stripes down either side of the head and back. This Kamacuras is also known to be female. She is joined by numerous subordinate males, called the Gimantis, who are smaller and hairier. They are rust colored like the Showa design.

Kamacuras is the alpha of the mantid pack; larger, faster, and smarter. Because of her status she can boss around the weaker Gimantis, giving them orders through gesture and pheromones. She is also an excellent jumper and can fly at incredible speeds, almost as fast as Rodan (though nowhere near as maneuverable). Her melee attacks are weak, but lightning fast. Additionally, she has the ability to bend the light around her and turn invisible.

The Gimantis lack this power but do have a rudimentary color changing ability, able to turn brown, green, or gray. They comically follow her orders without hesitation, totally willing to put up with her abuse in hopes that she will mate with them.

All of the mantids are scavengers, scouring Monster Island during the day in search of carrion and small prey. In sufficient numbers the Gimantis are a serious threat to Junior, but to the full-grown monsters they’re nothing but cannon fodder.

**Kumonga** – A fusion of the two canon designs: the eye color and body shape are Showa, but the color pattern is Final Wars. Kumonga’s fangs still open and close sideways, but are larger and more formidable looking. He is otherwise unchanged.

Kumonga is a simple but versatile melee fighter, his only ranged attack being the super-strong silk he sprays from his mouth. This is used both to actively snare foes and to set traps/webs. His fangs have a
potent venom that causes victims to become drowsy and weak, eventually to the point of passing out. Hidden between his fangs is a spike-like proboscis that is used to suck the blood of his downed quarry.

Kumonga is large and well armored (save for his eyes and mouth), barely fazed by Godzilla’s nuclear breath. He also has enormous strength in his legs, able to dig, climb, spear other monsters, and even mimic the movements of other spiders. He can crawl like a black widow, lumber like a tarantula, leap like a jumping spider, and even use his legs like stilts to wade through water or tower over foes.

Kumonga spends most of his time lurking in wait, observing the behavior of nearby monsters. His combination of cunning and adaptability lets him develop hunting strategies for any prey. Naturally, he does not cooperate with other monsters because he sees them as potential future meals. He is intelligent enough to do so if he wanted, though.

**Gabara** – Mostly unchanged from his original appearance, just more mobile and natural looking. He has slightly longer fangs, small oni tusks, small curving spikes on his shoulders, and the length of his neck is halved. He looks a bit more robust but is otherwise unchanged.

Gabara’s main power is still his electrical touch, though he can now project arcs of lightning from his hands to attack from afar. He can also extend the length of his hand claws to fight better up close. Personality-wise Gabara is a sadist and a bully, picking fights with monsters smaller than himself and taking amusement from their suffering. When put into a more even fight he’s quick to fight dirty or run away; since he cannot swim his range is restricted to Monster Island. He torments Junior while he’s an infant, but as the little monster grows their relationship becomes a more even rivalry; this parallels Godzilla’s own struggles with King Ghidorah (both villains have electrical powers and a significant size advantage).

**Deutalios** – A feral, mangy-looking creature, half rat and half fish. The overall appearance is that of a starved, balding sewer rat. Deutalios has a mane of scraggily hair but is otherwise hairless with a wet, slimy look and some hardened growths that look like barnacles. His face is essentially that of a rat, but without soft tissue; there are no cheeks or lips, the eyes are wide and lidless, and the nose is nothing but a pair of nostrils (though there is a forward-facing lump where the skull’s nasal bone protrudes). He has whiskers on his snout, but short, catfish-like barbels on his chin. His incisors are huge, especially the lower pair. There are short, rayed fins on the elbows and ankles, and the ears mimic this texture. Long spines of uneven lengths jut out from the back and are webbed by the same kind of fin; likewise, the tip of his rat-like tail branches off into two parts, which are webbed to create a fish tail. His feet are also webbed.

Being “small” and lightly built, Deutalios is one of the fastest monsters; he can run, climb, and swim at impressive speed. He can bite repeatedly in quick succession, rapidly gnawing through buildings and walls or shredding into flesh like the rodent equivalent of a piranha. Because of the bacteria he carries,
the wounds he leaves quickly become infected and are painful for a long time. His skin is coated in a slippery slime that makes holding him near-impossible, and his tail can grow back if severed.

Deutalios was a small, genetically engineered creature blown up to massive size by sabotage and introduced G-cells. He still retains the memory and crafty intellect of a rodent, but is hindered by the primitive nerve system of a fish: he seems incapable of emotion and long-term forward planning, and like Gezora has a delayed reaction to pain. With his increased size he has taken on a predatory role and become addicted to the taste of flesh.

**Zilla** – Practically identical to his appearance in Godzilla: The Series. Zilla is light gray, but very dark gray on top with a red tinge to his dewlap and the skin around his eyes; his eyes are dark red with yellow-orange irises and his fins are teal. He has a breath weapon similar to Godzilla’s, but weaker in force and much more incendiary; it’s neon green and preceded by his spikes and gills glowing. The overall build of his body is graceful and dinosaur-like, but somewhat muscular and front-heavy with a vaguely humanoid look to the chest and arms.

Unlike the heavier dinosaur monsters, Zilla is only upright when rearing up or grappling. He walks and runs horizontally and even spends some of his time in a crouched, nearly quadrupedal posture. He is an incredibly fast runner and capable of rapid climbing, burrowing, swimming, and leaping. He’s very strong for his weight class, but is still considered weaker and less durable than most giant monsters. He is one of the smarter, more benevolent monsters known.

Zilla is a reptilian creature of uncertain origin, originally mistaken for Godzilla by Americans who’d not yet seen the King of Monsters (hence the name). He is nomadic by nature, only rarely visiting Monster Island, and spends most of his time in or around North and South America. Zilla is a carnivore, but feeds almost exclusively on fish and whales; he is unaggressive toward humans unless provoked. Though the two monsters only rarely cross paths, Zilla and Godzilla are trusted allies.

**Sea Rex** – “C-Rex” from Godzilla: The Series. Again, basically identical to the show’s design, just with a forward-facing tail spike and more muscular legs. The “new” name is of course pronounced the same and simply avoids the confusing “Crustaceous” prefix (since this monster is clearly a mollusk).

Sea Rex has powerful legs for stomping and pinning and can extend the stretchy tentacles on his chest to snare foes. His tail spike can be used as a weapon, but is not venomous, and his back is protected by a thick, spiky carapace. Large pores on his body and the underside of his feet act like siphons when underwater, jet propelling him as he swims (though he’s just as happy walking on the sea floor). He can spew a tar-like substance from his mouth which is both scalding-hot and sticky enough to immobilize monsters.

