



# WORLD OF MONSTERS

**FINAL FANTASY VII**  
THE ROLEPLAYING GAME

BY  
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# INTRODUCTION

Welcome to the World of Monsters. This book delves deep into the heart of all that brings chaos within *Final Fantasy VII*; the monsters that roam the vast regions of the planet. Whether players are exploring old ruins, or wandering through forests or climbing mountains, monsters can be found right under their very noses. They could be as tiny as razor weeds or as colossal as Ultimate WEAPON, but it all comes down to the same point: monsters provide characters with the fun and adventure that drives them to explore the deepest places found across the planet.

**Aberration:** Monsters with extra-terrestrial abilities and alien-like appearances. An example includes JENOVA.

**Animal:** Monsters that gather in packs and is herbivorous or (rarely) omnivorous. Examples include the behemoth and tornadu.

**Dragon:** Large lizard monsters that usually dwell in underground caverns or ruins. Examples include the red dragon and the ark dragon.

**Humanoid:** Monsters that look similar to humans, such as walking on two legs, standing up straight, etc. Examples of humanoid monsters include Shiva and Ramuh.

**Insect:** Monsters that resemble real world insects, but in a (unusual) larger form. Examples include the stinger and the spiral.

**Mutant:** Genetically deformed beings that give evidence to Shinra's immoral experiments. Examples include the ying/yang and the makonoid.

**Plant:** Monsters that resemble plants or weeds that would normally be found growing out of the ground. Examples include the razor weed and the Malboro.

**Spirit:** Transparent monsters that can be difficult to spot and near-impossible to attack. Examples include the ghost and the Gi spector.

## HOW THIS BOOK WORKS

The *World of Monsters* gives GMs' additional material to include in their campaign. It delves into the heart of making your own monsters from scratch, found in **Chapter 2**, as well as stats for over seventy monsters seen across *The Compilation of Final Fantasy VII*. It also includes rules for players on how to catch and raise their very own Chocobos, which can be found in **Chapter 3**.

This book also contains additional material for players, including new playable races, two new character classes, new feats, and a new career path. These material can be found in **Chapter 1**.





# CHAPTER I — CHARACTER CREATION

This chapter is dedicated to new content for players to use in the *Final Fantasy VII Roleplaying Game*. Players can use the content here in addition to those presented in the Core Rulebook, and consists of three new playable races (Magnade, Vajradhara, and Wolfion), two new character classes (Beastmaster and Berserker), new feats, new equipment, and a new career path (Hunter).



# NEW RACES

The following new races can be selected at character creation, along with those presented in Chapter 02 of the Core Rulebook.



## MAGNADE

Magnades are creatures of the wide-open countryside, having colonies in various cliff-sides and valleys. They are talented at manipulating the land around them, taming the wild beasts (including Behemoths), and crafting weapons out of natural materials.

Magnades are humanoid beasts in terms of appearance. They have horns on the side of their head, and their skin colour ranges from red to orange. Magnade's eye colours range from auburn to yellow and they have hooves for feet as well as human-like hands.

### Play a Magnade if you want...

- ❖ To be a member of a race that feels better at home in the wilderness rather than in built-up cities.
- ❖ To be a hero that is in touch with nature and who sees life as something to be preserved and cared for.
- ❖ To be a member of a race that favours the Beastmaster and Monk classes.

## MAGNADE RACE TRAITS

Magnades have the following race traits.

**Ability Modifiers:** Your Dexterity and Wisdom scores increase by 1 each.

**Medium-Size:** As Medium-sized creatures, Magnades have no bonuses or penalties due to their size.

**Speed:** Magnades base speed is 6 squares.

**Wild Attack:** Magnades gain an extra standard action when *bloodied*. This extra action can only be used on their first turn after becoming *bloodied*, otherwise the opportunity is lost.

**Nature's Calling:** For a number of times per encounter equal to 1 + their Intelligence modifier, Magnades can reroll Survival checks made to traverse forests and caverns, keeping the better of the two rolls. You can only reroll once per turn, however.

**Languages:** Magnades can read/write and speak Magnish and Basic.



## VAJRADHARA

The Vajradhara are a beast-like race that lives on the Wutai Island. They live peacefully alongside the humans that have settled nearby and even took up arms alongside them when they fought the Shinra Electric Power Company during the Wutai War. Most like to live peaceful lives, but there are some who would take up arms to defend their homelands; even go as far as enjoying bloodshed.

Vajradharas are large humanoid beasts that prefer to use primitive weapons, although they are capable of wielding rifles if they come across them.

They have horns and their skin colour ranges from a very light blue to dark purple. Their eye colour is amber, crimson, or brown.

**Play a Vajradhara if you want...**

- ❖ To play a hardy and strong hero.
- ❖ To be a member of a race that is unique in that they are the only large-sized intelligent creatures on the Planet.
- ❖ To be a member of a race that favours the Berserker and Fighter classes.

## VAJRADHARA RACE TRAITS

Vajradharas have the following race traits.

**Ability Modifiers:** Your Strength score increase by 2.

**Large:** As Large-sized creatures, Vajradharas receive a -2 size penalty on all Stealth checks and receive a -2 penalty to their Reflex Defence, but their lifting and carrying limits are double of that of Medium-sized characters.

**Speed:** Vajradhara base speed is 4 squares.

**Natural Armour:** Due to their bulky structure and thick skin, Vajradharas receive a +2 natural armour bonus to their Reflex Defence and Fortitude Defence.

**Blood Aggression:** Vajradhara receive a +3 race bonus to Melee Strike checks when *bloodied*.

**Languages:** Vajradharas can read/write and speak Vajraian and Basic.



## WOLFION

The Wolfion are a near-extinct intelligent species whose place of origin is Cosmo Canyon. They are taught from a young age the Study of Planetary Life and believe themselves to be the planet's defenders. The only known tribe is the Buga tribe, however there is a great possibility that others exist as well.

The Wolfion are a combination of feline and canine. Their appearance is that of a large dog but with a mane like a lion. They have fiery-red skin and a long tail with a flame on the tip. Eye colour differs from black, orange, or yellow. When they reach 4 years old (16 months in human years), the Wolfion receive their first tattoo as a symbol of their being part of the tribe.

**Play a Wolfion if you want...**

- ❖ To play a hero that respects others and show courage in troubled situations.
- ❖ To be a member of a near-extinct race that defends their kin and allies from danger.
- ❖ To be a member of a race that favours the Berserker and Black Mage classes.

## WOLFION RACE TRAITS

Wolfions have the following race traits.

**Ability Modifiers:** Your Strength and Dexterity scores increase by 1 each.

**Medium-Size:** As Medium-Sized creatures, Wolfions have no bonuses or penalties due to their size.

**Speed:** Wolfion Base Speed is 8 squares due to them being quadrupeds.

**Armour Phobic:** Wolfions are only able to equip *armlets, bangles, and headdresses*. *Light* and *heavy* armour are off limits. Wolfions can, however, equip two pieces of armour instead of one, but both pieces of armour cannot belong to the same armour type.

**Natural Weapons:** Wolfions can only attack with their natural weapons and, as such, are proficient with their own natural weapons instead of any other weapon group. Wolfion's bite and claw hit rate is equal to their Strength modifier (minimum 1). Wolfions are unable to equip materia to their natural weapons, and they are unable to take any other Weapon Proficiency.

**Languages:** Wolfions can speak Cosmoian and Basic.



NEW FEATS		
Aggression Initiate	Cha 15	Berserker: Choice of class skill, <i>Rage</i> 1/day
Astro-Blaze	Wolfion	Additional 1 <i>fire</i> when making Melee Strike checks
Axe Mastery	Proficient with axes	+5 to damage rolls with axes
Beast Killer	--	+5 to attacks against animals
Bug Killer	--	+5 to attacks against insects
Companion Combat	Beastmaster, <i>Animal Companion</i> class feature	Animal companion can attack twice as a standard action
Cosmo Memory	Berserker, <i>Sled Fang</i> technique, 46 <sup>th</sup> level	Gain the Cosmo Memory technique
Devil Killer	--	+5 to attacks against aberrations
Dragon Killer	--	+5 to attacks against dragons
Dreadful Fury	Berserker, <i>Rage</i> class feature	Use <i>Rage</i> one additional time per day
Fists of Fury	Magnade	+2 to Melee Strike checks and damage rolls
Improved Hit	--	Increase Hit Rate by 1.
Magical Potent	--	Gain an additional 2 magic points
Man Eater	--	+5 to attacks against humans and non-human races
Mighty Roar	Vajradhara	Target receives a -2 penalty to attacks
Mutant Slayer	--	+5 to attacks against mutants
Power Surge	--	Increase Power Rate by 1.
Rage Awakened	Wolfion	Multi-attack several targets
Spirit Eater	--	+5 to attacks against spirits
Student of the Wild	Wis 15	Beastmaster: Ride skill, <i>Track</i> 1/encounter
Tamer	Magnade	+2 to Ride checks
Weapon Mastery	Vajradhara	Reroll Melee Strike checks
Wild Lore	Beastmaster, Wisdom 15, Survival	Make Survival checks in place of Knowledge checks

# NEW FEATS

These feats expand the list of feats found in Chapter 05 of the Core Rulebook. Whenever you reach a level that grants you a bonus feat, you can select from this list as well.

## AGGRESSION INITIATE [MULTICLASS BERSERKER]

Charisma 15

Select one skill from the berserker's list of class skills. That skill is considered a class skill for you.

Once per day, you can use the berserker's *Rage* class feature.

## ASTRO-BLAZE

Wolfion race

Once per encounter, you can inflict an additional 1d8 points of fire damage to a single enemy target that you have successfully made a Melee Strike check against. You must be within 2 squares from that target in order to use this benefit.

## AXE MASTERY

Proficient with axes

You receive a +5 bonus to damage rolls with axes. The bonus to damage rolls increase to +10 at 25<sup>th</sup> level.

## BEAST KILLER

You receive a +5 bonus to attacks against **Animal** monsters.

## BUG KILLER

You receive a +5 bonus to attacks against **Insect** monsters.

## COMPANION COMBAT

Beastmaster, *Animal Companion* class feature

Your animal companion can make two attacks as a full-round action, however it takes a -5 penalty to each attack.

## COSMO MEMORY

Berserker, *Sled Fang* technique, 46<sup>th</sup> level

You gain the Cosmo Memory technique (see below), which can only be used once per encounter.



## COSMO MEMORY

## TECHNIQUE

**Time** Full-round

**Range** All enemy targets in burst 10

**Check** Spellcasting vs. Magic

**Hit** *necrotic* damage = (your level x 1d4) + number of targets

## DEVIL KILLER

You receive a +5 bonus to attacks against **Aberration** monsters.

## DRAGON KILLER

You receive a +5 bonus to attacks against **Dragon** monsters.

## DREADFUL FURY

**Berserker, Rage class feature**

You can rage one additional time per day. In addition, the extra damage dice from your *Rage* class feature increases from d6s to d8s.

