

ARTWORK BY
JAMES STOKOE



INTRODUCTION

(+1000 CP)

In the year 1954, just 9 years after the bombings of Hiroshima and Nagasaki, Lt. Ota Murakami, along with his armored column, were sent into Tokyo for what they were told was a disaster relief mission with their only advice from HQ being, “watch out for bad weather.” And what a storm he was walking into that day. On that day in Tokyo, a terrible monster would appear and would wreak havoc on the world for 50 years to come. The great and terrible *Godzilla*. On that day in Tokyo, one man’s half-century war would begin. Ota Murakami would hunt *Godzilla* and all the monsters that followed in his wake for as long as his body would allow, chaining his fate to that of the monsters. You appear at the beginning of this conflict, a scant few days before that fateful day in Tokyo.

LOCATION
(ROLL 1 D8)

Tokyo, Japan. (1)

A thriving city of 13 million. This sprawling forest of concrete is the center of Japan's ever-recovering economy after the War in the Pacific. A scant 2 years after the American occupation of Japan ends and the very same year as the establishment of the Japanese Self-Defense Force; this recovering nation will be tested. They will have to face a creature that is the representation of their harrowing defeat by the Americans just 9 years before.

The Chinese Coast, South China Sea. (2)

A hotbed of conflict, both internal and external. Under the rule of Chairman Mao Ze Dong, China has finished its Great Leap Forward, greatly increasing the country's industrial capacity, but at a grievous cost. The United States has gone to war in Vietnam and China is deeply embroiled in that conflict to the south of its borders. However, the year 1967 will mark a great change in this region. Godzilla will alter his traditional territorial routes and burn a path straight to the south, seemingly called by something.

Saigon, Vietnam. (3)

Situated deep into the south of Vietnam, Saigon is the largest city of the Indo-Chinese nation. This conflict ridden city will be besieged by the North Vietnamese in the year 1968, but just a single year earlier the city will be put into peril by a rampaging Godzilla and an aggressive Angurios, hunting for something only they can hear.

Manila, The Philippines (4)

Manila is the shining capital of the Philippines. Among the fastest growing cities in South-East Asia, Manila is a densely packed metropolis that is the economic jewel of the Philippines. This growing city is relatively safe for the time being, but will eventually come under threat in the late 1960's when the flying monster, Rodan, would make its appearance.

Accra, Ghana (5)

The capital of the growing, new nation of Ghana, the former British Gold Coast. One of the most important cities in West Africa, this developing metropolis will be the center of a truly titanic battle between a mass of monsters, including the great Godzilla. This battle will occur in the year 1975 after certain secret technologies have come to light nearly a decade earlier.

Bombay, India (6)

Bombay, also known as Mumbai, is the second largest city of the developing nation of India. This thriving metropolis holds the greatest number of millionaires and billionaires than any other city in India. However, in 1987, this great city will be the center of a horrific three-way battle between Godzilla, Mechagodzilla, and a beast called from the stars, Spacegodzilla. Be warned this may not yet be the last creature called from the stars.

Antarctica (7)

The southernmost continent on Earth. A place relatively barren of human life, with the exception of specialized research teams. The planet's Southern Pole will be the arena for one of the greatest battles the Earth has ever seen. In 2002, a destructive battle between Godzilla, Kiryu, Gigan, and King Ghidorah would erupt after the latter two had wreaked havoc upon the Earth, torching over half the world incredibly rapidly.

Free Choice (8)

You may choose any of the options above to appear or you may appear anywhere that you wish on the planet Earth.

RACE

Human

The undisputed dominant species on planet Earth! Or... maybe I should say they were the undisputed dominant species. Humanity has faced many trials in its many years on this planet and one such trial has just recently ended. However, they will once again be tested by the emergence of monsters with great power. Humanity will face this challenge as it always has, with a fire in their eyes and their feet planted in the ground.

Megalosaurus - 300

As previously stated, in 1954, monsters began to appear in the world. It started with the mighty Godzilla, but it did not end there. The number of monsters grew and grew as the decades pushed ever on. Anguirus, Rodan, Mothra, Hedorah, and many, many more. There is no real explanation for how these terrifying beings came to be. There are theories about nature's retribution for harnessing atomic power and yet these are simply the actions of children grasping in the dark.

ORIGIN

AMF

1954. The arrival of Godzilla. This one occurrence was a breakpoint for humanity as a whole in many ways; especially for one Ota Murakami. Once a regular in the JSDF, he would go on to become a member of the most important organization to arise in the long years after **his** arrival. The Anti-Megalosaurus Force, a multinational military force made to combat the emerging monster threat all over the world. You can count yourself as one of these... *lucky* few.

