

The Agony-Infected are monsters and warriors created from Agony, an evil life energy that was forgotten for a while. There are three ways these Agony-Infected can be created:

1: The Agony will hit an object or machine to bring them to life.

2: They can hit a dead thing or a ghost, bringing them back to life.

3: They will hit a person, causing the Agony to be created based on the person's mind. It only works when an already Agony-Infected uses Agony on them. However, it causes the victims to faint for a while until they are destroyed, while taking away their life and it goes to the demon spirit.

The Agony can only infect these if the object or people if they either are: Misunderstand, Abandon, Forgot, Mistreat, Reject, Scrapped, or Revenge. Although these things can be destroyed, the Agony can't be destroyed and it will then just infect something else. The only way to stop them is for someone to use the Heavens Jewel, and seal away the evil spirit and the Agony. If there is a remnant left of the Agony-Infected, like an arm, then another Agony will infect it, bringing the Agony-Infected back to life, with memory intact. (For anyone who made their own Agony-Infected, put them down right here in alphabet order.)

Red - The Agony-Infected is gone

Agony Demon's Army:

8-Bit Baby (Type: Electric)

Origin: FNAF

Agony Power: Glitch Tunnels (Electric) - Make glitchy gateways to go to other places.

Bio: She was created when an Agony fell onto an arcade machine.

Aboras (Type: Water)

Origin: Ultraman

Agony Power: Acid Breath (Water/Toxic)

Bio: William uses his powers to bring it back to life.

Banila (Type: Flame)

Origin: Ultraman

Agony Power: Flame Sand (Flame/Earth)

Bio: William uses his powers to bring it back to life.

Beavowl (Type: Beast)

Origin: ONAF

Agony Power: Wild Side (Nature/Mind) - Make people act like wild animals.

Bio: He was created when an Agony hits both Beaver and Owl, manifesting their Agony into this monster.

Black Scorpion (Type: Toxic)

Origin: B-Movie

Agony Power: Toxic Sting (Toxic)

Bio: The monster was killed before being infected by Agony.

Charles (Type: Shadow)

Origin: Choo Choo Charles

Agony Power: Coal Launch (Flame/Explode)

Bio: He was created when an Agony hits its dead body on the spiked rocks.

Chica's Magic Rainbow (Type: Shine/Crystal)

Origin: FNAF World

Agony Power: Rainbow Blast (Shine/Laser) - A powerful laser that can't be dodged and can break shields.

Bio: She was brought back to life from colored paints.

Coffee (Type: Swift)

Origin: The Desolate Hope (FNAF World)

Agony Power: Hyper Espresso (Swift/Water)

Bio: It was one of the machines in the junkyard infected by the Agony.

Dreadbear (Type: Shadow/Electric)

Origin: FNAF

Agony Power: Franken Jolt (Electric/Shadow)

Bio: He was one of the machines in the junkyard infected by the Agony.

Easter Bonnie (Type: Impact/Crystal)

Origin: Freddy in Space 2

Agony Power: Color Blast (Crystal/Laser)

Bio: He was created when the Agony Demon uses Agony on Vanny.

Frostbear (Black Ice Frostbear) (Type: Freeze)

Origin: FNAF

Agony Power: Freezing Cold (Freeze) - He can fire ice-powered Agony to freeze anything and can make icebergs to freeze things even faster.

Bio: He was in an abandoned freezer, but an Agony fell onto it, causing Frostbear to be brought to life.

Gigarilla (Type: Missile/Impact)

Origin: Star Fox Zero

Agony Power: Primal Missile (Missile/Impact)

Bio: It was created when an Agony lands on a deactivated Gigarilla.

Gorosaurus (Fake) (Type: Beast/Earth)

Origin: King Kong Escape/Godzilla Creepypasta

Agony Power: Ancient Roar (Earth/Sound) - He causes a very loud noise that can cause the ground to quake and break apart.

Bio: It was once RED's destroyed demon, but got hit by an Agony.