## FISTS OF FURY

**Magnade race**

You receive a +2 bonus to all Melee Strike checks and damage rolls made with unarmed strikes and combat gloves.

## IMPROVED HIT

Increase the Hit Rate of your weapons by 1. You further increase the Hit Rate by 1 at 11<sup>th</sup>, 21<sup>st</sup>, 31<sup>st</sup>, and 41<sup>st</sup> level.

## MAGICAL POTENT

You gain an additional 2 magic points. You gain another additional 2 magic points at 5<sup>th</sup>, 15<sup>th</sup>, 25<sup>th</sup>, 35<sup>th</sup>, and 45<sup>th</sup> levels.

## MAN EATER

You receive a +5 bonus to attacks against **Human** and **Non-Human** races.

## MIGHTY ROAR

**Vajradhara race**

At the start of the encounter, you make a Charisma check against the Will Defence of all enemy targets participating in combat. If the check fails, nothing happens. If the check succeeds, enemy targets receive a -2 penalty to all Melee Strike and Ranged Strike checks, and skill checks

that target you for the remainder of the encounter. This is a mind-affecting fear effect.

## MUTANT SLAYER

You receive a +5 bonus to attacks against **Mutant** monsters.

## POWER SURGE

Increase the Power Rate of your magic by 1. You further increase the Power Rate by 1 at 11<sup>th</sup>, 21<sup>st</sup>, 31<sup>st</sup>, and 41<sup>st</sup> level.

## RAGE AWAKENED

**Wolfion race**

Once per encounter, as a full-round action, you can attack each enemy target that is within a close burst 6 from you only once. You receive a +3 race bonus to the check and damage roll.

## SPIRIT EATER

You receive a +5 bonus to attacks against **Spirit** monsters.

## STUDENT OF THE WILD [MULTICLASS BEASTMASTER]

**Wisdom 15**

The Ride skill is considered a class skill for you.

In addition, you can use the beastmaster's *Track* class feature once per encounter, and you also gain an animal companion.

## TAMER

**Magnade race**

You gain a +2 race bonus to Ride checks made to ride animal-type monsters of Large-size or bigger.

## WEAPON MASTERY

**Vajradhara race**

You can reroll any Melee Strike check, keeping the better of the two rolls. You can only reroll a skill check once per turn.

## WILD LORE

**Beastmaster, Wisdom 15, proficient in Survival**

You can make Survival checks in place of Knowledge checks to know how to navigate through uncivilised areas and wild lands.

# NEW CLASSES

Exclusive for the *World of Monsters* accessory book, these two character classes are available to choose from at character creation.

## BEASTMASTER

Beastmasters have a close bond with nature, and indeed all living things. They see the diminution of the open country sides and forests as both an insult and an infliction on the Planet. They will do everything they can to preserve life, and to keep it whole and pure against those that try to take it away.

## PLAYING A BEASTMASTER

A beastmaster are generally positioned on the back row of fighting, attacking with ranged weaponry and using their animal companion to the best of their advantage. Some have a carefree nature, while others like to use their connection to the wild lands for their own interests.

## EXAMPLES OF BEASTMASTERS IN FINAL FANTASY VII

Cait Sith.

## GAME RULE INFORMATION

Beastmasters have the following game statistics.

### ABILITIES

A beastmaster puts their best ability scores in Dexterity and Wisdom, followed closely by Charisma.

### HIT POINTS

Beastmasters begin play at 1<sup>st</sup> level with a number of hit points equal to 6 + their Constitution score. At each level after 1<sup>st</sup>, beastmasters gain hit points equal to 1d6 + their Constitution modifier.

### MAGIC POINTS

Beastmasters begin play at 1<sup>st</sup> level with a number of magic points equal to their Intelligence score. At each level after 1<sup>st</sup>, beastmasters gain magic points equal to 1d8 + their Intelligence modifier.

## CLASS SKILLS

The beastmaster's list of class skills, along with their associated abilities, are as follows:

*Acrobatics (Dex), Knowledge\* (Int), Perception (Wis), Persuasion (Cha), Ranged Strike (Dex), Ride (Dex), Streetwise (Cha), Survival (Wis), Treat Injury (Wis)*

\*This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Knowledge (bureaucracy) and Knowledge (world lore).

Skill Points at 1<sup>st</sup> level:  $(3 + \text{Int modifier}) \times 4$ .

Skill Points at each additional level:  $3 + \text{Int modifier}$ .

## ENEMY SKILL MATERIA

Beastmasters gain the Enemy Skill materia for free at character creation.

## CLASS FEATURES

All of the following are features of the beastmaster class.

### ARMOUR PROFICIENCY

As a beastmaster, you gain proficiency with the following types of armour: *Armlets, Headdresses, and Light*.

### DEFENCE BONUSES

At 1<sup>st</sup> level, you receive a +1 class bonus to Reflex, Fortitude, Will, and Magic.

At 11<sup>th</sup> level, the class bonus to Defences increase to +2 to Reflex, Fortitude, Will, and Magic.

At 21<sup>st</sup> level, the class bonus to Defences increase to +3 to Reflex, Fortitude, Will, and Magic.

At 31<sup>st</sup> level, the class bonus to Defences increase to +4 to Reflex, Fortitude, Will, and Magic.

At 41<sup>st</sup> level, the class bonus to Defences increase to +5 to Reflex, Fortitude, Will, and Magic.

### BEASTMASTER SPECIALISATION

At 1<sup>st</sup> level, you select one of the following specialist abilities and, once selected, cannot be changed.

THE BEASTMASTER					
LEVEL	CLASS FEATURES	MELEE DAMAGE	RANGED DAMAGE	MAGIC DAMAGE	TRACK
1 <sup>st</sup>	Armour Proficiency, Defence Bonuses, Beastmaster Specialisation, Weapon Proficiency, Enemy Skill Materia, Animal Companion	1d8	1d8	1d4	1/encounter
2 <sup>nd</sup>	Bonus Feat	-	-	-	-
3 <sup>rd</sup>	Beastmaster Technique	-	-	-	2/encounter
4 <sup>th</sup>	Ability Score Increase	-	-	-	-
5 <sup>th</sup>		-	-	-	-
6 <sup>th</sup>	Bonus Feat	-	-	-	-
7 <sup>th</sup>	Beastmaster Technique	-	-	-	-
8 <sup>th</sup>	Ability Score Increase	-	-	-	-
9 <sup>th</sup>		-	-	-	-
10 <sup>th</sup>	Bonus Feat	-	-	-	-
11 <sup>th</sup>	Beastmaster Technique	1d10	1d10	1d6	3/encounter
12 <sup>th</sup>	Ability Score Increase	-	-	-	-
13 <sup>th</sup>		-	-	-	-
14 <sup>th</sup>	Bonus Feat	-	-	-	-
15 <sup>th</sup>	Beastmaster Technique	-	-	-	-
16 <sup>th</sup>	Ability Score Increase	-	-	-	-
17 <sup>th</sup>		-	-	-	-
18 <sup>th</sup>	Bonus Feat	-	-	-	-
19 <sup>th</sup>	Beastmaster Technique	-	-	-	4/encounter
20 <sup>th</sup>	Ability Score Increase	-	-	-	-
21 <sup>st</sup>		1d12	1d12	1d8	-
22 <sup>nd</sup>	Bonus Feat	-	-	-	-
23 <sup>rd</sup>	Beastmaster Technique	-	-	-	-
24 <sup>th</sup>	Ability Score Increase	-	-	-	-
25 <sup>th</sup>		-	-	-	-
26 <sup>th</sup>	Bonus Feat	-	-	-	-
27 <sup>th</sup>	Beastmaster Technique	-	-	-	5/encounter
28 <sup>th</sup>	Ability Score Increase	-	-	-	-
29 <sup>th</sup>		-	-	-	-
30 <sup>th</sup>	Bonus Feat	-	-	-	-
31 <sup>st</sup>	Beastmaster Technique	2d8	2d8	1d10	-
32 <sup>nd</sup>	Ability Score Increase	-	-	-	-
33 <sup>rd</sup>		-	-	-	-
34 <sup>th</sup>	Bonus Feat	-	-	-	-
35 <sup>th</sup>	Beastmaster Technique	-	-	-	6/encounter
36 <sup>th</sup>	Ability Score Increase	-	-	-	-
37 <sup>th</sup>		-	-	-	-
38 <sup>th</sup>	Bonus Feat	-	-	-	-
39 <sup>th</sup>	Beastmaster Technique	-	-	-	-
40 <sup>th</sup>	Ability Score Increase	-	-	-	-
41 <sup>st</sup>		2d10	2d10	1d12	-
42 <sup>nd</sup>	Bonus Feat	-	-	-	-
43 <sup>rd</sup>	Beastmaster Technique	-	-	-	7/encounter
44 <sup>th</sup>	Ability Score Increase	-	-	-	-
45 <sup>th</sup>		-	-	-	-
46 <sup>th</sup>	Bonus Feat	-	-	-	-
47 <sup>th</sup>	Beastmaster Technique	-	-	-	-
48 <sup>th</sup>	Ability Score Increase	-	-	-	-
49 <sup>th</sup>		-	-	-	-
50 <sup>th</sup>	Bonus Feat	-	-	-	-

## SKILL SPECIALIST

You specialise in using your foes' attacks against them.

**Effect:** Select five monster skills. You gain a +5 class bonus to skill checks made to use those skills. In addition, you can select one of those skills as a "Priority Skill", allowing you to reroll checks



made with that skill, keeping the better of the two rolls.

**Penalty:** select five monster skills other than those you select above. You take a -10 penalty to skill checks made with the select monster skills.

## TAMER SPECIALIST

You are gifted at manipulating the wild life for your own pleasures.

**Effect:** You can make a Persuasion check against a single monster in range 8 from you. If the check equals or exceeds the monster's Will Defence, the monster becomes yours to control, and the monster considers you as its ally (save ends).

**Penalty:** If the monster you attempt to control is five levels or more higher than you, the Persuasion check is considered an automatic fail.

**Special:** You can reroll the Persuasion check, keeping the better of the two rolls.

## WEAPON PROFICIENCY

At 1<sup>st</sup> level, you gain proficiency with one weapon group of your choice, and you gain a +2 class bonus when making attacks with weapons belonging to that weapon group. The class bonus increases to +5 at 15<sup>th</sup> level, +7 at 30<sup>th</sup> level, and +10 at 45<sup>th</sup> level.

## BONUS FEATS

At 1<sup>st</sup> level, you gain Enemy Skill Proficiency as a bonus feat. At 2<sup>nd</sup> level, you can select a bonus feat from any of those presented above, or in Chapter 05 of the Core Rulebook, as long as you meet the prerequisites (if any) of the chosen feat.

You gain one additional feat every four levels thereafter (6<sup>th</sup>, 10<sup>th</sup>, 14<sup>th</sup>, 18<sup>th</sup>, etc.).