Sea Rex can stay on land indefinitely, but not without frequent hydration. He relies heavily on electrolytes, and uses his tentacles to absorb salt and water—both from the environment and from other
living things. He is an indiscriminate “feeder” and will attack humans just as eagerly as he will animals or other monsters. He is clever enough to work out simple problems and learn from past experience, but is otherwise basic in his intelligence and behavior. Though not an especially bulky monster, Sea Rex is fairly large, towering over many other monsters due to his long legs.

**El Gusano** – Also nearly identical to his animated appearance, but with less exaggerated anatomy and a more natural blend between the two colors of his body.

El Gusano is huge, both in weight and general proportions, and is one of Godzilla’s largest foes. His size (as well as the gnarliness of his various horns and spikes) only increases when he is exposed to radiation: Godzilla’s nuclear breath and pulse only make him stronger. Gusano has no ranged attacks, but is armed with a clubbed tail, massive bulk, huge jaws, and teeth that extend like tentacles. He can also burrow underground. Because of his enormous size the ground he digs beneath quakes and completely collapses, leaving huge trenches in his wake. He feeds by swallowing up dirt and forests like a subterranean whale and is weak to fire.

Gusano is animalistic in nature and doesn’t seem to have any motives beyond self-preservation.

**The Cryptocleidus** – Mostly the same as their animated appearance, but with more dexterous hands and streamlined bodies. There are again two of them, a male and a female, though telling them apart is impossible.

The Cryptocleidus are very adept swimmers, faster and more agile than Godzilla under the water and able to dive to unheard of depths. They can build up enough momentum to leap into the air or beach themselves, but are incapable of moving across land. Their long necks give them a formidable reach, but because of their thin jaws most of their strength is actually in their arms and body. Both Cryptocleidus have the ability to exhale a “fossilizing fog”: a gas that affects the target at a molecular level, temporarily making them denser and causing calcium to form. Monsters doused in it will become heavier than normal and find their movements restricted by the mineral build-up; it’s especially effective against air-breathing monsters, as it can cause them to rapidly sink and drown.

The Cryptocleidus are similar in personality to dolphins: intelligent, playful, but not very nice. They are very curious by nature and cooperate with one another, but have no sympathy for the things they play with and destroy (like ships and coastal towns). Both seem perfectly content with only the company of their mate and respond to other monsters’ attempts at cooperation with aggression.

**The Crackler** – Once more, very similar to its appearance in GTS. The anatomy is mostly unchanged, just less exaggerated and fragile. The six eyes and their stalks are all larger. The feet are reduced, but the legs are bigger and the posture of the body below the chest is more slanted. It moves less awkwardly
and might even be capable of a slow, ape-like gallop. The colors are more mottled and natural, probably with varying shades, but blue and white are still the predominate colors. Bolts of electricity jump back and forth between its shoulders when agitated.

The Crackler has powers similar to Gabara’s, but far more powerful and versatile. It can channel an electric current through its hands, letting it shock other monsters both through direct contact (like grappling or punching) or the environment (electrifying the ground or bodies of water). It can also fire punishing, sustained bolts of electricity from any part of its body (typically the horn, mandibles, mouth, or hands) to attack from far away. The current it generates is so intense that its entire body acts like an EMP, shutting off electrical devices in the surrounding area.

The Crackler is a creature from the distant future; it was accidentally sent to our time by a damaged temporal weapon that was meant to send it billions of years into the future (when the sun will be destroying the Earth). How or why the creature came into being during its time is unknown. It has been observed however that it displays rage and aggression towards anything else that generates electricity. This drives it to enthusiastically attack power plants and major cities, as well as any other monsters with electrical powers.

**Bagorah** – Looks more like the Art Adams cover art than the actual interior art from the comic book; in other words: his legs are smaller, his waist is shorter, his body is more muscular, and his face is more feral. The skin on the neck is very wrinkly and loose and there are multiple “beards” instead of just one. The sparse quills on the nape of the neck continue onto the back and become longer and denser there. The claws on his feet are somewhat downplayed, while those on the wings are larger and more strongly hooked, especially on the index finger. The most noticeable change is a second, smaller set of ears below the first, inverted to point downward. He also drools excessively now.

Bagorah is a wandering space beast who feeds on other giant monsters; normally he devours the locals and moves on to the next planet, but because of Earth’s abundance of monsters he’s decided to stay. He feeds both on flesh and energy and typically drains the life force of his prey before eating them. He can puff up his throat and produce a deafening shriek that sends everything in earshot into a fit of agony, but can also concentrate the scream into a narrow “beam” that has massive destructive power. He can unhinge his jaw like a snake and has a prehensile tail.

Bagorah has no real personality (or mind) and is driven entirely by hunger. If he isn’t eating something, he’s trying to eat something- and if he isn’t trying, he’s wishing he was.

**Titanosaurus** – More mobile and physically intimidating, with proportions more akin to a dinosaur than a man in a suit. He has three postures / stages of locomotion like Godzilla, but is rarely fully upright or fully horizontal. Most of the time he is bent or lurching because of his mammoth weight: he is a large monster, towering over Godzilla.
His head is very similar to this: http://dinohunter2.deviantart.com/art/More-Old-School-284517270?q=in%3Ascraps%20sort%3Atime%20gallery%3Adinohunter2&qo=49

...but taller in the back, giving the snout a more pronounced slope like on the original. The yellow markings on his skin (which most seem to overlook!) are more prominent, manifested as dark-rimmed stripes along the back and over the eyes. His colors are otherwise the same: dark red with black warts, a cream underbelly, and orange sails.

He has extra barbels on his face to go along with his old “antennae” and still has a long neck, muscular body, and comparatively short tail. His sails are more jagged and worn than before, and the one on his back is larger. The claws on his hands are enlarged, especially on the pointer fingers, but the arms themselves are not much longer. The sails on his head and back can flex somewhat- not fully collapsible like the tail fan, but able to stand up or lay down to a degree.

Physically, Titanosaurus is a very formidable monster. His jaws are more gracile than Godzilla’s, but his huge size and muscular neck more than make up for it, allowing him to lift and toss monsters close to his own size using only his mouth; he also has stronger arms and much more weight to throw around. He is slow moving, but thick-skinned and resilient. He is more comfortable underwater and moves somewhat faster there.

Though capable of breathing water through his skin, Titanosaurus has a deep chest and massive lungs. On land this allows him to suck in huge amounts of air and unleash it as hurricane breath, blowing away buildings, lighter monsters, and incoming projectiles. The same technique can be employed underwater to form whirlpools. He can also attack by releasing short bursts of ultrasonic sound- limited in range, but extremely potent and capable of stunning other monsters. He uses weaker bursts to echolocate underwater and picks up the returning soundwaves through his whiskers. Consequently, he can be caused great pain if sonic attacks are used against him.