Grimm Foxy (Type: Shadow/Flame)

Origin: FNAF

Agony Power: Jacko Scythe (Flame/Cutter)

Bio: He was one of the machines in the junkyard infected by the Agony.

Happyshroom (Type: Nature)

Origin: Tyke's and Sons Lumber Co.

Agony Power: Mushroom Smoke (Nature/Wind)

Bio: He was created when an Agony landed on a dead animatronic in the forest.

Huggy Wuggy (Type: Neutral)

Origin: Poppy Playtime

Agony Power: Toy Brick (Neutral)

Bio: He was created when an Agony hits the old toy.

Jaws (Type: Water)

Agony Power: Shark Attack (Water/Beast)

Bio: He was infected while being dead in the ocean.

Killtimber (Type: Cutter)

Origin: Tyke's and Sons Lumber Co.

Agony Power: Lumber Axes (Nature/Cutter) - Launch a bunch of axes.

Bio: He was created when an Agony fell on a dead animatronic in the forest.

Kilobyte (Type: Cyber/Electric)

Origin: Original

Agony Power: Gigabyte Smash (Electric/Impact) - Causes great impact that can release lightings.

Bio: He was created when an Agony fell onto an A.I. computer.

Lolly-Sweet (Type: Crystal)

Origin: Original

Agony Power: Trouble Toys (Neutral/Crystal)

Bio: She was created when an Agony hits a doll, making it come to life.

Madame Odius (Type: Magic/Space)

Origin: Power Ranger

Agony Power: Fox Fire (Flame/Shadow)

Bio: Odius get infected with Agony, making her alive again.

Mammoth (Type: Earth)

Origin: Original

Agony Power: Tusk Crusher (Impact/Earth)

Bio: He was brought back to life when he got hit by an Agony.

Mimic (Type: Earth/Crystal)

Origin: Original

Agony Power: Treasure Barrage (Earth/Crystal) - Fire a bunch of gold coins and jewels.

Bio: It was created when an Agony landed on a forgotten treasure box.

Pal (Type: Cyber)

Origin: Playtime with Percy

Agony Power: Robo-Control (Electric/Mind)

Bio: He was created when an Agony landed on a discarded tomodachi-like device.

Paper Pals (Type: Neutral)

Origin: FNAF

Agony Power: Paper Stars (Neutral)

Bio: They were created when an Agony landed on some paper dolls.

Pit Trap (Type: Time/Empty)

Origin: Fazbear Frights

Agony Power: Time Trap (Time) - Freeze people in time.

Bio: He got infected by Agony when he was lying dead.

Plushtrap Chaser (Type: Shadow)

Origin: Fazbear Frights

Agony Power: Light Freeze (Shine/Time)

Bio: He was one of the machines in the junkyard infected by the Agony.

Poppy Playtime (Type: Neutral)

Origin: Poppy Playtime

Agony Power: Present Throw (Neutral)

Bio: She was created when an Agony fell onto an old doll.

Prism Leon (Type: Crystal/Shine)

Origin: Original

Agony Power: Prism Laser (Crystal/Laser)

Bio: He was created when an Agony landed on a crystal chameleon statue.

Sabre-Tooth (Type: Earth)

Origin: Original

Agony Power: Saber Slash (Earth/Cutter)

Bio: He was brought back to life when he got infected by the Agony.

Seabilly (Type: Water/Wind)

Origin: Tyke and Sons Lumber Co.

Agony Power: Ocean Wind (Water/Wind)

Bio: He was created when an Agony fell onto a dead animatronic on a boat.

Seabob (Type: Neutral/Wind)

Origin: Tyke and Sons Lumber Co.

Agony Power: Machine Malfunction (Electric)

Bio: He was created when an Agony hits him on the beach.

Security Camera (Type: Laser)

Origin: Original

Agony Power: Alert Ray (Laser) - It shoots a bright red laser from its eye.

Bio: It was created when an Agony fell onto a broken security camera.

Shadow Bonnie (Type: Shadow)

Origin: FNAF

Agony Power: Black Out (Shadow)

Bio: He was created when an Agony hits Toy Bonnie, causing it to create this shadowy monster.