## ANIMAL COMPANION

You have an animal companion that goes with you wherever you are. The animal you have is chosen from the following list, and the stats can be found in *Appendix A: Animal Companion Stats*.

- ❖ Allemagne (medium-sized)
- ❖ Bagnarada (large-sized)
- ❖ Bandersnatch (medium-sized)
- ❖ Black Bat (small-sized)
- ❖ Chocobo (large-sized)
- ❖ Cokatolis (large-size)
- ❖ Dark Nation (medium-sized)
- ❖ Elfadunk (small-sized)
- ❖ Epiolnis (large-sized)
- ❖ Needle Kiss (small-sized)
- ❖ Toxic Frog (small-sized)

During an encounter, your animal companion has a separate Initiative check, however it is under your command. The animal companion levels up as you level up.

Alternatively, if you are playing as a Mechanite (see the "Shinra's Locker" accessory book), you can have a stuffed animatronic toy instead of an animal companion. The animatronic toy you can use similar to riding an animal or vehicle, and the type of animatronic toy must be selected from those presented below.

- ❖ Chocobo – Increase speed by 4 squares; +5 bonus to Dexterity saving throws; +2 to Initiative rolls.
- ❖ Mog – Increase speed by 4 squares; +5 bonus to Constitution saving throws; increase Hit Rate of unarmed strike by 1.

Stuffed animatronic toys are controlled by megaphones (see "New Equipment", below) and



are considered an “animal companion” for purposes of Beastmaster techniques.

## TRACK

Once per encounter, starting at 1<sup>st</sup> level, you can ignore difficult terrain and move through it normally. You cannot finish your movement in difficult terrain.

At 3<sup>rd</sup> level, you can use this ability twice per encounter, and you can use it one additional time per encounter every eight levels thereafter.

## BEASTMASTER TECHNIQUE

At 3<sup>rd</sup> level, and every four levels thereafter (7<sup>th</sup>, 11<sup>th</sup>, 15<sup>th</sup>, 19<sup>th</sup>, etc.), you gain a beastmaster technique. The technique must be selected from those presented below and, once chosen, cannot be changed.

You can select the same technique more than once. Every time you do, you can use it one additional time per encounter.

### COMPANION CANTRIP

Your companion provides your allies with aid while you attack from afar.

**Time:** Standard.

**Range:** One enemy target in range 8.

**Check:** Ranged Strike vs. Reflex

**Hit:** Target takes damage equal to 2d8 + one-half your level (rounded-down). All allies adjacent to your animal companion are granted a +2 bonus to Reflex Defence until the start of your next turn.

**Special:** 11<sup>th</sup> level: Bonus to Reflex Defence increases to +4.

21<sup>st</sup> level: Bonus to Reflex Defence increases to +6.

31<sup>st</sup> level: Bonus to Reflex Defence increases to +8.

41<sup>st</sup> level: Bonus to Reflex Defence increases to +10.

### CRIPPLING SCREECH

As you make an assault on your foe, your companion makes a noise so loud, it cripples your enemies.

**Time:** Full-round.

**Range:** One enemy target in close burst 6.

**Check:** Ranged Strike vs. Reflex.

**Hit:** 2d10 + your level damage. All enemy targets close burst 4 from your animal companion are infected with the *deafened* and *confuse* conditions (save ends).

**Special:** 11<sup>th</sup> level: Damage increases to 4d10.

21<sup>st</sup> level: Damage increases to 6d10.

31<sup>st</sup> level: Damage increases to 8d10.

41<sup>st</sup> level: Damage increases to 10d10.

## SHIFT STRIKE

As you attack your foe, your companion moves out of the way.

**Time:** Standard.

**Range:** One enemy target in close burst 6.

**Check:** Ranged Strike vs. Reflex.

**Hit:** 2d10 damage. Your animal companion can shift 2 squares. This does not provoke an attack of opportunity.

**Special:** 11<sup>th</sup> level: Damage increases to 3d10.

21<sup>st</sup> level: Damage increases to 4d10.

31<sup>st</sup> level: Damage increases to 5d10.

41<sup>st</sup> level: Damage increases to 6d10.

## WILD KNOCKDOWN

You and your companion are so in tune with each other that you attack in unison.

**Time:** Full-round.

**Range:** One enemy target in range 10.

**Check:** Ranged Strike vs. Reflex.

**Hit:** 2d8 damage. Your animal companion can make an attack against the nearest enemy target.

**Special:** 11<sup>th</sup> level: Damage increases to 3d8.

21<sup>st</sup> level: Damage increases to 4d8.

31<sup>st</sup> level: Damage increases to 5d8.

41<sup>st</sup> level: Damage increases to 6d8.

## ABILITY SCORE INCREASE

Starting at 4<sup>th</sup> level, you can choose to either permanently increase one ability score of your choice by 2 points or permanently increase two ability scores of your choice by 1 each.

You can increase your ability scores again at 8<sup>th</sup> level, then at every four levels thereafter (12<sup>th</sup>, 16<sup>th</sup>, 20<sup>th</sup>, etc.).

## STARTING GIL

Beastmasters begin play with 1d6 x 175 gil.

## BERSERKER

Berserkers are ravage creatures, capable of unleashing terrible pain by letting their emotions boil to the surface. Quick to anger, they act first and think of the consequences later. In any situation, berserkers can be very dangerous as you never know what they will do next.

## PLAYING A BERSERKER

As a berserker, you are at your best when at the front of the action; intimidating your enemies and laying down the law with your own hands. Many

berserkers disregard other people's safety, thinking of themselves and caring only about number one.

## EXAMPLES OF BERSERKERS IN FINAL FANTASY VII

Red XIII, Seto.

## GAME RULE INFORMATION

Berserkers have the following game statistics.

### ABILITIES

A berserker puts their best ability scores in Strength and Constitution, followed closely by Dexterity.

### HIT POINTS

Berserkers begin play at 1<sup>st</sup> level with a number of hit points equal to 12 + their Constitution score. At each level after 1<sup>st</sup>, berserkers gain hit points equal to 1d12 + their Constitution modifier.

### MAGIC POINTS

Berserkers begin play at 1<sup>st</sup> level with a number of magic points equal to their Intelligence score. At

each level after 1<sup>st</sup>, berserkers gain magic points equal to 1d4 + their Intelligence modifier.

### CLASS SKILLS

The berserker's list of class skills, along with their associated abilities, are as follows:

*Athletics (Str), Knowledge\* (Int), Melee Strike (Str), Perception (Wis), Persuasion (Cha), Survival (Wis), Treat Injury (Wis)*

\*This skill actually encompasses a number of unrelated skills. Each time this skill is learned, a specific category must also be chosen. Examples include Knowledge (bureaucracy) and Knowledge (world lore).

Skill Points at 1<sup>st</sup> level:  $(2 + \text{Int modifier}) \times 4$ .

Skill Points at each additional level:  $2 + \text{Int modifier}$ .

### CLASS FEATURES

All of the following are features of the berserker class.

### ARMOUR PROFICIENCY

As a berserker, you gain proficiency with the following types of armour: *Armlets, Bangles, and Headdresses*.



THE BERSERKER						
LEVEL	CLASS FEATURES	MELEE DAMAGE	RANGED DAMAGE	MAGIC DAMAGE	RAGE	BOLSTER STRENGTH
1 <sup>st</sup>	Armour Proficiency, Defence Bonuses, Berserker Specialisation, Weapon Proficiency, Bonus Feat	1d8	1d8	1d4	1/day	+2
2 <sup>nd</sup>	Bonus Feat	-	-	-	-	-
3 <sup>rd</sup>	Berserker Technique	-	-	-	2/day	-
4 <sup>th</sup>	Ability Score Increase	-	-	-	-	-
5 <sup>th</sup>		-	-	-	-	+3
6 <sup>th</sup>	Bonus Feat	-	-	-	-	-
7 <sup>th</sup>	Berserker Technique	-	-	-	-	-
8 <sup>th</sup>	Ability Score Increase	-	-	-	-	-
9 <sup>th</sup>		-	-	-	-	+4
10 <sup>th</sup>	Bonus Feat	-	-	-	-	-
11 <sup>th</sup>	Berserker Technique	1d10	1d10	1d6	3/day	-
12 <sup>th</sup>	Ability Score Increase	-	-	-	-	-
13 <sup>th</sup>		-	-	-	-	+5
14 <sup>th</sup>	Bonus Feat	-	-	-	-	-
15 <sup>th</sup>	Berserker Technique	-	-	-	-	-
16 <sup>th</sup>	Ability Score Increase	-	-	-	-	-
17 <sup>th</sup>		-	-	-	-	+6
18 <sup>th</sup>	Bonus Feat	-	-	-	-	-
19 <sup>th</sup>	Berserker Technique	-	-	-	4/day	-
20 <sup>th</sup>	Ability Score Increase	-	-	-	-	-
21 <sup>st</sup>		1d12	1d12	1d8	-	+7
22 <sup>nd</sup>	Bonus Feat	-	-	-	-	-
23 <sup>rd</sup>	Berserker Technique	-	-	-	-	-
24 <sup>th</sup>	Ability Score Increase	-	-	-	-	-
25 <sup>th</sup>		-	-	-	-	+8
26 <sup>th</sup>	Bonus Feat	-	-	-	-	-
27 <sup>th</sup>	Berserker Technique	-	-	-	5/day	-
28 <sup>th</sup>	Ability Score Increase	-	-	-	-	-
29 <sup>th</sup>		-	-	-	-	+9
30 <sup>th</sup>	Bonus Feat	-	-	-	-	-
31 <sup>st</sup>	Berserker Technique	2d8	2d8	1d10	-	-
32 <sup>nd</sup>	Ability Score Increase	-	-	-	-	-
33 <sup>rd</sup>		-	-	-	-	+10
34 <sup>th</sup>	Bonus Feat	-	-	-	-	-
35 <sup>th</sup>	Berserker Technique	-	-	-	6/day	-
36 <sup>th</sup>	Ability Score Increase	-	-	-	-	-
37 <sup>th</sup>		-	-	-	-	+11
38 <sup>th</sup>	Bonus Feat	-	-	-	-	-
39 <sup>th</sup>	Berserker Technique	-	-	-	-	-
40 <sup>th</sup>	Ability Score Increase	-	-	-	-	-
41 <sup>st</sup>		2d10	2d10	1d12	-	+12
42 <sup>nd</sup>	Bonus Feat	-	-	-	-	-
43 <sup>rd</sup>	Berserker Technique	-	-	-	7/day	-
44 <sup>th</sup>	Ability Score Increase	-	-	-	-	-
45 <sup>th</sup>		-	-	-	-	+13
46 <sup>th</sup>	Bonus Feat	-	-	-	-	-
47 <sup>th</sup>	Berserker Technique	-	-	-	-	-
48 <sup>th</sup>	Ability Score Increase	-	-	-	-	-
49 <sup>th</sup>		-	-	-	-	+14
50 <sup>th</sup>	Bonus Feat	-	-	-	-	-

## DEFENCE BONUSES

At 1<sup>st</sup> level, you receive a +1 class bonus to Reflex Defence and Will Defence, and a +2 class bonus to Fortitude Defence.