Rogue Scientist

Even in a world of monsters, ironmongers still exist, they've merely taken another form. For humanity, weaponry as we know it has become an obsolete form of power. Direct force is worthless, but a sharp mind and quick wit is worth a monster's weight in gold. Whether you were part of the AMF or merely some backyard mad genius, your bright mind works for a black heart.

Force of Nature

These creatures... these monsters they are living, that is not in question, but how much of a creature are they? Are they truly just another animal? Or are they more of a breathing natural disaster? In most cases, people would say to leave those discussions for philosophers, but in your case it's a very, very pragmatic distinction.

PERKS

(100 CP PERK FREE FOR ORIGIN, 50% OFF FOR CORRESPONDING ORIGIN)

AMF

Soldiers with... Special Experience - 100

There is the military and then there is AMF. The AMF is built off of the backs of the best of the best, the cream of the crop. Military personnel that have distinguished themselves through one incredible act. Surviving a monster attack. As such, you can find yourself among this ever narrowing cohort of people. More than just having a general sense of soldiering, one could call you an exceptional soldier. Handling weaponry like an old pro and being able to make an M4 Sherman purr like a brand new sports car, your abilities all the way from infantry duties to running heavy equipment are second to none.

Between a Rock and a Hard Place - 200

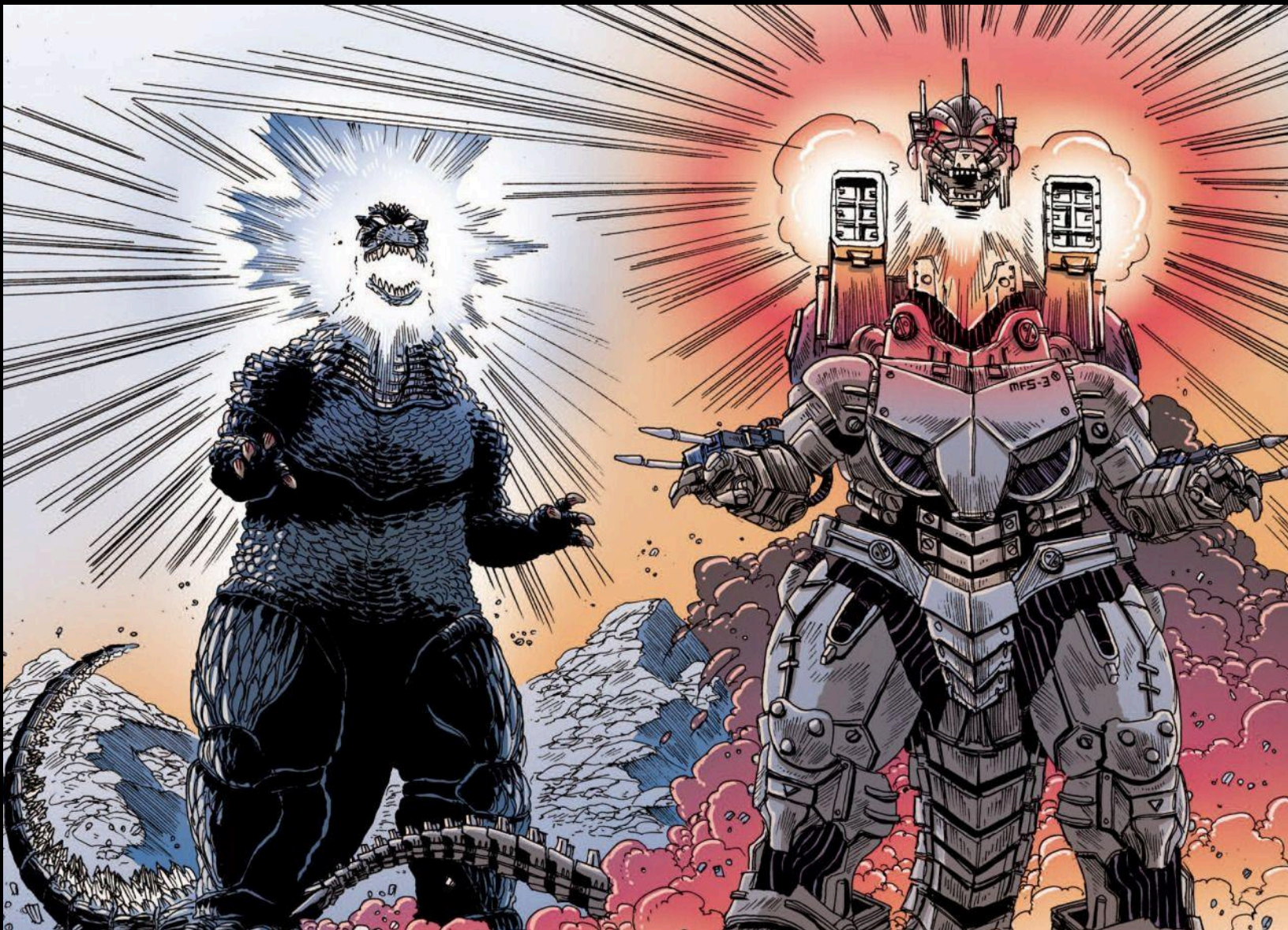
The world is not particularly kind, even less so when it is covered in monsters. Humans are fragile creatures; they are swept away by waves, crushed by rockslides, and overtaken by fires. By the end of it all, if you change nothing, over half of the world will be destroyed. So, consider this to be some form of insurance. You are just the slightest bit luckier, whether that means you just missed a monster attack by being out of the country or you just so happen to be in the right place at the right time to not get fried.