Shattered Chica (Type: Sound)

Origin: Security Breach

Agony Power: Screech (Sound/Shadow)

Bio: The evil spirit destroyed her, then infected her with Agony.

Shattered Monty (Type: Impact)

Origin: Security Breach

Agony Power: Gator Attack (Beast/Impact)

Bio: The evil spirit destroyed him, then infected him with Agony.

Shattered Roxy (Type: Swift)

Origin: Security Breach

Agony Power: Speedy Wolf (Swift)

Bio: The evil spirit destroyed her, then infected her with Agony.

Sparky the Dog (Type: Neutral)

Origin: FNAF 1 (Hoaxes)

Agony Power: Hoax Talk (Neutral/Mind) - He uses Agony to create a voice in their victims minds, telling them lies about anyone.

Bio: He was created when an Agony lands on a robot in a junkyard.

Stitchwraith (Type: Empty)

Origin: Fazbear Fright

Agony Power: Shadow Darts (Shadow)

Bio: It was Andrew's disguise, but now became infected with Agony.

Summercrab (Type: Water)

Origin: Tyke's and Sons Lumber Co.

Agony Power: Aqua Claw (Water/Cutter) - She fires two of her claws at the opponents.

Bio: She was created when an Agony fell onto a dead animatronic on a beach.

Tarantula (Type: Toxic)

Origin: B-Movies

Agony Power: Toxic Fang (Toxic)

Bio: It was created when an Agony fell onto a dead tarantula.

The Puppeteer (Type: Mind)

Origin: FNAC

Agony Power: Puppet Master (Mind/Shadow)

Bio: He got hit by an Agony in the graveyard.

Trash Basher (Type: Toxic)

Origin: Kirby: Right Back at Ya!

Agony Power: Trash Fire (Earth/Fire)

Bio: It was created when an Agony landed on a trash can.

Twisted Wolf (Type: Beast)

Origin: FNAF: The Twisted Ones

Agony Power: Wolf Slash (Beast/Cutter)

Bio: He was created when an Agony fell onto an unknown animatronic.

Vinnie (Type: Shadow)

Origin: FNAC

Agony Power: Dark Punch (Shadow/Impact)

Bio: He was created when an Agony hit him in the old antique shop.

Virtual Boys (Type: Electric)

Origin: Real Life

Agony Power: Red Vision (Laser) - Fire a blast that makes the victims see everything blinding red.

Bio: They were created when the Agony landed on a bunch of them in the warehouse.

Were-Okami (Type: Shadow/Beast)

Origin: Original

Agony Power: Werewolf Howl (Shadow/Sound)

Bio: He was created when an Agony lands on a dying wolf.

William Afton (Type: Shadow/Electric)

Origin: Five Nights at Freddy's

Agony Power: Shock Slash (Electric/Cutter) - William can use his claw hand to slash at victims, as well as shocking them.

Bio: He was brought back to life from the evil spirit becoming his minion.

Zorgons (Space)

Origin: Zathura

Agony Power: Star Shower (Space)

Bio: They were created when an Agony fell onto an old board game.

Lavender Town's Group:

Abandoned Mascot (Type: Shadow)

Origin: Creepypasta

Agony Power: Negative Sight (Shadow) - Cause people to see everything in photonegative.

Bio: He was created when an Agony fell onto a very old Mickey Mouse costume.

Alpha Greek (Type: Impact/Steel)

Origin: Original

Agony Power: Warrior Wraith (Impact) - Increase his powers and unleash an ultimate attack.

Bio: He was created when an Agony fell onto Roman armor.

Andy the Apple (Type: Nature/Shadow)

Origin: Andy's Apple Farm

Agony Power: Fake Reality (Mind/Shadow) - Cause people to see an alternate reality that didn't happen.

Bio: He was created when an Agony fell onto a video game.

Bearserk (Type: Neutral/Steel)

Origin: Pac-Man Series

Agony Power: Teddy Claw (Cutter) - Create metallic claws and slashes at the victims.

Bio: He was created when an Agony hits the old robot teddy bear, bringing it back to life.