At 11<sup>th</sup> level, the class bonus to Defences increase to +2 to Reflex and Will, and +4 to Fortitude.

At 21<sup>st</sup> level, the class bonus to Defences increase to +3 to Reflex and Will, and +6 to Fortitude.

At 31<sup>st</sup> level, the class bonus to Defences increase to +4 to Reflex and Will, and +8 to Fortitude.

At 41<sup>st</sup> level, the class bonus to Defences increase to +5 to Reflex and Will, and +10 to Fortitude.

## BERSERKER SPECIALISATION

At 1<sup>st</sup> level, you select one of the following specialist abilities and, once selected, cannot be changed.

### WEAPON SPECIALIST

You have learnt how to use the weapon you wield effectively.

**Effect:** Whenever you wield a two-handed melee weapon with one hand, you don't take any penalty to Melee Strike checks. In addition, you treat the hit rate of the weapon you are using as though it were 1 point higher.

**Penalty:** You take a -10 penalty to your Reflex Defence until the end of the encounter.

**Special:** 11<sup>th</sup> Level: Penalty is reduced to -7.

21<sup>st</sup> Level: Penalty is reduced to -5.

31<sup>st</sup> Level: Penalty is reduced to -2.

41<sup>st</sup> Level: Penalty is reduced to +0.

### WILDHEART SPECIALIST

You are in touch with your wild side and, as such, know how to better your wits around you.

**Effect:** You can make a Survival check instead of making an Initiative roll to determine your place in the combat sequence.

**Penalty:** If you start combat in a surprise round, you take a -5 penalty to the Survival check. If you are among those that are surprised in the surprise round, you lose your Proficiency bonus to the Survival check.

**Special:** You can reroll the Survival check, keeping the better of the two rolls.

## WEAPON PROFICIENCY

At 1<sup>st</sup> level, you gain proficiency with one weapon group of your choice, and you gain a +2 class bonus when making attacks with weapons

belonging to that weapon group. The class bonus increases to +5 at 15<sup>th</sup> level, +7 at 30<sup>th</sup> level, and +10 at 45<sup>th</sup> level.

## BONUS FEATS

At 1<sup>st</sup> level, you gain a bonus feat. The feat can be selected from any of those presented above, or in Chapter 05 of the Core Rulebook, as long as you meet the prerequisites (if any) of the chosen feat.

You gain one additional feat at 2<sup>nd</sup> level, and every four levels thereafter (6<sup>th</sup>, 10<sup>th</sup>, 14<sup>th</sup>, 18<sup>th</sup>, etc.).

## RAGE

Once per day, as a full-round action, you can fly into a fit of rage. The rage lasts for a number of rounds equal to 1 + your Wisdom modifier (minimum of 1) or until you become unconscious or die. While in a rage, you are infected with the *berserk* condition (see "Conditions" in Chapter 10 of the Core Rulebook). When your rage ends, you fall *prone* until the start of your next turn, and enemy targets in close burst 6 are granted a +5 bonus to attacks against you.

At 3<sup>rd</sup> level, you can rage twice per day, and then one additional time every eight levels thereafter (11<sup>th</sup>, 19<sup>th</sup>, 27<sup>th</sup>, 35<sup>th</sup>, and 43<sup>rd</sup> level).

## BOLSTER STRENGTH

Starting at 1<sup>st</sup> level, as a free action, you grant yourself a +2 bonus to one of the following until the end of your turn: Athletics checks, Melee Strike checks, or damage rolls made with melee weapons. The bonus increases as you level up (see "The Berserker" table, for more information).

You can use this ability a number of times per encounter equal to 1 + your Intelligence modifier. You cannot use this ability while in a fit of rage.

## BERSERKER TECHNIQUE

At 3<sup>rd</sup> level, and every four levels thereafter (7<sup>th</sup>, 11<sup>th</sup>, 15<sup>th</sup>, 19<sup>th</sup>, etc.), you gain a berserker technique. The technique must be selected from those presented below and, once chosen, cannot be changed.

You can select the same technique more than once. Every time you do, you can use it one additional time per encounter.

### BLOOD FANG

You charge and assault your foe, and drain their life essence.

*Can only be used when bloodied.*

**Time:** Full-round.

**Range:** One enemy target in range 12.



## AXES

NAME	SIZE	COST	RANGE	HIT RATE	WEIGHT	DAMAGE TYPE	MATERIA SLOTS
Battle Axe	L	320	5/10	2	3.4 kg	Bludgeoning	1 x linked; 1 x single
Battle Hammer	L	400	5/10	3	3.6 kg	Bludgeoning	1 x linked; 2 x single
Crescent Axe	L	720	5/10	6	4.4 kg	Bludgeoning	3 x linked
Demon Axe	L	180	5/10	1	3.2 kg	Bludgeoning	2 x single
Great Axe	L	640	5/10	5	4.2 kg	Bludgeoning	2 x linked; 2 x single
Grand Baton	L	100	5/10	1	3 kg	Bludgeoning	1 x single
Metal Baton	L	1200	5/10	9	5.6 kg	Bludgeoning	3 x single
Morning Star	L	1120	5/10	9	5.4 kg	Bludgeoning	2 x linked; 2 x single
Mythril Axe	L	480	5/10	3	3.8 kg	Bludgeoning	2 x linked
Rune Axe	L	560	5/10	4	4 kg	Bludgeoning	2 x linked; 1 x single
Shock Hammer	L	1040	5/10	8	5.2 kg	Bludgeoning	2 x linked
Sledgehammer	L	960	5/10	8	5 kg	Bludgeoning	1 x linked; 4 x single
Spiked Baton	L	880	5/10	7	4.8 kg	Bludgeoning	4 x single
Tomahawk	L	800	5/10	6	4.6 kg	Bludgeoning	3 x single
War Hammer	L	1480	5/10	10	5.8 kg	Bludgeoning	3 x linked

**Check:** Melee Strike vs. Reflex.

**Hit:** You move adjacent to the target and deal *force* damage equal to 4d6 + your level. If the check exceeds by 5 or more, you restore hit points equal to the amount of damage dealt to the target.

**Special:** You ignore any difficult terrain that may stand in between you and your target.

## HOWLING MOON

You enhance your battle prowess when in dire need.

*Can only be used with bloodied.*

**Time:** Full-round.

**Range:** You.

**Effect:** You gain a +2 bonus to melee attacks on your next turn. In addition, you gain a +1 bonus to defences.

**Special:** *11<sup>th</sup> Level:* Bonuses increase to +4 and +2 respectively.

*21<sup>st</sup> Level:* Bonuses increase to +6 and +3 respectively.

*31<sup>st</sup> Level:* Bonuses increase to +8 and +4 respectively.

*41<sup>st</sup> Level:* Bonuses increase to +10 and +5 respectively.

## LUNATIC HIGH

You and your allies are filled with a certain urgency.

**Time:** Standard.

**Range:** You and all allies in close burst 8.

**Check:** Spellcasting vs. Will.

**Effect:** Targets are infected with the *haste* condition until the start of your next turn.

**Sustain Move:** The condition lasts until the end of the encounter.

## SLED FANG

In a vicious temper, you charge and assault your foe.

**Time:** Full-round.

**Range:** One enemy target in range 12.

**Check:** Melee Strike vs. Reflex.

**Hit:** You move adjacent to the target and deal *force* damage equal to 4d10 + your level.

**Special:** You ignore any difficult terrain that may stand in between you and your target.

## ABILITY SCORE INCREASE

Starting at 4<sup>th</sup> level, you can choose to either permanently increase one ability score of your choice by 2 points or permanently increase two ability scores of your choice by 1 each.

You can increase your ability scores again at 8<sup>th</sup> level, then at every four levels thereafter (12<sup>th</sup>, 16<sup>th</sup>, 20<sup>th</sup>, etc.).

## STARTING GIL

Berserkers begin play with 1d6 x 200 gil.

## MEGAPHONES

NAME	COST	HIT RATE	MATERIA SLOTS
Battle Trumpet	775	+7	2 x linked, 2 x single
Black M-Phone	550	+5	1 x linked, 4 x single
Blue M-Phone	250	+2	1 x linked
Crystal M-Phone	400	+4	1 x linked, 2 x single
Gold M-Phone	700	+7	2 x linked, 1 x single
Green M-Phone	175	+1	2 x single
Red M-Phone	325	+3	1 x linked, 1 x single
Silver M-Phone	625	+6	2 x linked
Starlight Phone	850	+8	3 x linked
White M-Phone	475	+4	1 x linked, 3 x single
Yellow M-Phone	100	+1	1 x single

# NEW EQUIPMENT

This section describes all new equipment available for the *Final Fantasy VII Roleplaying Game*.

## AXES

Axes are heavy weapons that are generally favoured by fighters and berserkers. They can be dual-wielded, and can also be thrown.

## MEGAPHONES

Megaphones are a vocal instrument used to control the actions of a stuffed animatronic toy. They help increase the hit rate of unarmed strikes, all are considered small-sized, and they all weigh 0.3 kg.

# NEW CAREER PATHS

This section describes new career paths available for the *Final Fantasy VII Roleplaying Game*.

## HUNTER

You have chosen to carve a career out of hunting and destroying monsters threatening the area. You are hired or seek out contracts that generally require eliminating various threats and problems, as set out by your benefactor.

HUNTER		
TIER	RANK POINTS REQUIRED	FEATURES
Novice	0	Hunter's Style
Adept	4	Favoured Target
Trained	8	Target Track
Skilled	12	Favoured Weapon
Master	20	Hunter's Mastery

## PREREQUISITES

- ❖ **Abilities:** Wisdom 16, Constitution 14.
- ❖ **Skill Proficiencies:** Perception +4, Melee Strike +4, Ranged Strike +4, Stealth +4.

## CAREER BENEFITS

- ❖ **Money:** Income varies depending on the contract you take on.

## TIERS

The table above describes the levels of the Hunter career path, along with the number of ranks required to be promoted and the features you gain.

## HUNTER'S STYLE

You have picked up a certain style when fighting monsters and the like. Upon starting your career, you gain one of the following:

- ❖ **Twin Shot:** You can make two ranged attacks as a standard action, however you forfeit your swift action that turn.
- ❖ **Twin Strike:** You can make two melee attacks as a standard action, however you forfeit your swift action that turn.

## FAVOURED TARGET

Select one of the following monster types: *aberration, animal, dragon, insect, mutant, plant, spirit*. You treat the Hit Rate of your weapon as though it were two points higher when inflicting damage on monsters of the selected type.

## TARGET TRACK

Whenever you make a Perception check to use the **Search** aspect of the skill to find tracks, you treat the DC of the check as though it were 5 points less.