Break on through to the Other Side - 400

It takes more than just being a good soldier and a little lucky to make it in the AMF. You have to be able to take a hit and keep moving forward. Physically, mentally, spiritually all of these have to be tough as nails to deal with not just the monsters invading the world, but the monsters festering inside it. Luckily for you, you can take these hits. You aren't gonna be able to take a hit from Godzilla's atomic breath or even just his claws, but you certainly have a better chance of surviving the shrapnel of the hit. More than that, even on an organizational level, you seem to be able to weather a particularly nasty storm of budget cuts and flagging morale.

Next Time I'd Have Much Bigger Guns - 600

After Godzilla's arrival in '54, the world's militaries knew they couldn't just stand still. They had to grow and adapt. Make bigger and better weapons or humanity would be crushed under tens of thousands of tons of radioactive rage. It started with the near-mythical Oxygen Destroyer and would only escalate from there. Masers, Mechagodzilla, and even the Dimension Tide, all potential solutions, all failures. No matter their success or failure, the sheer genius to invent such seemingly physics breaking inventions is open to you now. Use it carefully, Nature tends to show the folly of man.



Rogue Scientist

A Scientist from America - 100

The AMF didn't just recruit the greatest soldiers that they could, but also the greatest minds.

From the theoretical to the practical, the AMF gathers the top of the line even when related to more... obscure sciences, such as psionics. As of now, you can consider yourself a part of this illustrious group of great minds. You may choose two scientific or engineering fields of study and in these fields you will gain a doctorate level in education. On top of those doctorates, you also gain a minor boost in intelligence.

Monster Auction - 200

Legal markets are all fine and good, but there is *real* money to be made if you just look a little deeper. If you just scratch the surface, a whole brand of new markets will be available to you, if you can just find where to dig. Luckily, you have just the skill set needed to take these markets by storm. You seemingly have no issues gaining shady contacts and finding *ins* into global underground market networks, even if they are markets for something as esoteric as psychically-induced monster attacks.

Cat and Mouse Game - 400

As it turns out, becoming potentially the single most dangerous terrorist to ever exist would draw some eyes. Who would have thought? If you've chosen to go down this path, then you're gonna need to know how to blend in with a crowd and stay close to the ground. You'll need an extreme level of skill in stealth both personally and societally, which is exactly what you've got. You have the skill to stay hidden from an incredibly determined, if slightly underfunded at times, clandestine Spec Ops group and only have them hear whispers of your name. You could leave governments and all of their intelligence agencies scratching their heads for decades, wondering just how you got out of their grasp.

Across the Globe - 600

If the AMF's R&D department went for breadth, then you went for depth. You can take your field of study to the pinnacle and then push it just a little bit more, improving it step by step. Much like your peer, Deverich and his psionic emitters, you never stop pushing your science to its limit. Who's to say, you may even be able to make your invention 1,000 times more potent than it was a measly 10 years prior. Careful you don't create something too great for you, or humanity to handle.

ARTWORK BY
SHELDON VELLA



Force of Nature

A Territorial Hurricane - 100

You're seen less as a full creature and more as a force of nature itself. You have patterns, routes, and habits, but you are seen as inevitable as the changing of the seasons. As time wears on, people seem to get used to your presence, no matter how destructive or detrimental. This is not to say they would stop fighting against any of your wrongdoings, but as time wears on "stop" would turn to "slow", "defeat" to "turn away."