Ben Drowned (Type: Shadow)

Origin: Creepypasta

Agony Power: Ghost Drown (Phantom/Water) - Cause people to drown with his mind.

Bio: He was created when an Agony fell onto a broken statue.

Blacklight Bonnie (Type: Shine/Shadow)

Origin: FNAF (Scrapped)

Agony Power: Blacklight Sight (Shine/Crystal) -

Bio: He was one of the machines in the junkyard infected by the Agony.

Blacklight Chica (Type: Shine/Shadow)

Origin: FNAF (Scrapped)

Agony Power: Blacklight Sight (Shine/Crystal)

Bio: She was one of the machines in the junkyard infected by the Agony.

Blacklight Foxy (Type: Shine/Shadow)

Origin: FNAF (Scrapped)

Agony Power: Blacklight Sight (Shine/Crystal)

Bio: He was one of the machines in the junkyard infected by the Agony.

Blacklight Freddy (Type: Shine/Shadow)

Origin: FNAF (Scrapped)

Agony Power: Blacklight Sight (Shine/Crystal)

Bio: He was one of the machines in the junkyard infected by the Agony.

Blade (Type: Cutter)

Origin: Original

Agony Power: Knights Honor (Cutter/Steel)

Bio: He was created when an Agony fell on an old suit of armor.

Bond Man (Revived) (Type: Impact/Neutral)

Origin: Mega Man (Scrapped)

Agony Power: Combine Trap (Neutral)

Bio: He was one of the machines in the junkyard infected by Agony.

Cartoon Cat (Type: Shadow)

Origin: Internet

Agony Power: Cartoon Logic (Neutral/Empty)

Bio: He was created when an Agony hits an unknown drawing.

Cleopatra (Type: Magic)

Origin: Original

Agony Power: Mummy-fied Power (Earth/Shadow)

Bio: She was created when an Agony hits her, causing her to come to life.

Dark Miku (Type: Shine/Sound)

Origin: Original

Agony Power: Neon Light (Crystal/Shine) - She creates neon lights above the area, causing blinding effects on people.

Bio: She was created when Miku got hit with an Agony, manifesting Dark Miku.

Dream Giest (Type: Mind)

Origin: FNAF: Fury's Rage

Agony Power: Nightmare Mind (Shadow/Mind)

Bio: He was created when an Agony fell onto an old box.

Duck Season Dog (Type: Neutral)

Origin: Duck Season

Agony Power: Dog Growl (Neutral)

Bio: He was created when an Agony hits him, bringing him back to life.

Electric Tower Zakenna (Type: Electric)

Origin: Precure

Agony Power: Black Thunder (Electric/Shadow)

Bio: It was created when an Agony landed onto an electric tower.

ERROR 404 (Type: Electric/Cyber)

Origin: Minecraft

Agony Power: Blocky Terrain (Earth/Field)

Bio: He was created when an Agony hits a broken game.

Filename2 (Type: Neutral/Cyber)

Origin: Baldi's Basic

Agony Power: Glitch Hack (Electric)

Bio: He was created when a Agony landed on an old computer game.

Fleegle, Bingo, Drooper, & Snort (Type: Sound)

Origin: (The Scary Movie) The Banana Splits

Agony Power: Hypno Song (Mind/Sound)

Bio: They were one of the machines in the junkyard infected by the Agony.

Follower (Type: Attack)

Origin: 123 Slaughter Me Street

Agony Power: Shadow Strike (Shadow/Attack)

Bio: He was one of the puppets infected by the Agony.

Fruit Punch Clown (Type: Water)

Origin: FNAF

Agony Power: Fruit Wave (Nature/Water)

Bio: He was one of the attractions that was infected by an Agony.

Gareth's Lion (Type: Steel/Beast)

Origin: Mega Man X

Agony Power: Wild Metal (Steel)

Bio: It was one of the machines in the junkyard infected by the Agony.

Greeter (Type: Attack)

Origin: 123 Slaughter Me Street

Agony Power: Shadow Strike (Shadow/Attack)

Bio: She was one of the puppets infected by the Agony.