## FAVOURED WEAPON

Select one weapon group with which you are proficient with. You may reroll Melee Strike and/or Ranged Strike checks made to attack your **favoured target** using weapons belonging to that weapon group, keeping the better of the two rolls.

## HUNTER'S MASTERY

As a master hunter, you select one of the following benefits gained through your excessive training and experience:

- ❖ +5 bonus to any one Defence score.
- ❖ +3 bonus to Melee Strike and Ranged Strike checks.
- ❖ +5 to Constitution saving throws.

## CHAPTER II — MONSTERS

The Planet is full of creatures many wouldn't come into contact with. They roam on land, in forests, underwater, in sewers, caves, or even in ancient ruins. Monsters make up a large percentage of living beings on the planet.

Monsters come in many forms. Although most monster information uses the same rules and format as for characters, monster entries include some additional rules, unique to monsters. These additional rules are explained below.



# CLIMATE

The natural environment in which a monster lives grants it certain bonuses and penalties. These climates and the associated bonuses/penalties are as follows.

- ❖ **Airborne:** Perception is considered a class skill. Weak against *thunder* damage.
- ❖ **Aquatic:** Athletics is considered a class skill. Gain low-light vision.
- ❖ **Arctic:** +5 species bonus on Constitution saving throws to fend off hunger and thirst. Weak against *fire* damage.
- ❖ **Desert:** +5 species bonus on Constitution saving throws to fend off hunger and thirst. Weak against *water* damage.
- ❖ **Forest:** +5 species bonus on Initiative rolls. Weak against *force* damage.
- ❖ **Grassland:** Survival is considered a class skill. Weak against *poison* damage.
- ❖ **Underground:** Gain Darkvision (8 squares). Weak against *radiant* damage.
- ❖ **Wasteland:** +5 species bonus on Initiative rolls. Weak against *energy* damage.

# MONSTER CHARACTERISTICS

Monsters have the following characteristics.

## TYPE AND LEVEL

Monsters have a type and level, similar to character's class and level. However, their type reflects their appearance to the world at large, rather than training and career choices. Note that a single monster cannot have more than one type. For example, there are no "animal/dragons".

## SPEED

Speed is the amount of distance the monster can cover in one move. If the monster has other modes of movement, these are noted after the main entry. Unless otherwise specified, modes of movement are natural.

**Burrow:** The monster can tunnel through dirt, but not through rock (unless the descriptive text says otherwise).

**Climb:** Monsters with climb speeds gain a +5 species bonus on Athletics checks. The monster must make an Athletics check to climb any wall or slope with a DC of more than 0. If it chooses an accelerated climb, it moves at double the listed

climb speed (or its normal land speed, whichever is less) and makes a single Athletics check at a -5 penalty.

**Fly:** The monster can fly at the listed speed if carrying no more than a medium load. All fly speeds include a note indicating manoeuvrability, as follows.

- ❖ **Perfect:** The monster can perform almost any aerial manoeuvre it wishes. It moves through the air as well as a Human can move over solid ground.
- ❖ **Good:** The monster is very agile in the air (like a housefly or hummingbird), but cannot change direction as readily as those with perfect manoeuvrability.
- ❖ **Average:** The monster can fly as adroitly as a small bird.
- ❖ **Poor:** The monster can fly as well as a large bird.

Monsters that fly can make dive attacks. A dive attack works just like a charge, but the diving monster must move a minimum of 4 squares. It can make claw attacks, but these deal double max damage (a critical hit will deal triple max damage).

**Swim:** A monster with a swim speed can move through water without making Athletics checks. It gains a +5 species bonus on any Athletics check to perform some special action or avoid a hazard.

## HIT POINTS

At 1<sup>st</sup> level, monsters gain a number of hit points equal to their Constitution score. At each level after 1<sup>st</sup>, monsters gain hit points based on their type:

**Aberrations:** 1d12 + Constitution modifier.

**Animals:** 1d10 + Constitution modifier.

**Dragons:** 1d12 + Constitution modifier.

**Humanoids:** 1d8 + Constitution modifier.

**Insects:** 1d6 + Constitution modifier.

**Mutants:** 1d10 + Constitution modifier.

**Plants:** 1d8 + Constitution modifier.

**Spirits:** 1d6 + Wisdom modifier.

## MAGIC POINTS

At each level, monsters gain a number of magic points equal to 1 + their Wisdom modifier.

## ATTACKS

This entry gives all the monster's physical attacks.

**Natural Attacks:** A monster has one or more natural attacks. The Hit Rate is based on their type (see the "Natural Attacks for Monsters" table, for



## MONSTER DAMAGE DIE

MONSTER TYPE	1 <sup>ST</sup> LEVEL			16 <sup>TH</sup> LEVEL			31 <sup>ST</sup> LEVEL			46 <sup>TH</sup> LEVEL		
	MELEE	RANGED	MAGIC	MELEE	RANGED	MAGIC	MELEE	RANGED	MAGIC	MELEE	RANGED	MAGIC
Aberration	1d10	1d8	1d12	2d8	1d12	2d10	2d12	2d10	3d10	3d12	3d10	4d10
Animal	1d8	1d4	1d6	1d12	1d8	1d10	2d10	1d12	2d8	3d10	2d10	2d12
Dragon	1d12	1d6	1d10	2d10	1d10	2d8	3d10	2d8	2d12	4d10	2d12	3d12
Humanoid	1d6	1d6	1d6	1d10	1d10	1d10	2d8	2d8	2d8	2d12	2d12	2d12
Insect	1d4	1d4	1d4	1d8	1d8	1d8	1d12	1d12	1d12	2d10	2d10	2d10
Mutant	1d8	1d8	1d8	1d12	1d12	1d12	2d10	2d10	2d10	3d10	3d10	3d10
Plant	1d4	1d10	1d4	1d8	2d8	1d8	1d12	2d12	1d12	2d10	3d12	2d10
Spirit	1d6	1d12	1d8	1d10	2d10	1d12	2d8	3d10	2d10	2d12	4d10	3d10

## NATURAL ATTACKS FOR MONSTERS\*

ATTACK NAME	ABERRATION	ANIMAL	DRAGON	HUMANOID	INSECT	MUTANT	PLANT	SPIRIT
BITE	3	2	4	3	2	3	2	2
CLAW	2	1	3	3	2	1	1	1
GORE	4	2	1	3	2	1	2	2
SLAM	1	2	2	3	2	3	1	1

\*The table describes Hit Rates of each type of monster of Medium-size. See the “Monster Size Modifiers” table, for how to alter the Hit Rates to reflect larger or smaller monsters.

more information). If a monster has two or more natural weapons, it may make attacks with all of them at no penalty when using the full attack action.

## DAMAGE DIE

Monster’s damage die for melee, ranged, and magic, is based upon their type (see the “Monster Damage Die” table, for more information).

## SPECIAL QUALITIES

This entry lists all the monsters special qualities. If the monster has no special qualities, it does not appear. Details of the most common special qualities are given here, with additional information in the monster’s entries.

**Breathe Underwater:** The monster can breathe underwater normally and cannot drown in water. It has a +4 species bonus on Athletics checks made to swim.

**Camouflage:** The monster blends in with its surroundings, granting a circumstance bonus on Stealth checks in its native environment. See details with each entry.

**Invisibility (spirits only):** The monster can make itself temporarily invisible after being hit by an attack for a number of rounds equal to 1 + its Wisdom modifier. While invisible, all weapon, natural, or unarmed attacks directed at the invisible monster receive a -10 penalty to the skill checks.

**Multiattack:** The monster can make multiple attacks with their natural weapons once per

encounter. Depending on their level, they may have additional uses per encounter. This ability does not stack with feats that grant additional attacks.

**Spawn:** The monster is able to spawn other monsters with the same type. The number of monsters spawned equal to one-half the spawning monster's Wisdom score (rounded down, minimum of 1) and can do this a number of times per encounter equal to its Intelligence modifier (minimum of 1). The spawned monster's levels must be equal or less than the spawning monster's level (a level 15 monster, for example, can only spawn monsters whose total level equals 15 or less).

**Spell Absorption:** The monster absorbs the listed element (energy, fire, force, ice, necrotic, poison, radiant, thunder, wind, or water); restoring the rolled damage to hit points.

**Spell Immunity:** The monster is not affected by the listed elemental damage type or condition (berserk, blind, confuse, instant death, haste, paralysis, petrify, poison, silence, sleep, slow, small, stop, or zombie).

**Spell Resistance:** The monster can resist a certain number from the listed type of damage. The number follows the word “resist”, such as Resist 10 or Resist 20.

**Spell Susceptibility:** The monster takes double damage of the listed element.

**Visionary:** The monster has a special way of perceiving things around them, which are described below. A monster cannot have more than one vision type.

- ❖ **Blindsight:** Using non-visual senses, such as sensitivity to vibrations, scent, acute hearing, or echolocation, the monster manoeuvres and fights as well as a sighted monster. Invisibility and darkness is irrelevant.
- ❖ **Darkvision:** The monster can see up to 8 squares in total darkness. Darkvision is black-and-white only, but it is otherwise like normal sight.
- ❖ **Low-Light Vision:** A monster with low-light vision can see twice as far as normal in poor lighting situations. The monster can still distinguish colours, even in dim light.

## DEFENCES

This entry gives modifiers to the monster's Fortitude, Reflex, Will, and Magic Defences. These scores depend on its type, ability score modifiers, and special qualities.

Monsters gain bonuses to their Defence scores at 1<sup>st</sup> level (see the "Monster Defence Bonuses" table). At 11<sup>th</sup>, 21<sup>st</sup>, 31<sup>st</sup>, and 41<sup>st</sup> level, these bonuses increase by a further +2 and +1 respectively.

**Natural Armour:** Many monsters have thick hides or scales that grant a natural armour bonus to their Reflex Defence. The amount of natural armour equals to one-half the monster's level (rounded down).

### MONSTER SIZE MODIFIERS

SIZE (EXAMPLE)	REFLEX DEFENCE MODIFIER	DIMENSIONS	WEIGHT	HIT POINTS (at 1 <sup>st</sup> level)	HIT RATE MODIFIER*
Colossal (Ruby WEAPON)	-10	5x5 squares	113,637 kg or more	x8	+7
Gargantuan (JENOVA --birth--)	-7	4x4 squares	14,529 to 113,636 kg	x6	+5
Huge (Behemoth)	-5	3x3 squares	1,817 to 14,528 kg	x4	+3
Large (Malboro)	-2	2x2 squares	228 to 1,816 kg	x2	+1
Medium-size (Gagighandi)	+0	1 square	28 to 227 kg	-	+0
Small (Tornado)	+2	1 square	3.7 to 27 kg	½	-1
Tiny (Razor Weed)	+5	1 square	2.3 to 3.6 kg	¼	-2

\*A Hit Rate number cannot fall below 1.