Hunting Grounds - 200

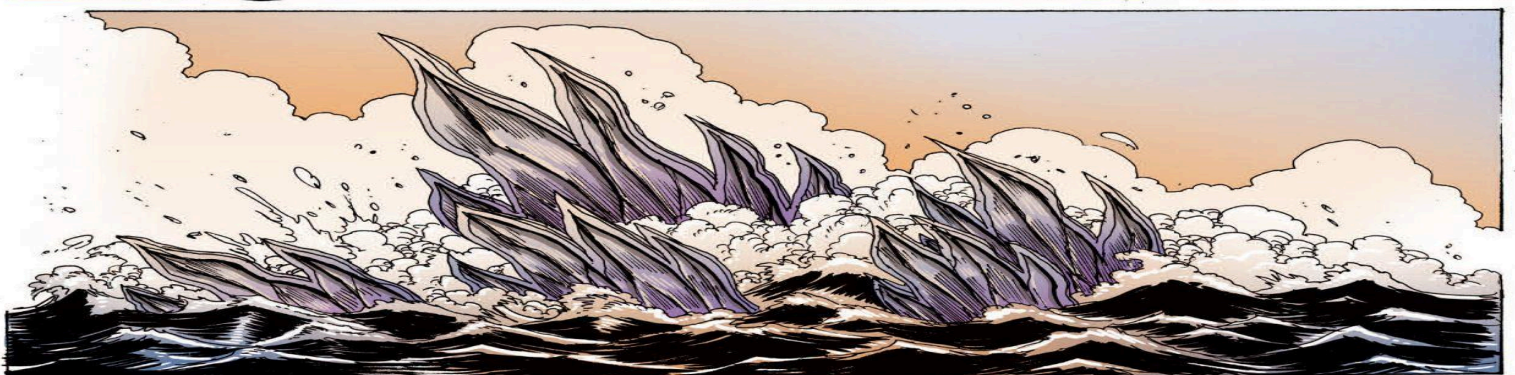
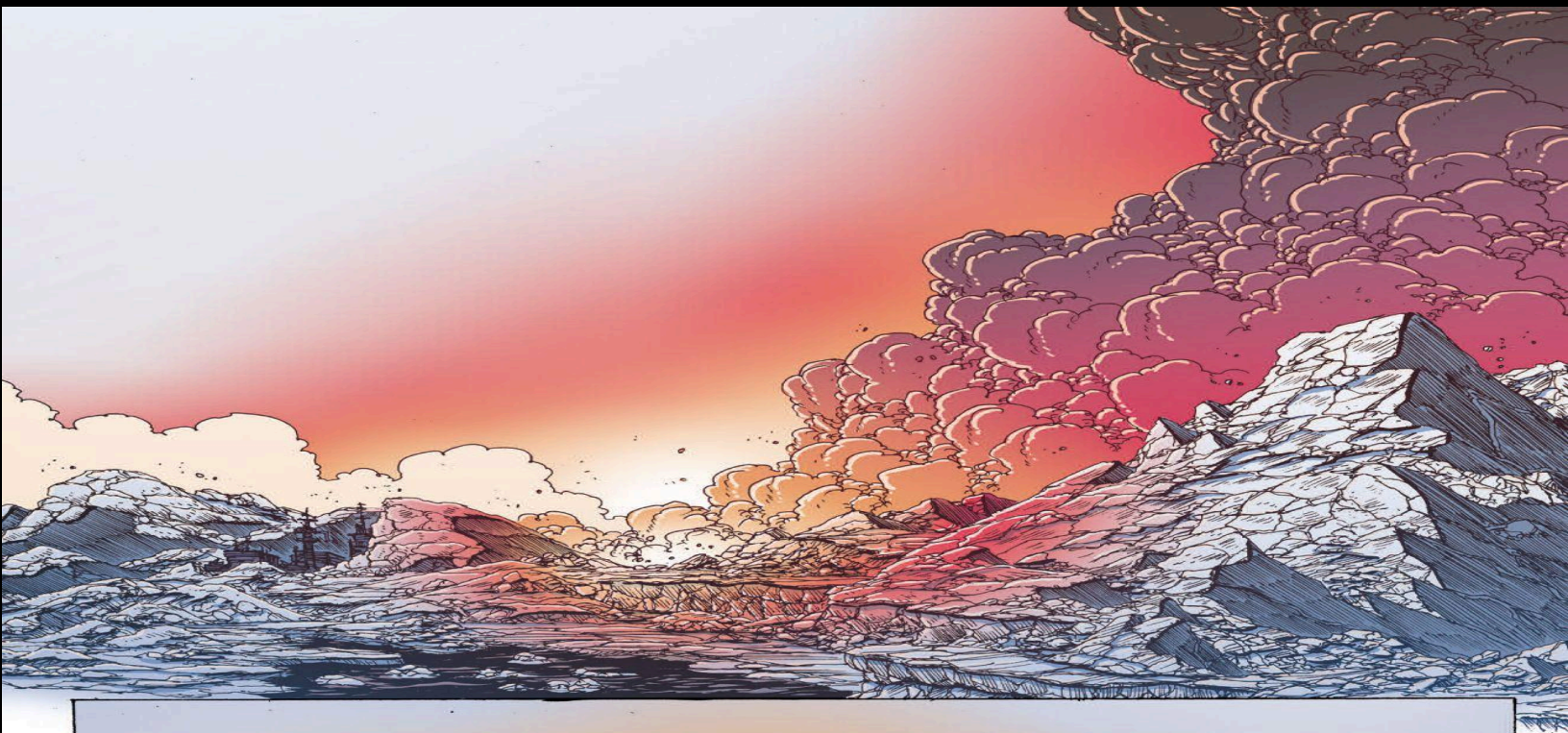
For all the mewling fear of your being a true force of nature, you are just an animal, of a sort, at the end of the day. That doesn't make you any less special of a creature though. Like any other predatory animal of your kind, you can mark out a territory that you tend to haunt. More than just being an area that you are known to frequent, you get a special sort of feeling when something dangerous or important involving you is happening within its bounds. Initially, this area would start relatively small, something along the lines of the coastal waters of South-East Asia, but as you spend time in it and defend it from potential rivals it's bounds will grow.