Hi-Machinedramon (Type: Steel/Laser)

Origin: Digimon

Agony Power: Infinity Cannon (Laser)

Bio: It was created when an Agony fell onto a broken digital toy.

Ignited Bonnie (Type: Flame)

Origin: The Joy of Creation

Agony Power: Flame Face (Flame/Steel)

Bio: He was one of the machines infected by an Agony in a destroyed house.

Ignited Chica (Type: Flame)

Origin: The Joy of Creation

Agony Power: Flame Arms (Flame/Steel)

Bio: Se was one of the machines infected by an Agony in a destroyed house.

Ignited Foxy (Type: Flame)

Origin: The Joy of Creation

Agony Power: Flame Hook (Flame/Steel)

Bio: He was one of the machines infected by an Agony in a destroyed house.

Ignited Freddy (Type: Flame)

Origin: The Joy of Creation

Agony Power: Flame Eyes (Flame/Steel)

Bio: He was one of the machines infected by an Agony in a destroyed house.

Knife (Type: Cutter)

Origin: Annoying Orange

Agony Power: Ultra Slice (Cutter)

Bio: It was created when an Agony fell onto a normal knife.

Lavender Town Ghost (Type: Shadow)

Origin: Pokemon

Agony Power: Lavender Music (Shadow/Sound)

Bio: It was created when an Agony fell onto a grave.

Lemonade Clown (Type: Water)

Origin: FNAF

Agony Power: Lemonade Wave (Nature/Water)

Bio: He was one of the attractions that was infected by an Agony.

Lucemon (Type: Shine)

Origin: Digimon

Agony Power: Angelic Arrow (Shine/Cutter) - Fire a glowing arrow towards the opponents.

Bio: He was created when an Agony fell onto a broken halo.

Mama Tattletail (Type: Shadow)

Origin: Tattletail

Agony Power: Red Eye (Shadow)

Bio: She was created when an Agony fell onto a rejected toy.

Misfortune (Type: Empty)

Origin: Creepypasta (Pokemon)

Agony Power: Unluck Ray (Shadow/Laser)

Bio: He was created when an Agony fell onto a mysterious game cartridge.

Motos (Type: Impact)

Origin: Super Mario Series (Scrapped)

Agony Power: Metal Throw (Steel/Impact)

Bio: They are one of the machines in the junkyard infected by the Agony.

Mu Vanish and Nu Vanish (Type: Shadow)

Origin: Original

Agony Power: Vanish Strike (Shadow)

Bio: They were created when an Agony fell onto two ninja armor.

Music Man (Type: Sound)

Origin: FNAF

Agony Power: Music Rage (Sound)

Bio: He was created when an Agony fell onto a dead robot in a destroyed pizzeria.

Origami Cat (Type: Neutral)

Origin: FNAC

Agony Power: Origami Fold (Neutral)

Bio: He was created when an Agony fell onto an origami.

PlushBaby (Type: Shadow)

Origin: FNAF

Agony Power: Fun Factor (Mind/Neutral)

Bio: They were created when an Agony fell onto three dolls.

Silly.EXE (Type: Neutral)

Origin: Sunky.EXE

Agony Power: Silly Party (Neutral) - Can cause people to act very silly.

Bio: She was created when an Agony fell onto a picture.

Siren Head (Type: Sound)

Origin: Internet

Agony Power: Siren Noise (Sound/Empty)

Bio: It was created when an Agony fell onto an old siren tower.

Sunshine (Type: Nature)

Origin: Skylander (Scrapped)

Agony Power: Nature Wraith (Nature/Shine)

Bio: He was created when an Agony fell onto an ancient forest statue.

Tirsiak (Type: Beast)

Origin: Spooky's Jumpscare Mansion

Agony Power: Wolf Instincts (Nature/Shadow)

Bio: She was created when an Agony fell onto a grave in the forest.

VR Avatar (Type: Cyber/Energy)

Origin: Original

Agony Power: Life Level (Electric/Energy)

Bio: He was created when an Agony fell onto a VR headset.