The overall feeling of a Godzilla versus Titanosaurus fight should be T. rex vs Spinosaurus. Titano isn’t specifically modeled after a spinosaur, but the parallel still exists: he is less aggressive and robust than his foe, but dwarfs him, and also has a sail, longer arms, and an affinity for the water. In terms of behavior, he is not usually destructive- when left to his own devices he spends most of his time at sea, far away from human beings. When pushed to fight, however, he is very confident in his abilities: Titanosaurus is cocky, ruthless, and a bit of a sadist, “laughing” at the failures of his foes. He ignores most other monsters unless they get in his way, but is aggressive toward Godzilla and Gigantis; it’s implied that their species’ competed in prehistoric times.

**The Gryphon** – Closest to Stan Winston’s maquette. The body is upright with long, muscular arms and spiked fingers. The legs are shorter, but sturdy, and end in bovine hooves. The overall look of the face is feline, but with short spikes in place of whiskers, and four segmented, backswept horns similar to the storyboard design: http://www.youtube.com/watch?v=eL1Z-a8Vjjo The skin is leathery with reptilian plates on the underbelly and fur on the back. Quills jut out from its arms, tail, and face, and the back
sports an enormous pair of bat wings. The overall color is purple with darker stripes and highlights, but much of the underside is light beige. A horde of grotesque, snake-like tongues is hidden inside the mouth.

The Gryphon is a strong monster with powerful arms and a forceful kick. It’s fairly nimble for a creature its size and can move both bipedally and quadrupedally in addition to flying. It has the ability to quickly regenerate any damage dealt to it, though the new limb or appendage may not be the same as the original; for example, if an eye is lost it may regrow as a different type of eye, like that of a bug’s, or even grow a different number of eyes. Though fast, its regeneration is not limitless- it can be permanently killed if its brain or heart are destroyed. Its numerous snake-tongues can steal the DNA of other living things.

The Gryphon was created by American scientists inspired by the Deutalios project; it was built to act as an anti-kaiju weapon, directly controlled by humans and able to defeat other monsters by using their own powers against them. Unfortunately the creature escaped and grew aggressive when security tried to detain it: the beast absorbed human DNA and fled with increased intelligence and an upright stance. It then went about absorbing traits from local animals to make itself more powerful; now it has grown to its full size and seeks to gain power from other monsters, like Godzilla.

**Moguera** – Based on this concept art: [http://tohokingdom.com/concept_art/gvs_spaceg/moguera2.htm](http://tohokingdom.com/concept_art/gvs_spaceg/moguera2.htm)

The head however has the forward facing fin and large eyes of the Heisei incarnation. The legs are more bird-like in structure, with treads under the toes and not on the thighs. The dorsal saw is present, as is the boxy “tail” and chest cannon.

Moguera is an anti-kaiju mech created as part of a joint operation between Japan and the US. It is actually three different machines that combine to form one robot.

The head, smallest of the three vehicles, can detach and function as an amphibious mini-sub: the frontal drill allows it to bore through earth and obstacles, and the “eyes” (which can fold into the head for protection) act as highbeams. Sort of a mini-Atragon. There are actually two kinds of lenses inside the eyes, which can switch at any time: floodlights for lighting up dark areas, and high-intensity lasers.

The torso acts as an enormous battle tank, becoming horizontal so the treads carry it across the ground. The arms can rotate 360 degrees, allowing it to target foes in front, above, and behind. Each terminates in a pod containing six medium-sized, armor-piercing missiles. An alternative loudout is one giant missile in each; the larger missiles are of course more powerful, and drill into their target before detonating. The tank itself is the most armored of the three vehicles.

Finally, the legs can move about independently, and without the weight of the additional two vehicles can reach impressive speeds and even jump. The hips house retractable missile launchers and a large store of heatseekers.
When the three vehicles combine they form Moguera, a monster-sized battle mech with all their weapons and more. Since the underside of the tank segment is now facing forward as the torso, two new pieces of equipment become available: secondary headlights (so that the eye-lasers can be utilized without sacrificing illumination) and a chest mounted laser cannon. Thrusters on the back, hips, and underside of the feet allow for flight, though only for a limited time, as the machines only have so much room for spare fuel.

**Dagahra** – Mostly ignores the RoM design and is based on this concept art:  
http://tohokingdom.com/concept_art/rom2/dagahra01.htm

The dorsal fin and color scheme are the same as the movie version, though.

Dagahra is essentially a cross between a swordfish, a lizard, and a torpedo. He has large, organic thrusters on his back that can jet propel him at incredible speeds, covering vast expanses of ocean and launching himself forward to impale his enemies. Needless to say he can build up more than enough momentum to leap out of the water, and even glide like a flying fish.

He can charge his horn with energy to deal extra damage, or launch energy bolts from it– the bolts take a long time to charge and travel through the horn, but have an extraordinary range and are fairly powerful. The large pods on his wings can open up to release swarms of symbiotic creatures called Barrems, which resemble trilobites, but with multiple, tentacle-like feelers. The Barrem are voracious feeders and will cling to and devour anything in their path; Dagahra can leave behind trails of them as he speeds by or launch streams of them while above the surface.

Dagahra can move on land, but is slow and clumsy there. His Barrems can still be used, but they have a harder time returning to him, crawling over the ground and up his body like ants.

Dagahra’s exact origin is unknown, but it’s believed that he is ancient; there are murals on Mu ruins depicting a battle between Manda and a monster that looks very similar to him. He is a very aggressive, destructive monster, and seems to take great satisfaction in sinking ships and catching low-flying planes. Whether or not he actually dislikes humans is unclear, as he may simply be having fun wreaking things.

**Hedorah** – No major deviations from the norm here- it’s basically just a more convincing version of the original. Hedorah’s body pulsates and oozes as if not entirely solid, and clouds of methane occasionally belch out from it. His body gives off steam when it’s raining or colder, and he is constantly followed by flocks of seagulls and flies. He leaves behind a trail of slime wherever he goes. Because his eyes are clearly organic, it’s implied that he has a “normal” body of some sort- it just can’t be seen under all the thick, putrid sludge he produces.