Half the World was Cinders - 400

By rights it probably shouldn't be possible for even these monsters to cause as much widespread damage as they do. Afterall, Gigan and Ghidorah were able to almost quite literally reduce half of Earth to cinders within the small period of a year. Much like these titans of carnage, your abilities just seem to cause a bit more harm than they may otherwise. This doesn't mean that your powers are more potent, but it does mean that somehow they take the path that causes the most widespread damage.

Into the Depths - 600

Monsters here are a very physical thing, but the idea of them still haunts the minds of mankind. It's a concept that never really seems to go away. Much like that concept, you quite stubbornly refuse to die. Almost against all logic and reason, you somehow find a way to survive the most absurd situations. In fact, it almost seems that you can't die if someone isn't around to watch you do it.



ITEMS

(100 CP ITEM FREE FOR ORIGIN, 50% OFF FOR CORRESPONDING ORIGIN)

General

Pack of Cigs - Free

Times are bleak, why not take a load off? Have yourself a cig and let the buzz take the edge off the radiation sickness. Crack open a pack of 20 of your favorite brand and take a load off. The monsters aren't going anywhere anytime soon after all.

Luckily, these cigarettes also don't have that nasty little habit of giving you cancer, so you don't have to worry about turning out like Ota. *Cigarettes restock when you've finished your pack.*

Dimension Tide - 600

In spite of their awe-inspiring might, humanity never stopped fighting against the creatures at their doorstep. From the Oxygen Destroyer in '54 to the M.A.S.E.R cannons first fielded in '67, the march forward in weapons technology never ended. Not even when Ghidorah and Gigan burned down half the world. Humanities final stand was made with 2 weapons, one more effective than the last. This is arguably the more effective of the two. The Dimension Tide is a contained black hole generator capable of wiping out, *most*, anything within a few hundred square meters. It devours matter just like any other black hole, but it never seems to spread and dissipates far quicker than a black hole should by right. Just be careful where you aim it.

Crystal Palace - 600

It's hard to say that a monster "owns" anything, but if they could be said to own anything then this would be it. Much like SpaceGodzilla, who brought his own crystalline home from outer space, you have your own little domain on Earth. Easily the size of a few city blocks, this home base of sorts can take whatever form you wish really as long as it's open air. Perhaps most interesting about it is that this lair taps into the power infrastructure of wherever you end up putting it, allowing it to spread and also transfer that power to you continuously through large energy pylons placed throughout the area.

AMF

Threads - 100

The AMF is a multi-national force dedicated to stopping monster attacks wherever they may decide to pop up next. They may be a ragtag bunch of half-crazed monster hunters, but they are still a government agency in some regard and as such, you've got yourself a uniform to wear. Uniform standards are pretty lax in the AMF, people don't seem to stick around very long in the force either way, but you've still got an outfit for every occasion provided just for your use.

Mobile Unit - 200

Somehow, the AMF seems to be caught in what can only be called funding limbo. Enough money to fund insane superweapon projects like Mechagodzilla or Masers, but not enough money to kit their field teams out with anything more than an old rust bucket R.V. with some admittedly pretty good surveillance equipment. You can count yourself as the lucky owner of one of these hunks of junk. In the right hands, this thing can make sweet music on the road and track down monsters to boot. For your purposes, you're quite lucky this thing can take a beating and keep on the road quite nicely. Just don't expect to survive getting stepped on.