Vulture Guard (Type: Wind)

Origin: Dark Deception (Scrapped)

Agony Power: Cage Trap (Steel)

Bio: He was created when an Agony hits a dead police officer in a graveyard.

Waiter (Type: Attack)

Origin: 123 Slaughter Me Street

Agony Power: Shadow Strike (Shadow/Attack)

Bio: He was one of the puppets infected by the Agony.

Willy Weasel (Type: Cutter)

Origin: Willy's Wonderland

Agony Power: Weasel Claw (Cutter)

Bio: He was one of the machines in the junkyard infected by the Agony.

Witch Ghosts (Type: Phantom)

Origin: Goosebumps: Haunted Halloween

Agony Power: Haunted Flames (Phantom/Flame)

Bio: They were created when an Agony fell onto some witch costumes.

Withered Balloon Boy (Type: Shine)

Origin: FNAF (Hoaxes)

Agony Power: Light Steal (Electric)

Bio: He was one of the machines in the junkyard infected by the Agony.

Withered Puppet (Shadow)

Origin: FNAF (Hoaxes)

Agony Power: Broken Down (Steel/Shadow)

Bio: He was one of the machines in the junkyard infected by the Agony.

Xangle (Type: Flame/Dragon)

Origin: FNAF

Agony Power: Metallic Flame (Steel/Flame)

Bio: She was one of the machines in the junkyard infected by the Agony.

The Good Guys:**Annabelle (Type: Neutral/Shadow)**

Origin: Annabelle

Agony Power: Soul Attack (Shadow) - She can control people with Agony.

Bio: She was infected by Agony after being locked up in a box again.

Azure Dragon (Type: Nature)

Origin: Myths

Agony Power: Azure Leaf (Crystal/Nature) - Fires crystal leaves.

Bio: He was created when an Agony landed on the statue of him, bringing him to life.

Berserk the Moon Rat (Type: Unknown?) [Beta Shadow's Character]

Origin: Original

Agony Power: Unknown?

Bio: Unknown?

Black Rabbit (Type: Shadow)

Origin: POPGOES

Agony Power: Shadow Creation (Shadow)

Bio: It was created by Bonnie from her own world.

Black Tortoise (Type: Water)

Origin: Myths

Agony Power: Black Wave (Crystal/Water)

Bio: He was created when an Agony landed on the statue of him, bringing him to life.

Bonnie Glade (Type: Neutral)

Origin: POPGOES

Agony Power: Ghastly Gaze (Phantom)

Bio: She got hit by the Agony, causing her to gain deadly powers.

Cyber-Lucina (Type: Shadow/Cutter)

Origin: Original (Fire Emblem)

Agony Power: Energy Drain (Energy/Shadow)

Bio: She was created when an Agony hits her, causing it to take the form of her worst nightmare.

Eleanor (Type: Energy)

Origin: Fazbear Frights

Agony Power: Power Steal (Energy) - She uses Agony to steal people's powers.

Bio: She was brought back to life from an Agony.

Elizabeth (Type: Swift)

Origin: FNAF

Agony Power: Circus Spin (Crystal/Impact)

Bio: She got hit by an Agony making her alive again.

Emma (Type: Shadow)

Origin: Five Nights at Warios

Agony Power: Phantom Blast (Phantom/Shadow)

Bio: She was a ghost in an old factory, then got hit by an Agony, causing her to gain some powers.

Evan (Type: Neutral/Water)

Origin: FNAF

Agony Power: Sad Flood (Water)

Bio: He got hit by an Agony, causing him to be alive.

Fire Hound (Type: Flame)

Origin: Original

Agony Power: Nether Flames (Flame) - Breathe red flames that can damage any victims.

Bio: It was created when an Agony lands on a coal in a blacksmith fireplace, creating a demon dog.

Note (Neutral/Sound)

Origin: Original

Agony Power: Music Lullaby (Sound)

Bio: She was one of the machines in the junkyard infected by the Agony.