**Terrifying Presence:** The monster has an extremely fierce, intimidating presence; causing its opponents to freeze in fear. When the monster first attacks, it can make a Persuasion check as a swift action to attempt to awe its opponent. The opponent must make an opposed Wisdom saving throw. If the opponent fails, he can only take a move action or standard action on his next turn. If the opponent fails the saving throw by 10 or more, he is considered *immobilised*. The opponent continues to be *immobilised* until he succeeds at a Wisdom saving throw (DC 10), which can only be done at the end of his turn. A monster can only make one Persuasion check in a given encounter.

**Trample:** As a full-round action, the monster can run over a single opponent at least one size category smaller than itself. The monster must move through the opponent's square and end its move in an unoccupied square. When adjacent to an opponent at the beginning of its action, a monster can begin a trampling attack and move normally. A trampled opponent can attempt a Reflex check to halve trampling damage (as noted in the monster's description). The DC of the Reflex check is 10 + the trampling monster's level + the trampling monster's Strength modifier.

## SIZE

A monster's size determines modifiers to its Reflex Defence and certain skill checks. Size can also affect a monster's total hit points.

### MONSTER DEFENCE BONUSES

MONSTER TYPE	DEFENCE BONUSES AT 1 <sup>ST</sup> LEVEL
Aberration	+2 to Fortitude and Magic, +1 to Reflex and Will
Animal	+2 to Fortitude and Will, +1 to Reflex and Magic
Dragon	+2 to Fortitude and Magic, +1 to Reflex and Will
Humanoid	+2 to Reflex and Magic, +1 to Fortitude and Will
Insect	+2 to Fortitude and Reflex, +1 to Magic and Will
Mutant	+2 to Fortitude and Magic, +1 to Reflex and Will
Plant	+2 to Fortitude and Reflex, +1 to Magic and Will
Spirit	+2 to Reflex and Magic, +1 to Fortitude and Will

## FACE/REACH

A monster's size and shape determines its face and reach.

## ABILITIES

This entry gives all six of the monster's ability scores, in order: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Most abilities work exactly as described in Chapter One, with the following exceptions.

**Strength:** Quadrupeds can carry heavier loads than bipedal characters can. To determine a quadruped's carrying capacity limits, take its Strength score and square it. You then multiply it by the appropriate modifier for the monster's size: Tiny  $\frac{3}{4}$ , Small 1, Medium-size  $1\frac{1}{2}$ , Large 3, Huge 6, Gargantuan 12, and Colossal 24. For example, a large monster with a Strength score of 17 will have a carrying capacity of 867 kg ( $17 \times 17 \times 3$ ).

**Intelligence:** Monsters don't generally speak an intelligible language, although monsters with an Intelligence of 8 or higher can learn to understand one or two languages or imitate the languages of others (at the GM's discretion).

## ABILITY SCORES

To determine a monster's ability scores at 1<sup>st</sup> level, you roll 3d8 for Strength, Dexterity, and Constitution, 1d8 for Intelligence, and 2d8 for Wisdom and Charisma. If the monster is of Large-size or bigger, they can double two of their ability scores at 1<sup>st</sup> level.

Monsters increase either two ability scores by two points or one ability score by three points at 4<sup>th</sup> level, and every fourth level thereafter.

Spirits do not have a Constitution score as they are not living creatures. Their Fortitude Defence uses its Strength modifier instead of its Constitution modifier.

## SKILLS

Monsters pick four of the following skills. The selected skills are considered class skills for that monster, while all other skills are cross-class skills.

*Acrobatics (Dex), Athletics (Str), Melee Strike (Str), Perception (Wis), Persuasion (Cha), Ranged Strike (Dex), Spellcasting (Cha), Stealth (Dex), Survival (Wis)*

The monster's skill points they receive at each level is based on their type (see the "Monster Skill points" table, for more information.)

Monsters can also choose from the list of Monster Skills as well as the normal skills. They do not need the Enemy Skill materia to use them, nor do they need the Enemy Skill Proficiency feat.

## SKILL PROFICIENCY BONUSES

The "Max Skill Proficiency Bonuses by Level" table details the maximum skill proficiency bonus a class skill and cross-class skill can have at each level for monsters (see Chapter 4 of the Core Rulebook, for more information of Skill Proficiencies and Skill Points).

### MONSTER SKILL POINTS

MONSTER TYPE	SKILL POINTS PER LEVEL
Aberration	4 + Intelligence score
Animal	2 + Intelligence score
Dragon	4 + Intelligence score
Humanoid	3 + Intelligence score
Insect	1 + Intelligence score
Mutant	3 + Intelligence score
Plant	1 + Intelligence score
Spirit	2 + Intelligence score

## FEATS

Monsters gain a feat at 1<sup>st</sup> level. They gain another bonus feat at 2<sup>nd</sup> level, then one additional feat every four levels thereafter (6<sup>th</sup>, 10<sup>th</sup>, 14<sup>th</sup>, 18<sup>th</sup>, 22<sup>nd</sup>, 26<sup>th</sup>, 30<sup>th</sup>, 34<sup>th</sup>, 38<sup>th</sup>, 42<sup>nd</sup>, 46<sup>th</sup>, and 50<sup>th</sup> level).

### MAX SKILL PROFICIENCY BONUSES BY LEVEL

LEVEL	CLASS SKILLS	CROSS-CLASS SKILLS	CHALLENGE CODE
1 <sup>st</sup> – 5 <sup>th</sup>	+5	+2	A
6 <sup>th</sup> – 10 <sup>th</sup>	+7	+3	B
11 <sup>th</sup> – 15 <sup>th</sup>	+10	+5	C
16 <sup>th</sup> – 20 <sup>th</sup>	+12	+6	D
21 <sup>st</sup> – 25 <sup>th</sup>	+15	+7	E
26 <sup>th</sup> – 30 <sup>th</sup>	+17	+8	F
31 <sup>st</sup> – 35 <sup>th</sup>	+20	+10	G
36 <sup>th</sup> – 40 <sup>th</sup>	+22	+11	H
41 <sup>st</sup> – 45 <sup>th</sup>	+25	+12	I
46 <sup>th</sup> – 50 <sup>th</sup>	+27	+13	J

## CHALLENGE CODE

Every monster has a **Challenge Code** to determine the difficulty of facing it, as well as the amount of XP characters are awarded for beating them.

**Challenge Codes** are explained in detail in Chapter 11 of the **Core Rulebook**. Challenge Codes are based on the monster's level, as shown in the "Max Skill Proficiency Bonuses by Level" table.

# CHAPTER III — CHOCOBO BREEDING

The *Final Fantasy VII Roleplaying Game* wouldn't be complete without the chance for players to breed and use their own flock of Chocobos, and it is up to you, the gamemaster, to provide the means and know-how to do so.

This chapter describes everything you need to know on breeding chocobos; from renting out stables at the Chocobo Farm to capturing them in the wild and racing them at the Chocobo races in the Gold Saucer to boost their levels up. To some, raising Chocobos is a hobby; to others, it is a means to access the most desolate places around the world that cannot be accessed by other means of transport (such as materia caves). To players who enjoyed the whole experience of breeding Chocobos in the video game, this chapter will become their bible.





# RENTING STABLES

Farmer Bill at the Chocobo Farm rents out his stables for the purpose of breeding Chocobos, but it comes with a price. A player character, or group of player characters, can rent out a number of stables (to a maximum of 6) at the cost of 1,000 gil per stable. If there are a group of player characters wishing to rent out stables they can divide up the cost of stable rentals between them. For example, a group of 5 player characters wishing to rent out 6 stables (at the cost of 6,000 gil) decide to split the cost up equally between themselves and pay 1,200 gil each (6,000 gil divided by 5 equals 1,200 gil).

The rental fee must be renewed every three months otherwise the Chocobos living in the rented stables at the time would be forced to be set free in the wild.

# CATCHING WILD CHOCOBOS

Once the players have their stables rented out, it's time to start catching wild Chocobos. Chocobos can be found in various places around the world, and where the players catch them determines the quality of the breed. The different qualities of Chocobos, and where they can be found, are as follows:

QUALITY	AREA
Poor	Midgar marshlands
Mediocre	Junon grasslands
Average	Rocket Town grasslands
Fair	Gold Saucer grasslands
Good	Wutai grasslands
Great	Mideel grasslands
Wonderful	Icicle Lodge snowfields

It is ideal if players have their own means of transport in order to get to the desired places to find the best Chocobo. Please note that it is down to the Gamemaster's discretion to reveal what quality of Chocobo is found in each area. The Gamemaster is free to reveal where Chocobos can be found, however.

Chocobos are found during random encounters with the local wildlife. Only one Chocobo can be in a random encounter at any given time, so it is up to you, the Gamemaster, to decide when the players encounter these birds. Stats for the different qualities of Chocobos can be found at the end of the chapter.

# USING GREENS

Catching wild Chocobos can be a lot less daunting when using their favourite food in order to distract them. When encountering a Chocobo amongst monsters found in the wild, the player's character have to be careful not to make the Chocobo scared, otherwise it will automatically run off the edge of the battle map and any attempts to catching it will be lost. When a random encounter is initiated, the players must first distract the Chocobo by making a Persuasion check against the Chocobo's Will Defence. The player character that makes the check must be within range of the Chocobo (4 squares) in order to do the check without drawbacks (if the player character is more than 4 squares away from the Chocobo, they receive a -5 penalty to the check). The "Greens and their Properties" table states what bonus you gain to the skill check when using the listed green. Using greens are a means of distracting the wild Chocobo. While the Chocobo is feeding, it is completely oblivious to the battle that is happening around it. The type of green used determines how long the Chocobo is distracted for (given in rounds), which is shown on the "Greens and their Properties" table under the column titled "Distracted".

If the check fails, nothing happens. If the check equals the Chocobo's Will Defence, the Chocobo is distracted for a number of rounds determined by the green used, minus one. If the check exceeds the Chocobo's Will Defence, it is distracted for a number of rounds determined by the green used (no penalty or bonus given).

GREENS AND THEIR PROPERTIES				
GREEN	COST (per kg)	BONUS TO PERSUASION CHECK	DISTRACTED	ABILITY SCORE INCREASE
Gysahl	100	+1	1	+1
Krakka	250	+1	2	+1
Tantal	400	+2	4	+1
Pahsana	800	+2	4	+2
Curiel	1,000	+5	6	+2
Mimett	1,500	+5	8	+3
Reagen	3,000	+10	8	+3
Sylkis	5,000	+10	10	+3

# TRAINING CHOCOBOS

Now the players have their Chocobos caught, they need to raise and train them.

Raising Chocobos is completely different to how player characters would level up. Chocobos increase in level after winning three laps on the

long track (or six laps on the short track) at the Chocobo Races. After completing three laps (or six laps in the case of the short track) the Chocobo levels up by one level.