Workhorse - 400

For when you absolutely just have to fight a monster. Although, I wouldn't expect to win with just this little beauty. A holdover from the JSDF's occupation days, you've got your hands on a brand new, shiny M4 Sherman. A solid gun with a decent balance between protection and speed; this was the American beast of burden in the Second World War. However, much like the mobile unit, this tank seems to go a bit faster and perform some generally wild maneuvers when a good enough driver gets behind the wheel. *For an extra 100 cp you can get a maser tank or even just slap a maser cannon on the Sherman if you want.*

A Whole New Era - 600

Even with every last little advancement to weapons technology over the decades, nothing really ever came close to putting the Big G in the ground. Arguably, nothing ever would, but that isn't to say that mankind didn't give it their best shot. A Godzilla, built from titanium and raw spite in the face of death. A MechaGodzilla if you will. In reality, two MechaGodzillas were made, one during the SpaceGodzilla crisis and the other during King Ghidorah and Gigan's invasion of Earth. Both are functionally the same with some minor differences here and there. The first MechaGodzilla had a detachable flight pack, while the second came with it internally installed. No matter the minor difference, both are absolutely bristling with weapons. Arm mounted maser cannons, missiles on almost every inch of the thing, larger back-mounted masers, mouth mounted maser cannons and probably a few more that the world doesn't quite know about at this point. To top it all off, these bad boys have enough armor to go toe to toe with the baddest of the bad for some a decent amount of time. Just don't expect to come out unscathed if you're fighting SpaceGodzilla one on one.

Rogue Scientist

A Pair of Nice Sunglasses - 100

You wouldn't believe just how different a nice pair of glasses can make someone look. A person could put a pair on and just disappear right into the teeming masses unless someone was actively looking for them. Luckily for you, you have more than just a nice pair of sunglasses. You have a full wardrobe of casual wear for when you need to be on the downlow. *Sunglasses are included, yes.*

Paper's in Order - 200

A little bit of money there, a flash of the passport here and boom you're in a different country! It's lucky for you that it's so easy to get around the world with all these monsters about the place. Although, keeping all the different aliases you have straight might get a bit confusing on the paperwork side of things. That's why this passport could very well be your saving grace. No longer will you have to spend your precious tinkering time faking documents because this little beauty will automatically update with whatever alias that you decide to run with in your new home.

"Business" Contacts - 400

What good is an international weaponized science dealer without access to the black market? You may be good at finding contacts here and there to sell your wares, but why not cut out the middle man? This is a little black book filled to the brim with an updating list of people who may just be interested in purchasing your goods. Initially, that is, as the list only populates once per jump.

Psionic Transmitter - 600

Ah, not quite the beginning of all the issues on Earth, but it certainly didn't help things. The brainchild of the AMF psionics scientist Dr. Derevich; the psionic transmitter has the capability of causing immense destruction. The device, while not a weapon in of itself, can be attuned to different mental frequencies creating an attraction or repulsion effect depending on your needs. Be warned this is not the same device that Derevich used to inadvertently call down SpaceGodzilla, it's more along the lines of his commercial version that merely has a global range, but that isn't to say it couldn't be modified to reach deeper out into space. But you wouldn't do that? Would you?

POWERS

MONSTERS ONLY

Living Disaster - 000

Megalosaurus are beings more of a force of disaster than actual living creatures, in function at least. No matter how nonsensical their biology may be, they are *natural* forces in so much as they have biological functions. Each of them is vastly different, but all fall into a broad series of guidelines. In terms of weight, these creatures fall between 8,000 and 150,000 metric tons. In height, megalosaurus hover between 35 meters tall and 120 meters tall with a range of 35 meters to 250 meters in length. Each of them comes with a base level of physical prowess as well, with your general strength being capable of quite easily toppling even the largest of man-made structures with a little effort and your durability being great enough to endure any amount of conventional weaponry for an indefinite amount of time. Your size also belies your speed as you are quite capable of clearing 100 meters in mere moments.

Megalo-Natural - 200

For the most part, the monsters now using Earth as their personal stomping grounds take the form of natural creatures. It could be a moth like Mothra, a lost cousin species to an Ankylosaur like Anguirus or some other vaguely “natural” creature. These creatures may be simple in ability, but they are still nonetheless deadly. You may choose to enhance your physiology with any “natural” set of abilities that could be found on Earth associated with an animal from the past or present. These abilities obviously enhancing your already impressive physical abilities could also yield things such as flight, rapid digging, fully functioning drill hands or being made of highly corrosive pollutants. These new abilities would certainly put you above the rest of the base rabble of monsters, but they would only let you survive just a little longer against the true Kings of the Earth.