Hedorah is as malleable as he is caustic… whatever body he has, it must be extremely flexible; he can become blob-like, serpentine, or even take to the air in a flying-saucer like form that propels itself by
belching out sulphurous gas. He can spew sludge from any part of his body to weigh down foes, deal minor acidic damage, and weaken them with noxious fumes. The thick grime covering his body makes damaging him very difficult, though prolonged exposure to heat can dehydrate and kill him. He regains strength by feeding on pollution, inhaling smog through smokestacks or absorbing filth from the sea. He can fire red energy bolts from his eyes as always, and depending on how much pollution he absorbs he may become larger than Godzilla.

King Caesar – Closer to the Showa incarnation than the GFW design; Caesar is woolly and bulky. His teeth, eyes, and facial structure are based heavily on traditional Shisa dogs, like this one:
http://2.bp.blogspot.com/_MM_KbBEZ-BY/SKk9UxBXVkl/AAAAAAAAAhY/dLgxOVcYRrQ/s400/DSC_0042+Boy+Shisa.JPG

As is traditional, he has large ears that flop down like a dog’s and a crown of gemmed scales. The parts of his body that are not furred are covered in shingle-like terracotta scales. His chest and limbs are very muscular, like the above Shisa. His hands and feet are more paw-like, with four digits instead of three, and his feet are digitigrade. He has larger claws and the tuft of hair at the end of his tail is smaller and less stylized. The eyes are large and circular like a Shisa’s, but the pupils are narrow slits like a cat’s.

King Caesar is a very ancient monster, long believed to have existed only in legends. He was the inspiration for the tradition of guardian Shisa statues, and long ago saved Okinawa from the rampage of a feral sea dragon. There have been many accounts of his return throughout mythology, but how many actually hold truth is unknown; what is certain is that he’s been in hibernation for thousands of years, concealed within a mountain overlooking the Azumi palace. He passively absorbs the minerals around him to harden his claws and hide.

Caesar is a fierce combatant, both agile and resilient. His thick fur and armor plates protect him from damage, but because of his great physical strength they don’t weigh him down; despite his bulk, Caesar is very fast. He has huge jaws and diamond-hard claws to deal with enemies. He also has the ability to manipulate energy (or according to mythology, chi). Any projectile made of fire/plasma, light, or energy can easily be “caught” and dispersed, reflected, or absorbed. Similar to how he uses the Earth to bolster his defense, Caesar can also take energy from the sun’s rays to rejuvenate himself. He is still able to fight at night, but has less energy and strength to do so.

Being a guardian by nature, King Caesar is protective of his native land and all who dwell there. He never leaves Japan, but whether this is out of duty or an inability to swim is unknown. He will stand against any creature that threatens his home and is typically an ally to Godzilla.

Megalon – More or less the same as his original appearance, but more convincing and insectoid. He is short and stocky with broader shoulders, a longer horn, and bigger drills. His overall aesthetic is more bug-like, with a definite exoskeleton and fewer fleshy parts. He has slot-like orifices over his ribs (which
are breathing holes) and has a pair of small but muscular secondary arms, which have a vaguely T. rex-ish look since they have two digits to match the feet. Megalon’s head and shoulders have a green tinge, but the rest of his colors are unchanged.

He has the usual abilities: burrowing, hopping, hovering, high-speed drills for hands, energy bolts from his horn and napalm-bombs from his mouth. He also has a new power: the sections of his drills have circular cut-outs which can slide open to reveal big metal spikes. They are used to improve his melee power, but can also be launched out as pure kinetic projectiles.

Megalon is strong, heavy, and tough. He’s also slow, clumsy, and criminally stupid. Without outside guidance or an ally to help he’s “strategically challenged” at best. Megalon is a bully, but unlike Gabara he doesn’t have the common sense to know not to pick fights with monsters bigger or stronger than himself. He has a formidable arsenal and can take serious punishment before going down, but getting the best of him doesn’t exactly take rocket science.

Megalon is a cyborg monster, part insect and part machine. Where exactly he originated from is unclear, but currently he is under the possession of a terrorist group called the New Seatopians: hostile cultists claiming to be direct descendants of the people of Mu. They have upgraded their monster with high-tech weaponry and are able to remotely control it from their secret base, which is presumably located somewhere underground. The New Seatopians seek to conquer as much land as possible and use Megalon to do so. Under their control he is focused and obedient, and but still as dumb as a sack of hammers.

**Gigan** – A fusion of the Showa and GFW designs. His color scheme and overall appearance is 70’s, but he has the visor-shape, armor plates, and splayed out fins of the Millennium version. His limbs are larger and more muscular, and his tail ends in a diamond-shaped spike like the Trendmasters toy. Overall he looks like a more vicious version of the original.

Gigan’s main strength, as always, is his skill at spilling blood. His cranial horns, tooth-lined beak, mandibles, hook-claws, tail-spike, and chest-mounted chainsaw are all ferocious melee weapons that can easily cut through even Godzilla’s hide. Like the Final Wars incarnation, he can fire razor-discs from his chest and anchor-cables from his arms. He is a very ruthless, effective melee fighter and uses all of his weapons to their fullest extent. He also has the ability to fly and can fire a thin, red laser to attack foes with surgical precision from a distance. And these are only his standard armaments... his weapons are interchangeable.

He is a totally remorseless killer and an unabashed sadist, but like so many other villains dishes out pain far better than he takes it. Despite his confident attitude and nightmarish weapons, Gigan is actually a tremendous coward and will run away as soon as things don’t go his way. He’ll even throw his own allies under the bus if it means getting away unscathed.
Gigan is a mind-controlled cyborg much like Megalon, but is neither Earthly nor natural in origin. He is a genetically engineered warbeast, a fusion of DNA from two separate monsters (one seemingly having golden scales and anti-gravity wings...), further augmented by weapons forged from an ultra-hard alien alloy. He is the property of the Nebula M Space Hunters, a group of intergalactic bounty hunters who use him to exterminate other giant monsters for profit. He is brutally efficient, both under or without their control, but will gladly flee if allowed free will at the wrong time. Unlike most of Godzilla’s enemies, he has many allies to fight alongside him.

**Monster X** – Similar to his Final Wars appearance, but somewhat simplified; there are fewer parts in the shoulder area and his design is less clustered and top-heavy. The face is not as close to the suit as it is to this concept art: [http://tohokingdom.com/concept_art/gfw/monsterx_head1.htm](http://tohokingdom.com/concept_art/gfw/monsterx_head1.htm)

He has a smaller nasal passage, small canine fangs, and open spaces on either side of his mouth (the area where cheeks would be). There are fewer segments and openings on the skull, but more horns (about four), which now face outward. The half-skulls on the shoulders have been replaced with more circular, bony maws comprised mostly of teeth. There are glowing red circles inside each that appear identical to his eyes. He is more armored on the back and has long spines like the ones on his head. His feet are digitgrade and his hands have long, claw-like nails. He does NOT have a transformation.