NUTS		
NUT	COST	FERTILITY RATE
Pepio	50	+0
Luchile	75	+1
Sahara	100	+2
Lasan	250	+4
Pram	300	+6
Porov	400	+8
Carob	<sup>1</sup>	+10
Zeio	<sup>2</sup>	+12
<sup>1</sup> The Carob nut can only be stolen off of Vlakorados (see Chapter 02: Monsters).		
<sup>2</sup> The Zeio Nut can only be obtained on Goblin Island, and they're under intense protection by the local Goblins.		

Chocobos don't increase ability scores at every fourth level like player characters. Instead, they increase ability scores by consuming 45 kg of one green. After eating 45 kg of one green, the Chocobo cannot gain an ability score increase by consuming the same green (each green provides an ability score increase only once). For example, a Chocobo eats 45 kg of the Tantal green and gains a +1 ability score increase. If the Chocobo eats another 45 kg of the Tantal green, the green has no effect and the Chocobo receives no further ability score increases from the Tantal green. The "Greens and their Properties" table show how much an ability score is increased by. What ability score is increased is the player's choice.

## FEEDING CHOCOBOS

Greens are the only food chocobos will eat. Failing to feed your chocobos on a daily basis will result in severe repercussions. For each day of negligence towards your chocobos, they must make a Constitution saving throw. If a chocobo fails the saving throw three times, they become *unconscious*, and are unable to recover until it has consumed at least 20 kg of greens.

## RACING CHOCOBOS

Gold Saucer provides the means to race the player's Chocobos. At a cost of 200 gil per race, the Chocobo is entered into the race. The player can only race one Chocobo at a time, and is racing against three other Chocobos during the course of the race (the three Chocobos are controlled by the GM). Each race consists of one lap of the track of

the player's choice (long or short) and winning the race gains the player a prize (if the player finishes second, they gain a runner-up prize). See the "Chocobo Racing: How to Play" guide, for more information on racing Chocobos.

## BREEDING CHOCOBOS

As is the case for real-life mating, it takes a male and female Chocobo to begin the breeding process. As the GM, it is up to you whether the Chocobo the players catch in the wild is either male or female.

Chocobos need to have reached at least A Class (level 31, see below) to be mature enough to start breeding. Any level lower than 31 and the Chocobo is considered too young or infertile.

## NUTS

The player breeds Chocobos by feeding the two participating birds with a nut, which increases the fertility rate. The "Nuts" table give details on what nuts are available to use, the cost of purchasing nuts, and what outcome the nut will provide.

FERTILITY RESULT	
RESULT	BREED CONCEIVED
1-6	Conception failed
7-13	Common
14-16	River
17-19	Mountain
20-25	River-Mountain
26-28	Ocean
29+	Sky

## FERTILITY

To breed the participating Chocobos, the player must roll a d20 and compare the result to the "Fertility Result" table. The nut that the player uses for breeding provides a bonus to the roll (see the "Nuts", for more details). The roll represents one week worth of intense concentration and breeding.

The "Fertility Result" table shows what the outcome of the breeding process and what type of Chocobo is gained. If the player rolls a number between 1 and 6 on the dice, the breeding is a failure, regardless of whatever bonus to the roll the nut gives, and the player is unable to breed the same two Chocobos for at least three days before trying again. The same rule applies even if the Chocobos produce an offspring (that is, the parents are unable to breed with each other or with other Chocobos for at least three days).

Once the offspring has been determined and bred, use the Chocobo Class (below) to finish off the remainder of the creature creation.

**Common (yellow):** The most common breed of Chocobo, these yellow birds are equivalent to the Wonderful Chocobos found in the wild. They have no special abilities other than they are very fast creatures.

**River (blue):** This breed of Chocobo can cross rivers and shallow waters, as well as the ability of moving faster than most sentient beings.

**Mountain (green):** These breed of Chocobos are excellent mountain climbers.

**River-Mountain (black):** These breed of Chocobos inherit the abilities of both the river- and mountain-Chocobo, and also has the ability of moving really fast.

**Ocean (gold):** This Chocobo can move across any form of terrain without penalty (or the need to make an Endurance check) and can even swim across deep oceans.

**Sky (white):** The ultimate breed of Chocobo. These Chocobos have all the abilities of the above breeds, as well as the ability to fly short distances.

## THE CHOCOBO CLASS

All Chocobos have levels in the Chocobo class (a nonheroic class).

Chocobos have an Intelligence score of 4 or 5 due to the fact that they're quite intelligent birds but not enough to be considered a sentient being. They roll their other five ability scores normally. Chocobos do not increase their ability scores every fourth level (see above), nor can they ever multiclass into any of the heroic classes.

Chocobos do not gain any techniques, do not gain Mako Points or Magic Points, and they cannot use Monster Skills or gain bonus feats.

## HIT POINTS

At 1<sup>st</sup> level, Chocobos receive 8 hit points plus their Constitution score. At each level after 1<sup>st</sup>, Chocobos gain 1d8 hit points (the Chocobo's Constitution modifier applies, if any).

## CLASS SKILLS

The following are the list of class skills associated with the Chocobo class

*Acrobatics (Dex), Athletics (Str), Melee Strike (Str), Perception (Wis), Stealth (Dex), Survival (Wis).*

Skill Points per Level: 4 + Intelligence score

## CLASS FEATURES

Chocobos gain the following class features at 1<sup>st</sup> level.

### LARGE

As Large-sized creatures, Chocobos receive a -2 size penalty on all Stealth checks and receive a -2 penalty to their Reflex Defence, but their lifting and carrying limits are double of that of Medium-sized characters.

### NATURAL WEAPONS

A Chocobo has one or more natural weapon attacks (see below). It has a melee damage die of 1d10 at 1<sup>st</sup> level. If a Chocobo has two or more natural weapons, it may make attacks with all of them at no penalty when making an attack as a full round action.

A Chocobo is proficient with its own natural weapons, but not with any other weapon group.

The most common natural weapon attacks for Chocobos are summarised here:

- ❖ **Peck:** A peck's hit rate is determined by the Chocobo's breed: Common, 1; River, 1; Mountain, 2; River-Mountain, 2; Ocean, 2; Sky, 3.
- ❖ **Slam:** The Chocobo batters opponents with an appendage, dealing an amount of bludgeoning damage determined by the Chocobo's slam hit rate: Common, 1; River, 2; Mountain, 2; River-Mountain, 2; Ocean, 3; Sky, 3.
- ❖ **Stomp:** The Chocobo stomps an opponent with its talons, dealing an amount of bludgeoning damage determined by the Chocobo's stomp hit rate: Common, 1; River, 2; Mountain, 2; River-Mountain, 3; Ocean, 3; Sky, 4.

### BREED TRAITS

Chocobos gain additional bonuses and traits depending on its breed, as summarised below:

- ❖ **Common:** May reroll Initiative but must keep the second result, even if it's worse.
- ❖ **River:** +2 species bonus on Athletics checks made to swim; may reroll Initiative but must keep the second result, even if it's worse.
- ❖ **Mountain:** +2 species bonus on Athletics checks made to climb; may reroll Initiative but must keep the second result, even if it's worse.
- ❖ **River-Mountain:** +4 species bonus on Athletics checks; may reroll Initiative but

must keep the second result, even if it's worse.

- ❖ **Ocean:** +4 species bonus on Athletics checks; may reroll Initiative but must keep the

second result, even if it's worse; +2 species bonus to all Defences.

- ❖ **Sky:** +4 species bonus on Athletics checks; may reroll Initiative but must keep the second result, even if it's worse; +2 species bonus to all Defences; *perfect* flight speed of 8 squares.

## THE CHOCOBO

LEVEL	CLASS FEATURES	MELEE DAMAGE
1 <sup>st</sup>	Large, Natural Weapons, Breed Traits, Breed Modifiers	1d10
2 <sup>nd</sup>		-
3 <sup>rd</sup>		-
4 <sup>th</sup>	Hit Rate Increase	-
5 <sup>th</sup>		-
6 <sup>th</sup>		-
7 <sup>th</sup>		-
8 <sup>th</sup>	Hit Rate Increase	-
9 <sup>th</sup>		-
10 <sup>th</sup>		-
11 <sup>th</sup>		1d12
12 <sup>th</sup>	Hit Rate Increase	-
13 <sup>th</sup>		-
14 <sup>th</sup>		-
15 <sup>th</sup>	B Class	-
16 <sup>th</sup>	Hit Rate Increase	-
17 <sup>th</sup>		-
18 <sup>th</sup>		-
19 <sup>th</sup>		-
20 <sup>th</sup>	Hit Rate Increase	-
21 <sup>st</sup>		2d8
22 <sup>nd</sup>		-
23 <sup>rd</sup>		-
24 <sup>th</sup>	Hit Rate Increase	-
25 <sup>th</sup>		-
26 <sup>th</sup>		-
27 <sup>th</sup>		-
28 <sup>th</sup>	Hit Rate Increase	-
29 <sup>th</sup>		-
30 <sup>th</sup>	A Class	-
31 <sup>st</sup>		2d10
32 <sup>nd</sup>	Hit Rate Increase	-
33 <sup>rd</sup>		-
34 <sup>th</sup>		-
35 <sup>th</sup>		-
36 <sup>th</sup>	Hit Rate Increase	-
37 <sup>th</sup>		-
38 <sup>th</sup>		-
39 <sup>th</sup>		-
40 <sup>th</sup>	Hit Rate Increase	-
41 <sup>st</sup>		2d12
42 <sup>nd</sup>		-
43 <sup>rd</sup>		-
44 <sup>th</sup>	Hit Rate Increase	-
45 <sup>th</sup>	S Class	-
46 <sup>th</sup>		-
47 <sup>th</sup>		-
48 <sup>th</sup>	Hit Rate Increase	-
49 <sup>th</sup>		-
50 <sup>th</sup>		-

## HIT RATE INCREASE

At 4<sup>th</sup> level, and every four levels thereafter, the chocobo can increase the hit rate of one of its attacks by 1.

## B CLASS

At 15<sup>th</sup> level, the chocobo has gained enough racing experience and has increased to 'B' class. The chocobo receives a +5 bonus to its hit points and a +5 bonus to any one of its Defences (Reflex, Fortitude, Will, or Magic).

## A CLASS

At 30<sup>th</sup> level, the chocobo has gained enough racing experience and has increased to 'A' class. The chocobo receives a +10 bonus to its hit points and a +5 bonus to any one of its Defences (Reflex, Fortitude, Will, or Magic).

The bonus to Defence cannot apply to the same Defence score selected when reaching 'B' class.

## S CLASS

At 45<sup>th</sup> level, the chocobo has gained enough racing experience and has increased to 'S' class. The chocobo receives a +20 bonus to its hit points and a +5 bonus to any one of its Defences (Reflex, Fortitude, Will, or Magic).

The bonus to Defence cannot apply to the same Defence score selected when reaching 'B' class and 'A' class.