The Crystalline Mass - 600

The King is a species of himself. On Earth that is. In space, there is yet another, made in his image. The creatively named SpaceGodzilla is a monster of obscene and unique power. Massive crystalline structures dot its body, with two gigantic growths of crystal jutting out of its shoulder blades. These crystals draw upon power absorbed by larger crystals SpaceGodzilla induces to grow on other power sources. These crystals are his greatest strength and his greatest weakness, as

when they are destroyed and he is cut off from the inflow of power, there is a sort of energy backlash that leaves him vulnerable. As his name would imply, he also has a breath weapon known as a Corona Beam that is nearly equal in power to Godzilla's own atomic breath. This creature also has the ability to fly at seemingly great speeds out of the atmosphere as it appeared within a miniscule amount of time as soon as Derevich's transmitter turned on. More than just his esoteric abilities, he is also almost as physically impressive as Godzilla himself. His durability and strength being just under that of the king, he can grapple with monsters of 60,000 tons with relative ease and fight in a prolonged bout against Godzilla and MechaGodzilla.

The Cyborg Monster - 600

Once again a creature from the stars threatens Earth, this time in the form of an odd and mechanical creature with no known creator. Gigan, a cybernetic monstrosity, is not all dissimilar to a creature that could be found on Earth. Much like the monster Megalon, Gigan's forelimbs have been replaced with great scythed anchors. These anchors made of metal from an indeterminable origin are sharp enough and strong enough to harm even the King of the Monsters in quick slashes. These, alongside a buzzsaw of the same material planted in its chest, make a deadly combination when put in conjunction with its ability to fly at great speeds. In the atmosphere, it would certainly be able to fly faster than the fastest jet, but out of the atmosphere it could go at speeds that would allow it to reach Earth within the year if it were out by Saturn.

The Astro-Monster - 600

Alongside Gigan came another terror from the stars, the great three-headed dragon, King Ghidorah. A great, golden, terror of immense stature and greater power. First and most obviously, this creature has three heads with each of them capable of moving independently, but all of them still following one will. Each of these terrible heads capable of spewing out a lightning-like, yellow beam of concentrated gravity once again capable of stalemating even the mighty Godzilla's atomic breath. Much like his brother-in-terror, he is capable of flight and extra-solar flight at similar speeds to Gigan. On top of all of these unique abilities, he is a physical powerhouse capable of ragdolling an upgraded MechaGodzilla and physically resisting Godzilla's grapples.

The Invincible King of the Monsters - 600

The undisputed king of all monsters on planet Earth, Godzilla. More akin to a living hurricane than a living, breathing creature, Godzilla is an inexhaustible font of raw atomic power. His very presence sheds radiation at alarming rates with more to come besides. Focusing his atomic power, Godzilla can breath out a superheated laser of pure radioactive fury capable of burning through building, futuristic alloys, and monster hide alike. His breath could well and truly be called the most powerful weapon on Earth, even after the aliens come. His strength is unmatched, capable of grappling with every monster on the planet and then some, as well as walking through buildings like a human would walk through fresh-cut grass. However, perhaps his greatest attribute is his durability. Godzilla is more than capable of enduring weaponry tailor made to break down the molecular bonds of his cells, of space aliens firing beams of concentrated gravity, and greatest of all, of enduring the full force of being sucked into a man-made black hole. There can only be one king and it's the only one left standing at the end of the day.

COMPANIONS

Import - 50+

It's a hard life surrounded by monsters, especially if you try to go it alone. So, at the price of 50 per companion, you may import one companion or create an original companion. Either way, they will receive 800 CP with a 1:1 transfer ratio.

Canon(Human) - 100

Ten years is a long time to go without making any friends, let alone 50! Perhaps you've met someone you've found interesting? Or maybe you just want to bring along Derevich and cause some havoc. Either way, for 100 CP you can bring someone along for the ride.

Canon (Kaiju) - 300

For as unlikely as it is around here, if you've somehow gotten one of them to grow fond of you, you can take a monster from here if you want. At 300 CP a pop, you try your hardest to get one of these big beasts on your side.

DRAWBACKS

Addiction - 100

No one could blame you for picking something up in these trying times. Maybe you picked up a nasty smoking habit or maybe you can't make it through the day without a bottle of the good stuff. It won't be anything too harmful, but now you just need a little something to take the edge off.

Old Rustbucket - 100

Vehicles you're in just can't catch a break. Oh don't get me wrong, you could still make those tires sing, if you had the skill, but it's almost like you ran out of budget when choosing what to drive. For some reason or another, any mundane vehicle you're in is just a little more beat up than others of its type. Maybe needing just one more extra changed tire or just one more turn of the ignition to get it to kick on.