Monster X hails from a cold, dark world with gravity many times stronger than our own. It is under the control of the local Xiliens (appearing as they did in GFW), a race of sightless, emotionless carnivores who enslave other worlds to feed upon. They are allies of the Nebula M bounty hunters (though exactly how loyal they are is uncertain) and have decided humans are tasty.

Being used to a high-gravity environment, Monster X is far stronger and faster on Earth than he is on his homeworld. He is lightning fast and agile, able to expertly dodge attacks and leap long distances, and despite his light build packs mammoth strength. He can fire the spikes on his head with great force, as well as energy bolts from the mouths on his shoulders. His prehensile tails can be used to snag monsters in mid-leap. X huffs “steam” from his mouth and nasal cavity no matter what the temperature is – the gas is probably some byproduct of his alien respiratory system.

X is a dirty, sneaky fighter who favors unfair odds. He usually arrives with the aid of other monsters and relies heavily on his bigger, dumber cohorts to provide distractions. He strikes when foes are weakened or not paying attention, doing the most amount of damage with the least amount of effort. When forced into one-on-one combat, X holds nothing back and crushes his foes quickly with unnatural speed and strength. His alliance with the Xiliens is not entirely forced (they co-existed fairly peacefully on their own planet), so he is allowed free reign more often than the other monsters and acts as their leader.

**Orga** – Basically the same as he appears in Godzilla 2000 or the video games, but lacking a Millennian stage. A jagged line running from the corner of his mouth to his back is actually the real line of his
mouth—his entire top half if an upper jaw, giving him an enormous maw capable of engulfing other monsters. Hidden inside is a long, tentacle-like tongue and thousands of different sized teeth. His cannon is still present, but situated lower so that it is attached to the lower half (and thus stays stationary). The inside rim is lined with tiny teeth.

Orga is a hulking monster with a thick, armored hide and giant, powerful arms. He is the tank of the Xilien armada, shrugging off heavy weapons and crushing enemy defenses with his massive strength. He has an organic cannon on one shoulder, vaguely similar to the ones on Monster X—it can fire highly explosive orbs of energy or a destructive, concentrated beam. Though his main purpose is sieging, he can also remove troubling monsters from the battlefield by devouring them—his ludicrously large mouth, stretchy stomach, and powerful digestive enzymes let him swallow other monsters whole.

Orga is a mean, hungry brute. He takes simple satisfaction in eating and destroying and doesn’t seem to have any goals beyond that. Like Monster X, he hails from the Xilien homeworld and is one of their living weapons. He follows his masters’ commands obediently, mind control or not—since they lead him to fresh planets full of food, he has little reason to defy them. He cooperates with the other alien monsters as commanded, but it seems doubtful that he would have formed alliances on his own.

**Vagnosaurus**—From the Godzilla Trading Battle game. The basic concept of this monster is the same, but the anatomy is simpler and more natural looking. The neck is shorter, the head is larger, and the body is more streamlined—the tentacles on the side of the tail are gone. Her head is still short and boxy with deep-set eyes, but the eyes are lower on the skull and the nostrils are higher up. The skin around the eyes is slightly raised and leads into a thick, callous “rim” that goes down the sides of the body, connecting to the supports of the tail. The tail itself is more organic looking and is now a sort of fluke. The webbing/fins at the base of the tail are now three sets of vestigial rear fins. Her arms are short but robust, with claws but almost no fingers at all; the limbs are essentially walking fins. Various parts of her body, especially her armored back, are covered in huge, crusty barnacles. Her overall color is dark gold with an off-white underside.

Despite the name, Vagnosaurus is NOT a dinosaur: she’s a whale, more specifically a primitive “reptilian” whale like Basilosaurus. She was forced into hibernation by the Pleistocene ice ages but has recently reawakened due to the global warming of the seas. Having missed out on millions of years of climate change, geographic activity, and evolution, she is very much a fish out of water. Her general attitude is wary and confused, and she lashes out aggressively at the unfamiliar.

Vagnosaurus is a powerful swimmer, more maneuverable than she appears and able to dive to great depths. She is very slow and cumbersome on land, but can defend herself well. Her skin is thick and calloused, especially on the dorsal surface, and the rocky barnacles covering her back act as armor. She is a very heavy monster, not easily budged or stopped. Her jaws are short and strong, the fluke on her tail acts like a giant battle-axe, slicing through buildings and swiping other monsters off their feet. It makes a good bludgeoning weapon in general and can be slammed into the ground to cause quakes.
The barnacles on Vagnosaurus’ back can extend long, ribbon-like tendrils. These act like the tentacles of a jellyfish, sticking to enemies and attacking them with millions of stinging cells; they cause an intensely painful burning sensation and leave red, swollen welts wherever they touch. The tendrils are very fragile, but grow back in an instant if destroyed. She can exhale a noxious gas from her nostrils/blowhole that stings the eyes and lungs of her attackers. Vagnosaurus is used to the warm oceans of her time and does not do well in colder environments; freezing weapons are effective against her and her tendrils cannot regenerate if frozen.


But with the red markings of the sprite and a more organic looking horn.

Jyarumu is a Siberian mutant, a monster who doubled in size and aggression when people contaminated his lake by dumping radioactive material. Mad with power, he enthusiastically tears apart everything that he can and shows off by beating other monsters; he feels the constant need to assert himself as an alpha-male and doesn’t take well to being shown up.

Jyarumu’s skin and breath are very cold; icy vapors seep from his mouth when he’s irritated and the air becomes frigid when he’s around. He has precise control of this ability and can choose to hide or flaunt it by altering how cold his aura is. His only ranged attack is spitting purple slime... an attack which seems to do absolutely nothing, as it causes no damage or sensation of pain. Most monsters pause a moment out of confusion, but that’s about it.

In reality, Jyarumu is not the dumb brute he seems to be. He typically starts a battle with his aura turned very low or off and repeatedly uses his “ineffective” slime attack, appearing to have no worthwhile skills outside of tooth-and-claw combat. In actuality, the slime he coats his foes with is a neurotoxin that gradually numbs the skin of his prey. Not only this, but its chemical makeup is such that its freezing point is significantly lower than water. As a fight progresses, Jyarumu continually makes the air around him colder: his ooze-ridden opponent, now mostly numb, has no idea. Before they can realize what’s happening, the slime soaking their body freezes and halts their movements. Jyarumu can then continue to spray and freeze at his leisure, totally immobilizing the enemy monster by encasing it in ice. If he’s in a bad enough mood he’ll freeze them solid and shatter them to pieces.