Rat Kill (Type: Swift)

Origin: Original

Agony Power: Run Over (Swift/Impact) - Running speed to someone (which only hurts himself)

Bio: He was created when an Agony hits a dead rat.

Vermillion Bird (Type: Flame)

Origin: Myths

Agony Power: Vermillion Fire (Crystal/Flame)

Bio: He was created when an Agony landed on the statue of him, bringing him to life.

Wendy (Type: Neutral)

Origin: Wendy's Restaurant

Agony Power: Cutout Punch (Neutral) - She basically punches multiple times at people.

Bio: She was created when an Agony landed on a Wendy's cardboard cutout.

White Tiger (Type: Steel)

Origin: Myths

Agony Power: White Steel (Crystal/Steel)

Bio: He was created when an Agony landed on the statue of him, bringing him to life.

On Their Own:

Concept Bendy (Type: Shadow/Water)

Origin: BATIM (Scrapped)

Agony Power: Drawing Up (Neutral)

Bio: He was created when an Agony hits Henry, manifesting into this strange demon.

Draconic (Type: Shadow/Flame)

Origin: Original

Agony Power: Dragon Breath (Flame)

Bio: He was brought to life in the collapsed cave.

Evil Sunset Shimmer (Type: Flame)

Origin: MLP: Equestria Girl

Agony Power: Flame Tornado (Flame/Wind)

Bio: She was created when an Agony hits Sunset Shimmer, causing it to manifest into her past evil self.

Fury Rage (Type: Flame/Impact)

Origin: Original

Agony Power: Flaming Rage (Flame) - Unleash a powerful fiery aura that increases strength & speed.

Bio: He was created when an Agony fell onto a dead biker-themed fighter.

Ghost Godzilla (Type: Shadow/Flame)

Origin: Godzilla (Scrapped)

Agony Power: Phantom Breath (Phantom/Shadow)

Bio: He was created when an Agony fell onto a dead Godzilla.

Gigan (Final War) (Type: Cutter/Space)

Origin: Godzilla: Final War

Agony Power: Bladed Saws (Cutter)

Bio: He was created when an Agony fell onto an ancient statue.

Glitch Tari (Type: Cyber/Shadow)

Origin: Original

Agony Power: Cyborg Glitch (Electric/Steel)

Bio: She was created when an Agony hits Tari, causing it to create this glitchy foe.

Jabberwocky (Type: Dragon)

Origin: Alice Through the Looking-Glass

Agony Power: Red Storm (Flame/Wind)

Bio: He was created when an Agony hits Alice, causing it to become this frightening dragon.

Kilobot (Type: Shadow/Steel)

Origin: Cubix

Agony Power: Cyber Laser (Electric/Laser)

Bio: An Agony somehow got into the future, bringing back Kilobot.

King Pyre Fly (Type: Flame/Wind)

Origin: Original (Mega Man 4)

Agony Power: Fire Fly (Flame)

Bio: He was brought back to life, now he sought revenge on Narcian for destroying him.

Legato (Type: Summon/Agony) [Character of RSB]

Origin: Original

Agony Power: Summoned Mecha Transmission (Summon)- Legato can control any Mecha linked to the Mecha Summoning Program. She can even fuse Mechas together to create more powerful ones.

Bio: Legato was created when the Agony infecting Murder Magnet flew out upon its death and infected the Mecha Summoning Program.

Mad Endo (Type: Steel/Impact)

Origin: Five Nights at Freddy's World

Agony Power: Endo Smash (Steel/Impact)

Bio: It was accidentally created by Jake using an Agony.

Mothman (Type: Space)

Origin: Cryptids

Agony Power: Lunar Light (Space/Crystal) - Fire a moonlight ray that can cause great damage.

Bio: An Agony landed on both Luna Girl and Motosuki, causing it to create this moth cryptid.

Mr. Hopp (Type: Neutral)

Origin: Mr Hopp's Playhouse

Agony Power: Rabbit Fire (Flame)

Bio: He was created when an Agony fell onto a rabbit doll.