Weather Watcher - 100

The feelings of the AMF on monsters can be summed up with one word, melancholy. At best, monsters are a force of nature that can only be forecast and potentially contained. At worst, monsters are an inexorable tide that you can only watch as it flows in and out taking everything with it as it goes. Some choose to take this unending melancholy and use it to push them forward, others simply live with it, but a cold acceptance that they may never be rid of the vicious beasts stays all the same.

Blacklist - 200

Somehow, you've crossed somebody quite important. It may be the AMF or it may be one of Derevich's buyers, but you've gone and made someone mad enough to have them try and hunt you down. They have no issues sending task forces or mercenary black-ops teams to hunt you down if need be. You could potentially convince them out of this but that would be a long and deadly road. If you are a kaiju, then it's much the same. You've got a dedicated rival in one of the "weaker" monsters of the world. Perhaps it's a monster like Anguirus or maybe a unique one created entirely by you, but either way it's hunting you and has a bad habit of showing up at the worst times.

The Journal - 200

Strap in, you're going for the full ride. Starting in 1954 with the first emergence of Godzilla and ending in 2002, Ota Murakami chronicles his entire battle with the great, green menace. Normally, you would have to choose a starting location and then spend your ten years starting from the time associated with it. Now, you're starting from the beginning and going along for the ride with Murakami. If you're a monster, don't think you're safe, Murakami is right in the thick of it with Godzilla for most of his life. However, as a slight boon, you are guaranteed not to die of old age if that is a concern for you.

Obsession - 200

What pushes a man to forsake the idea of family, of peace, of anything but their goal? Some would say passion, others would say obsession. Much like Ota Murakami, you have a near suicidal obsession with some great goal of yours. A singular focus on something so powerful that almost everything can fall by the wayside, so long as you accomplish your goal.

Destroy All Monsters - 300

It would seem that Derevich was able to improve his tech far more than originally thought. Instead of range, he side-stepped into control. Now, he is able to perfectly control the actions of the monsters rather than just drawing them towards the psionic call. Under his singular control, he's out for more than just money, with unbelievable power he now seeks to control the world with an army of enslaved monsters. *Monsters who take this drawback don't have to worry about being controlled.*

We Never Had Anything Like That - 300

As odd as it may seem, the AMF isn't always the most funded organization, despite all of the incredible technological breakthroughs. However, that has changed. The UN, determining that monsters are the single greatest threat to humanity ever seen, have seen fit to fund monsters of their own. The MTF, Megalosaurus Task Force, is to see to the creation of monsters capable of eliminating natural monsters. Their star creations being: Biollante, the Rose and Orga, the Assimilator. Two genetic terrors of immense power and adaptability.

Dragonfly - 300

Research into the effect that would allow humanity to create one of its greatest weapons against the monsters may have had some unintended consequences. During testing the barriers that stabilize time and space... stuttered. During this stutter, a relatively small, by monster standards, kaiju egg slipped onto this Earth. This egg belongs to a creature known as a Meganulon. As the egg incubates, countless Meganulon poke and prod at their shell waiting to be let free, to eat and absorb energy. To molt and metamorphose growing ever stronger as it swarms over the land like a hivemind of locusts.

Star War - 600

Oh, you're in it deep now. In 1954, a terrible monster appeared and attacked Tokyo. A monster with deep, grey-ish green skin, breathing out a beam of horrible power. Its reign of terror could not be halted. Its rage unabated would rip through the whole of Japan and later the entire Pacific. The destroyed Tokyo would be the seat of its power. Its throne. A throne made of crystal. The clarion call of energy being beamed across space would draw the attention of another set of creatures from beyond the stars. A mere year later, King Ghidorah and Gigan would land in the Arctic. The year is now 2002. For 50 years, the claimants to Earth have been waging war against each other. SpaceGodzilla draws power from ever growing fields of crystals and Ghidorah grows ever stronger from simply draining life from the land. Humanity's last haven being the northernmost reaches of the globe. An area that neither group dares approach for one last surprise from Earth still sleeps beneath the ice. One that does not suffer pretenders to live.

THE END

War Never Changes -

If you haven't had enough after this mess, you're free to go on. Drawbacks gone, friends alongside you. Good luck and try to end things on your own terms.

My War is Over -

If you've somehow left this place in a liveable state, maybe you want to stick around? Maybe you've just grown fond of death hanging over your shoulder? Or maybe a screw finally kicked loose? Either way, much the same as if you leave, your drawbacks are released from you (if you want to keep whatever hell world you created through them, that's on you.)

If you have any questions, ask Goji-anon