Jyarumu’s “wings” are of no use for gliding or flying (his body is much too heavy) and are mainly used for display, fanning out when he roars. His horn, however, is definitely not for show. Neither are his giant, muscular arms are toothy jaws; he is among the most physically powerful of known kaiju, even able to hold his own against Orga.
**Balkzardan** – Another Trading Battle monster. He’s basically the same as before, but more organic looking: less like a stylized anime character and more like an armor-plated beast. His claws are larger and sharper, and his overall build is slightly more graceful.

Balkzardan is a mysterious monster who appeared recently in the United States. He has the ability to control the weather, consciously manipulating the temperature, movement, and pressure of the air around him. He can block out the sun with clouds and cause rain, freezing rain, snow, and hail (all to varying severity depending on his aggression). By controlling the wind he can form a protective mini-twister around himself, pushing back enemies and deflecting physical projectiles. The two towers on his back passively collect electrons and can even act as lightning rods; the stored charge gives him the ability to shoot bolts of lightning from his mouth.

Balkzardan is not one of the world’s larger monsters; he’s bigger than kaiju like Ganimes and Deutalios, but still not an average-sized beast. His armor plating is not as thick as it looks and he’s actually quite light (for a giant monster). This puts him at a disadvantage in a brawl, but also gives him blinding speed; he can run much faster than most other monsters and has very good reflexes and agility. Not surprisingly, he is immune to electrical attacks and can survive very low temperatures. He is a destructive monster when angered, but doesn’t seem to be totally evil. Whether or not it’s possible to befriend him is unclear.

**Shiigan** – Similar to the Trading Battle design, but thinner and more elongated. The armor plates are less bulky and the chest, pelvis, and middle portion of the tail are the three main parts of the body; the head and neck, waist, and beginning and end of the tail are noticeably thinner. The forward facing spikes are gone, and the ones over the hips are now a smaller, secondary pair of wings. The cranial horn is longer and straighter, while the mandibles are somewhat smaller. There are bristles lining the inside of the mandibles, the back of the legs, the underside of the arms, and the three main sections of the body; the bristles on the back of the first two curve forward, referencing the original’s spikes. The main colors are light green and greenish yellow, with translucent wings. This version is female.

Shiigan is an invertebrate monster, apparently descended from tiny zooplankton. Though born in the ocean, she is equally home in the air and her flippers can rapidly beat like an insect’s wings, giving her flight. Because of the structure of her legs, she is a clumsy walker and spends most of her time hovering. She can do fly-by attacks using both her hands and her feet as swords and has good side-to-side mobility for dodging.

The final section of her tail is very flexible and has a scorpion-like sting; its venom is extremely potent, causing other monsters to stagger and become woozy almost instantly. Most pass out in a matter of seconds and will not revive until hours later. She can also fire a white beam of intense light and heat from her horn, which is powered by sunlight absorbed through her wings.

Shiigan is very fragile, especially in the thinner areas of the body like her waist, tail segments, and limbs. As long as her brain is not destroyed, however, she can continue to function after any injury and will
eventually regenerate; if she is blasted or torn in two, the two halves will continue to fly around and put up a fight (though only temporarily in the case of the hindquarters, which will die after a few moments). This is not to say such injuries are not painful, though, so Shiigan typically sticks to guerilla tactics and avoids prolonged close-range battles.

Shiigan is not a monster who actively looks for cities to destroy, but seems to be very territorial. She will attack any ships or aircraft that come into her sight and is very hostile toward other monsters. It’s believed that her aggression may actually be maternal—her swollen abdomen is probably full of eggs.

**Biollante** – Virtually unchanged from the movie version. The only significant difference is a jagged, leafy fin running down her back (reminiscent of the eel-like dorsal fins on oldschool Mosasaurs).

Biollante was engineered by the same scientists who made Deutalios; she began life as an experimental animal/plant hybrid, a baby crocodile who could successfully gain energy through photosynthesis. Agents from a rival company interfered with her development, hoping to run her creators out of business by framing them for the creation of a monster. Injected with Godzilla DNA, she rapidly mutated out of control and destroyed both the lab and her saboteurs.

Biollante is one of the largest, fastest regenerating monsters in the world: the plant part of her body reacted to the introduced Regenerator G-1 cells with explosive, uncontrollable growth. She now towers over most other monsters and weighs as much as several Godzilla’s. Her powers are the usual fare: gigantic, toothy jaws, spearing tendrils, mouthed tendrils, near-instant regeneration and the ability to spew acidic, radioactive sap. Her tendrils constantly suck moisture and nutrients out of the ground, but what remains of her crocodilian brain urges her to feed on other monsters by swallowing them whole. She is a terrifying, single-minded creature with little in the way of intellect or personality. The only way she can be stopped is if the glowing heart/brain in her stomach is destroyed—literally nothing else has a permanent effect on her.

**Mechagodzilla** – Closest to the Heisei poster art:

The overall look is if Mechagodzilla 74 were made using current technology. It looks very high-tech with lots of armor, lights, and technical parts. Its build is closer to the Heisei MG, bottomheavy with very large legs, but the forearms are also very pronounced and the tail is long. Its dorsal fins are like Kiryu’s, but with glowing parts. Its overall aesthetic is cold, formidable, and rather scary; its movements are very slow and mechanical, but precise, and convey a sense of great weight. It’s dark, shiny, gunmetal gray.

Mechagodzilla is the culmination of years of advanced robotics study, trial and error via the Moguera program, and global cooperation. Simply put, it is the most effective (and terrifying) anti-kaiju weapon ever made. It is the shared property of all the United Nation’s member states, and its use can be requested by any one of them—a request which is not taken lightly in the least. Every member state of
the UN must agree to its use before deployment, and the very action of making the request a serious thing. Mechagodzilla is considered the last resort in any situation—its construction was lengthy and unimaginably expensive, and the cost of transporting, refueling, and re-arming it is likewise phenomenal. Not only this, but it is a weapon of such ferocious power that its use must be very heavily regulated... short of a nuclear bomb, there is nothing in mankind’s arsenal more deadly than Mechagodzilla.

The mech lives up to its name not only in visage, but size; Mechagodzilla matches the King of the Monsters in the height and exceeds him in weight. Its armor is near-impenetrable simply out of sheer scale and is thoroughly heat-shielded to protect against Godzilla’s breath. It is guided by a combination of rudimentary AI and remote control, making it entirely unmanned (unlike Moguera, which requires multiple pilots). Though slow, it is capable of flight and underwater movement due to enormous thrusters concealed in its back and feet. It has numerous sensors and optical units that wirelessly transmit data back to its users in real time. Its head, torso, and lower body can pivot a full 360 degrees, potentially allowing it to attack in three different directions at once. It has extendable, robotic cables which allow it to link up with Moguera or any of the defense forces airships; this gives MG the ability to share (or siphon) power and fuel.