Nightmare JJ (Type: Shadow)

Origin: FNAF (Hoaxes)

Agony Power: Fear Breeze (Shadow/Wind)

Bio: She was created when an Agony hits JJ, causing it to become this nightmare robot.

NoEnd House (Type: Field)

Origin: Creepypasta

Agony Power: Area Change (Field/Dimension)

Bio: It was created when an Agony fell onto an old abandoned house.

Ralpho (Type: Impact)

Origin: Fazbear Frights

Agony Power: Rabbit Stomp (Impact)

Bio: He was created when an Agony fell onto an old costume.

Souldozer (Type: Steel)

Origin: The Pilgrim's Progress (FNAF World)

Agony Power: Metal Power (Steel)

Bio: He was one of the machines in the junkyard infected by the Agony.

Steampunk (Type: Flame)

Origin: Original

Agony Power: Coal Fire (Earth/Flame)

Bio: He was one of the machines in the junkyard infected by the Agony.

Van Pelt (Type: Missile)

Origin: Jumanji

Agony Power: Jungle Shot (Nature/Missile)

Bio: He was created when an Agony fell onto an old board game.

Destroyed:

Arkana Dark Magician (Type: Shadow/Magic)

Origin: Yu-Gi-Oh

Agony Power: Magician Blast (Magic) - Uses his wand to blast magic-powered Agony and cause major damage to the victims.

Bio: He was created when an Agony hits Dark Magician, causing it to create the Arkana double of him.

Blackbird (Type: Shadow/Mind)

Origin: Fazbear Frights

Agony Power: Guilt Trip (Shadow/Mind) - Give people the Guilt effect.

Bio: He was created when an Agony fell onto an old costume behind the unknown school.

Cache (Type: Cyber)

Origin: Mega Man: Battle Network

Agony Power: Data Storm (Electric/Cyber)

Bio: He was created when an Agony fell onto an old computer in King's Old Fortress.

Crescent (Type: Space)

Origin: Ultraman

Agony Power: Moon Eye (Space/Laser)

Bio: It was created when an Agony hits a strange artifact on the ground.

Flowery (Type: Shadow/Nature)

Origin: Undertale

Agony Power: Determine Flower (Shadow/Nature) - Create dark pollens that can cause people to get dizzy.

Bio: He was created when an Agony fell onto a normal flower.

Furby (Type: Mind)

Origin: Furby (Real Life)

Agony Power: Curious Mind (Crystal/Mind) - It blasts its victims with an Agony, making them act like the Furby.

Bio: It was created when an Agony fell onto a normal Furby toy in the trash.

Mammoth Graveyard (Type: Shadow)

Origin: Yu-Gi-Oh

Agony Power: Animal Graveyard (Shadow/Earth) - It creates ghostly animals (Lions, Elephants, Rhinos).

Bio: He was created when an Agony brought an elephant skeleton to life.

Mechagodzilla (Type: Missile)

Origin: Godzilla

Agony Power: Armada Attack (Laser/Explode) - He starts firing all the weapons it has all at once.

Bio: The Agony infected Mechagodzilla after it lost all power.

Murder Magnet (Character of RSB)

Type: Missile/Swift

Origin: Mega Man 3 (base form)

Agony Power: Umbral Veil (Shadow/Defense Type)

Bio: Murder Magnet was created when a Mag Fly willingly absorbs a massive container of Agony, causing its magnetic field to attract more mechas which then fused with it. It ended up getting destroyed in a fight with Collateral Aeon.

Sewer Gator (Type: Water)

Origin: Cryptid

Agony Power: Gator Slash (Water/Cutter) - Slashes with alligator claws.

Bio: It was created when an Agony fell onto a dead alligator.

Velociraptor (Type: Toxic)

Origin: Jurassic World

Agony Power: Acid Spit (Toxic/Water)

Bio: It was created when an Agony hits the fossil.

Zeusceratops (Type: Electric/Earth)

Origin: Original

Agony Power: Primal Thunder (Earth/Electric) - Creates three lighting bolts and strikes its victims, making them frozen like fossils.

Bio: It was created when an Agony landed on a Triceratops fossil from the museum.