Mechagodzilla’s armaments are:

- **Force Cannon.** A powerful, sustained laser fired from the mouth; comparable to Godzilla’s thermonuclear breath. It is powered by the dorsal fins (which are actually a chain of redundant batteries).
- **Anti-projectile Laser.** A small, inset sphere at the base of MG’s neck is actually a ball-joint mounted laser. It fires a very thin, red beam with incredible precision; not powerful enough to do serious damage, but capable of intercepting missiles and other physical projectiles. Also useful for targeting weak-points and blinding monsters.
- **Automatic Grenade Launchers.** Located on each shoulder. They have a rapid rate of fire and can retract into the body for protection.
- **Swarm Missiles.** Small, computer-guided missiles fired from the chest, waist, and thighs. Their launchers are covered by armor plates when not in use. The individual missiles are nothing to write home about, but dozens can be fired simultaneously.
- **Kneebusters.** High-penetration bunker-buster missiles located in MG’s knees. Their location makes them perfect for targeting quadrupeds or blowing out the kneecaps of bipeds.
- **Shock Cables.** Harpoons hidden in MG’s wrists can launch out and embed themselves in a monster’s hide. The metal cables can be electrified to deliver a crippling shock.
- **Dragonslayer Missiles.** Mechagodzilla’s signature weapon: each of his fingers (four per hand) is a giant thermobaric missile. The devastation caused by just one of these is staggering, enough to blow apart a small monster, and causes a powerful shockwave. A full eight-missile barrage is not only a guaranteed monster killer: it’s overkill.
- **Dagger Claws.** Once MG’s supply of Dragonslayers is spent, metal claws fold out from the underside of the arm and take their place. They are formidable melee weapons capable of
piercing monster hide. They too can be utilized as projectiles: the claws can be rapidly ejected in quick succession like a set of throwing stars.

Keshuma – AKA “Space Godzilla”. The overall appearance is that of Heisei Spacegodzilla, but much more mobile and nightmarish looking. The arms are still short, but can move more freely and have long, gaunt fingers. The legs are large, but better proportioned, and the overall look of the body is somewhat squat and wide. His head is larger, with a thick neck that juts outward instead of upward. He has long, needle-like teeth and no lips, and his tusks are more akin to mandibles, large and able to move about. The face is more reptilian to match Godzilla’s, but has oddly placed nostrils and empty sockets in place of eyes. There are small, jagged growths of crystals all over his body which run rampant on the back region (instead of the original G-style fins). The shoulder crystals are about the same size (if not larger), but are more curved and natural looking. His tail is very long, and compared to Godzilla’s is fairly slender. His skin is dark purple instead of blue and his crystals, which are pale blue, glow constantly. He’s too bulky to run and is always upright or lurching.

Keshuma is an alien monster created by the Nebula M Space Hunters. He was once a peaceful, crystalline lifeform who fed on minerals, but was mutated when the Nebulans modified his genes with Godzilla DNA collected from blood on Gigan’s claws. His mind, though terribly warped, is still mostly intact... he is fully aware of the changes that took place and likes them. Keshuma loves flaunting his new powers and destroying weaker creatures; he’s totally obsessed with the idea of becoming more powerful by absorbing more Gojiroid DNA. This drives him to target not only Godzilla, but also Gigantis, Junior, and any other monsters mutated by G-cells (like Deutalios and Biollante). He has a very cocky attitude, sometimes even to the point of being self-destructive, but backs it all up with incredible power. His corona beam can only be fired in short bursts, but packs twice as much punch as Godzilla’s nuclear breath.

Keshuma’s crystals generate energy just like quartz conducting an electric current. The crystals on his back can launch off and attach themselves to the ground, rapidly growing into spires by leeching minerals and energy from the ground; any chunks of crystal knocked off his body during a fight will do the same.

The more spires he has in an area, the stronger he is there: as long as he’s within range they can give their energy to him. Most of this is stored in his shoulder crystals, which act like lightning rods for the incoming bolts of energy. He can also give his energy to make spires grow faster, cutting off foes and forming defensive walls. The crystals can also steal energy from his enemies and send it to him. A large enough field of them will put off so much energy that they actually cause an aurora in the sky.

Like the canon Spacegodzilla, Keshuma has telekinetic powers: he can levitate, lift and throw other monsters, and hurl crystal spires using only his mind. He can imprison his foes by dropping them into a circle of spires that closes in around them; any monster trapped this way will be slowly and completely drained of energy. Naturally, this method does not actually transfer DNA, so even if Keshuma were
successful in draining Godzilla he could still never accomplish his goal. He’s totally oblivious to this and pursues the King and his relatives with great zeal.

**Destoroyah** – Hardly changed from the original; the main difference, as with many of these, is that the anatomy is more mobile and gives the impression of a living, moving creature instead of a rigid prop. The mandibles/tusks are downplayed, but there is more emphasis on the multiple layers of small teeth. The rows of teeth and the miscellaneous spikes on the body are not ordered perfectly, giving the impression of a hurried mutation rather than a natural evolution. There are many vents and pores all over the body, especially on the front. The body is slightly less bulky and the wings, when not folded up, are much larger. The shoulder spikes are much smaller, but the hand claws are more than twice as long. This Destoroyah is female and has no other forms.

Like her Heisei counterpart, she was ironically created by the same weapon which killed the original Godzilla: the Oxygen Destroyer. Exactly how the weapon could have caused this mutation is unknown, as Dr. Serizawa unfortunately destroyed all of the notes detailing the mechanics of his device. What is known is that Destoroyah must’ve been some kind of deep-sea extremophile capable of living without oxygen- if this weren’t the case Serizawa’s weapon would’ve destroyed her too, after all.

Even though she doesn’t breathe it in, Destoroyah does take oxygen: the many pores and vents on her body actively seep an invisible gas that draws it from the air. This makes breathing in close proximity to her impossible and raises the possibility that, if ever encountered in an enclosed space, she could suffocate her opponents simply by being around. The gas seems to be a byproduct of whatever it is she breathes, similar to how humans exhale carbon dioxide.

Destoroyah can fire a moderately powerful beam from her mouth and turn her horn into a blade by charging it with energy (this generates a great amount of heat and instantly cauterizes the wounds it makes). Her most devastating method of attack comes from the mouth-like structure on her chest. It can open up and rapidly suck oxygen from the air, gathering it in a central point before igniting it: the result is a titanic, O2 fueled explosion that blows her enemies away.

Destoroyah is large and well armored, which is primarily an advantage but also makes her terribly slow. She is capable of flight, but even with her giant wingspan cannot travel very fast. Ironically, she cannot swim (though she can move underwater by walking on the seafloor). Her goals and motives, if she even has any, are a mystery... she seems to obliterate everything in her path simply because she can.

**Bagan** – A mix of the SNES and movie versions. Bagan is completely covered in armor and has a large, bulky frame. His head is short and boxy with a long nasal horn and two smaller horns in the back that curve forward. Small spikes jut out from his cheeks. His mouth is like that of a Dunkleosteus- there are no actual teeth, but instead jagged, razor-like plates. The neck is short and stiff, and the bulk of his weight is in the shoulders, body, and legs. His arms are small and have small spikes on the back that
match the ones on his cheeks; the tail ends in a number of these as well. Huge spike-like structures jut out from his shoulders and three similar, blade-like protrusions go down the spine starting at the hips. His overall color is white with some darker area of light gray. His spikes, claws, and horns are dark gray and his eyes are red. The openings on his shoulder towers are dark purple, as is the skin visible between his armor plates.

Bagan is an ancient or possibly even prehistoric monster—when or how he came into being is unknown. He was accidentally discovered when a group of miners uncovered part of his shoulder sticking out from some rock... when news of the “petrified monster” began to spread, the New Seatopians attacked and took over the mine. Using Megalon, they drilled away the rock and found Bagan slumbering in suspended animation. They fitted the monster with a mind control device and jolted it to life, but the results were disastrous. Bagan resisted control entirely and obliterated the mine, sending Megalon and the New Seatopians fleeing as it marched into the modern world.

Bagan is a giant even among monsters, twice the size of Godzilla and heavier than even Biollante. Knocking him over is practically impossible and little seems to slow him down: he is very much an unmoving object. There are gaps in his armor which can be targeted, but they’re all so small that doing any meaningful damage is difficult. One definite weakness though is that his great size and weight make him very slow.

Bagan can fire a powerful beam from his nasal horn which is preceded by his horns triangulating energy. He also has the ability to fire “energy darts”, glowing projectiles that launch from his shoulder towers like missiles and home in on targets. They burn into the flesh they strike, creating stab-like wounds in their wake. Interestingly, they only home in on organic targets— the darts don’t recognize mechs or buildings as targets, perhaps because Bagan himself predates such things.

Bagan’s signature move, as well as his most powerful by far, is his finisher ray. This can be predicted by his horns energizing as well as his shoulder towers and eyes glowing. Once charged it is unleashed from literally his entire body and can be swept across the landscape by Bagan turning his body around. The heat and concussive force generated by this attack are astronomical: we’re talking about a weapon that puts the mana beam from Gamera 2 to shame, and by a wide margin. The ray isn’t necessarily hard to dodge, but when it’s swept around it can literally vaporize an entire city. Most monsters don’t have any chance of surviving it at all, and those who do, like Godzilla, won’t be in any shape to fight (or even move) afterwards. Once the ray finishes, Bagan drops down to a crouching/sitting position, utterly spent. His armor is temporarily softened and his entire body steams profusely... his armor will re-harden over the course of the next few hours, but depending on how long he used the ray he may be down for as long as a day. He literally cannot stand back up while in this state— the energy demands of the ray are so great that he must recharge.

Bagan is a cruel, arrogant beast. He likes to humor and toy with smaller monsters and takes great amusement from their failed attempts at hurting him. He makes no effort to avoid their attacks and simply wades through them, confident they’ll be ineffective. If a fight is one-sided enough he may even get bored and go to sleep while the other monster’s still attacking.
**King Ghidorah** – Has the overall build of the Heisei version, with a broad chest and somewhat leaner physique. His wings are more the Showa versions’, but have a wider base connection and barbed ribs like Grand Ghidorah’s. His heads are modeled after the Showa Ghidorah, but have a more feral, evil look, like here: [http://dinohunter2.deviantart.com/gallery/?catpath=scraps&offset=48#/d4mhljd](http://dinohunter2.deviantart.com/gallery/?catpath=scraps&offset=48#/d4mhljd)

His legs are now digitigrade with grasping talons like a bird of prey. They are however still very thick and muscular. His two tails are separate, but long, like here: [http://www.collectiondx.com/files/SHMONSTERARTS_KINGGIDORA_SEPT2012_BANDAI_10290_0.jpg](http://www.collectiondx.com/files/SHMONSTERARTS_KINGGIDORA_SEPT2012_BANDAI_10290_0.jpg)

His overall color is shining gold as always, but he now has stripes of darker, almost-brown gold running down his necks, back, and tails.

Though there are monsters larger, faster, and more powerful, none is more dangerous than King Ghidorah. Known as the King of Terror, he has a long, bloody history of traveling from planet to planet, utterly annihilating all life he sees; to races like the Nebulans and Xiliens, he’s a monster even more legendary and frightening than Godzilla. He a remorseless killer who destroys cities for fun, torments his enemies before killing them, and takes great pride in wiping out civilizations. He is not a dumb brute or mindless killer, but rather the crafty serial killer of the monster world, able to plan on his own and search for the weaknesses of his foes. He was totally undefeated before coming to Earth... now that he’s found a rival and worthy foe in Godzilla, he’s put his universal rampage on hold and lurks about the milky way. He won’t move on until he’s proven himself as the “true” King of the Monsters by killing Godzilla.

Ghidorah is an imposing monster, taller and heavier than Godzilla and with a wingspan that dwarves all others. He walks slowly, but is very at home in the air and can even travel through the vacuum of space. His scales are completely impervious to man-made weapons and can withstand repeated blasts from Godzilla’s breath before showing signs of damage. In terms of physical strength he has few equals, potentially able to lift monsters even bigger than himself... with a good enough grip he might even be able to peel off one of Bagan’s armor plates. His grasping talons, prehensile clubbed tails, constricting necks, and biting mouths make him an expert at grappling with and suppressing his foes.

He has the ability to tamper with gravity, making weak pulses to toss dirt and debris off himself, pushing himself off the ground to right himself after a fall, and generating powerful force pushes by beating his wings (useful for deflecting projectiles and shoving away nearby monsters). His classic, signature move is spitting gravity bolts: powerful bolts of lightning that warp the gravity around them to inflict more damage. Being three-headed, he can target multiple monsters in different locations or focus his attention on just one. He can also cross the streams to create a single, extra-powerful gravity bolt or electrocute his foes up close by channeling a current through his bite/s.