## CHOCOBO BREED MODIFIERS

BREED	ABILITY MODIFIERS	MODIFIER TO REFLEX DEFENCE
Sky	+8 Str, +8 Dex, +10 Con	+10
Ocean	+6 Str, +6 Dex, +5 Con	+7
River-Mountain	+4 Str, +4 Dex, +2 Con	+5
Mountain	+2 Str, +2 Dex, +1 Con	+2
River	+1 Str, +1 Dex	+1
Common	None	+0

## BREED MODIFIERS

Chocobos gain modifiers to their ability scores and Reflex Defence, as shown on the "Chocobo Breed Modifiers" table.

# APPENDIX A: ANIMAL COMPANIONS

This appendix contains statistics for animal companions that a beastmaster can choose from at character creation.

Here is a quick reference at the benefits animal companions gain when levelling up (Chocobo follows their own Chocobo Class, see above):

- ❖ Increase hit points by 1d10 + Con modifier each level after 1<sup>st</sup>.
- ❖ Increase magic points by 1 + Wis modifier each level after 1<sup>st</sup>.
- ❖ Defences increase at 11<sup>th</sup>, 21<sup>st</sup>, 31<sup>st</sup>, and 41<sup>st</sup> level (+2 to Fort and Will, +1 to Ref and Mag).
- ❖ Damage Die increases by two steps at 16<sup>th</sup>, 31<sup>st</sup>, and 46<sup>th</sup> levels (d4 to d8, 1d10 to 2d8 etc).
- ❖ Gain skill points each level equal to 2 + Wisdom modifier.
- ❖ Increase two ability scores by 2 each at 4<sup>th</sup> level, and every four levels thereafter (cannot increase Intelligence).
- ❖ Gain a bonus feat at 2<sup>nd</sup> level, then every four levels thereafter (Chocobo doesn't gain any bonus feats after 1<sup>st</sup> level).

## ALLEMAGNE

Wild Allemagne are a large bat-like creature that nests deep within dark caves and old ruins. They usually attack in groups but some may be on their own if their numbers are dwindling. Just watch out for a giant single eye glowing in the dark.



ALLEMAGNE				Medium Animal 1	
DEFENCES Ref 14; Fort 16; Will 15; Mag 8					
HIT POINTS 18			BLOODIED: 9		
MAGIC POINTS 4			INITIATIVE: +3		
SPEED 6 squares (fly; <i>average</i> )			Senses: <i>Darkvision</i>		
STR	DEX	CON	INT	WIS	CHA
18 (+4)	17 (+3)	18 (+4)	4 (-3)	16 (+3)	6 (-2)
SKILLS Acrobatics +4, Melee Strike +6; Perception +5, Spellcasting +5					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d8		1d4		1d6	
FEATS Magic Training (Constitution)					
ATTACKS					
Bite: <i>Melee Attack</i> : +6 to hit; Hit Rate: 2; one target; Hit: 2d8; piercing damage.					
Gore: <i>Melee Attack</i> : +6 to hit; Hit Rate: 2; one target; Hit: 2d8; piercing damage.					
Spell Immunity					
Allemagne has no effect against the following: <i>force</i> damage, <i>silence</i> , <i>slow</i> , and <i>stop</i> .					
Spell Susceptibility					
Allemagne receives double damage when hit by the following damage types: <i>wind</i> .					
Poison Breath					
Magic Attack: +5 to hit; Power Rate: 2; MP Cost: 4; Range: 6; all enemy targets in blast 4; Hit: 2d6; <i>poison</i> damage.					
Affected targets must make a DC 13 Constitution saving throw. If the saving throw fails, targets are infected with the <i>poisoned</i> condition.					
At 11 <sup>th</sup> , 21 <sup>st</sup> , 31 <sup>st</sup> , and 41 <sup>st</sup> level, Poison Breath's Power Rate increases by 1, and the MP Cost increases by 3.					

## BAGNARADA

Wild Bagnaradas are a turtle-like species that live in mountain-tops and cliff-tops. They are generally fought individually however it is not unusual to see two attacking.



BAGNARADA			Large Animal 1		
DEFENCES Ref 13; Fort 19; Will 16; Mag 9					
HIT POINTS 44			BLOODIED: 22		
MAGIC POINTS 4			INITIATIVE: +1		
SPEED 4 squares					
STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	22 (+6)	4 (-3)	16 (+3)	6 (-2)
SKILLS Athletics +6, Melee Strike +7, Perception +4, Survival +5					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d8		1d4		1d6	
FEATS Improved Defences					
ATTACKS					
<b>Bite:</b> <i>Melee Attack</i> : +7 to hit; Hit Rate: 3; one target; Hit: 3d8; piercing damage.					
<b>Claw:</b> <i>Melee Attack</i> : +7 to hit; Hit Rate: 2; one target; Hit: 2d8; slashing damage.					
<b>Spell Immunity</b>					
Bagnarada has no effect against the following: <i>berserk, confuse, fire damage, silence, sleep, slow, small, and stop.</i>					
<b>Pounce</b>					
If Bagnarada moves 4 squares straight towards a creature and then hits it with a claw attack on the same turn, that target is knocked prone if the attack exceeds its Reflex Defence by 5 or more. If the target is prone, Bagnarada can make one bite attack against it as a swift action.					
<b>Aura (1/day)</b>					
Bagnarada can choose to reduce a single attack against it to 0 as a reaction, causing no damage whatsoever. Can use one additional time per day every fifth level (5 <sup>th</sup> , 10 <sup>th</sup> , 15 <sup>th</sup> , 20 <sup>th</sup> , etc.).					
<i>Bagnarada gains a natural armour bonus to Reflex Defence equal to one-half its level (rounded-down)</i>					

## BANDERSNATCH

Wild Bandersnatches are a wolf-like species that is said to be a distant relative of Wolfions. They are pack hunters and are never encountered individually.



BANDERSNATCH			Medium Animal 1		
DEFENCES Ref 13; Fort 16; Will 15; Mag 8					
HIT POINTS 18			BLOODIED: 9		
MAGIC POINTS 4			INITIATIVE: +2		
SPEED 6 squares					
STR	DEX	CON	INT	WIS	CHA
18 (+4)	14 (+2)	18 (+4)	4 (-3)	16 (+3)	6 (-2)
SKILLS Athletics +6, Melee Strike +7, Perception +4, Survival +5					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d8		1d4		1d6	
FEATS Melee Training (Constitution)					
ATTACKS					
<b>Bite:</b> <i>Melee Attack</i> : +7 to hit; Hit Rate: 2; one target; Hit: 2d8; piercing damage.					
<b>Claw:</b> <i>Melee Attack</i> : +7 to hit; Hit Rate: 1; one target; Hit: 1d8; slashing damage.					
<b>Spell Immunity</b>					
Bandersnatch has no effect against the following: <i>berserk, confuse, ice damage, paralysis, petrify, silence, sleep, slow, small, and stop.</i>					
<b>Growl</b>					
Whenever Bandersnatch makes a bite attack against a creature, that target must succeed on a DC 13 Charisma saving throw or become paralysed. If the target is paralysed, Bandersnatch can make a claw attack against another creature adjacent to the main target as a swift action. This doesn't trigger an attack of opportunity.					
<b>Damage Transfer (1/day)</b>					
While Bandersnatch is grappling a creature, it takes only half damage dealt to it, and the creature grappled by Bandersnatch takes the other half. Can use one additional time per day every fifth level (5 <sup>th</sup> , 10 <sup>th</sup> , 15 <sup>th</sup> , 20 <sup>th</sup> , etc.).					

## BLACK BAT

The wild Black Bat is generally home to caves and in cellars or attics. They will attack in groups and are well averse to synchronised attacks.





BLACK BAT				Small Animal 1	
DEFENCES Ref 14; Fort 16; Will 15; Mag 8					
HIT POINTS 9			BLOODIED: 4		
MAGIC POINTS 4			INITIATIVE: +3		
SPEED 4 squares (fly; <i>average</i> )				Senses: <i>Darkvision</i>	
STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	18 (+4)	4 (-3)	16 (+3)	6 (-2)
SKILLS Acrobatics +5, Melee Strike +7, Perception +4, Stealth +5					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d8		1d4		1d6	
FEATS Melee Training (Constitution)					
ATTACKS					
Bite: <i>Melee Attack</i> : +7 to hit; Hit Rate: 1; one target; Hit: 1d8; piercing damage.					
Slam: <i>Melee Attack</i> : +7 to hit; Hit Rate: 1; one target; Hit: 1d8; bludgeoning damage.					
Spell Immunity					
Black Bat has no effect against the following: <i>berserk, confuse, force damage, paralysis, petrify, silence, sleep, slow, small, and stop.</i>					
Spell Susceptibility					
Black Bat receives double damage when hit by the following damage types: <i>wind</i> and <i>radiant</i> .					
Blood Suck (1/encounter)					
As a standard action, Black Bat can absorb health from a single creature in Range 8. The target must make a DC 13 Constitution saving throw. On a failed saving throw, Black Bat absorbs hit points from the target equal to the target's Constitution score. Can use one additional time per encounter every fifth level (5 <sup>th</sup> , 10 <sup>th</sup> , 15 <sup>th</sup> , 20 <sup>th</sup> , etc.).					

## CHOCOBO

The most common breed of chocobo, they can be found in all four corners of the planet; grazing in the open fields. It is thought that a single *WARK* from a chocobo means they are content.



CHOCOBO			Large Chocobo 1		
DEFENCES Ref 11; Fort 12; Will 10; Mag 7					
HIT POINTS 22			BLOODIED: 11		
MAGIC POINTS ---			INITIATIVE: +3		
SPEED 6 squares					
STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	14 (+2)	5 (-3)	10 (+0)	12 (+1)
SKILLS Acrobatics +4, Athletics +3, Melee Strike +4, Perception +5, Stealth +2, Survival +2					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d10		---		---	
FEATS Skill Focus (Perception)					
ATTACKS					
<b>Peck:</b> <i>Melee Attack:</i> +4 to hit; Hit Rate: 1; one target; Hit: 1d10; piercing damage.					
<b>Slam:</b> <i>Melee Attack:</i> +4 to hit; Hit Rate: 1; one target; Hit: 1d10; bludgeoning damage.					
<b>Stomp:</b> <i>Melee Attack:</i> +4 to hit; Hit Rate: 1; one target; Hit: 1d10; bludgeoning damage.					
Spell Immunity					
Chocobo has no effect against the following: <i>berserk, confuse, paralysis, petrify, silence, sleep, slow, small, and stop.</i>					
Common Breed Trait					
Chocobo can reroll Initiative, keeping the better of the two rolls.					
Multiattack (1/encounter)					
Can use its peck, slam, and stomp attack as a full-round action. Can use one additional time per encounter every fifth level (5 <sup>th</sup> , 10 <sup>th</sup> , 15 <sup>th</sup> , 20 <sup>th</sup> , etc.).					

## COKATOLIS

Large birds with unusual strength, Wild Cokatolis can be seen on cliff-tops and in open fields. They normally won't attack unless they feel threatened. Cokatolis do not fly.



COKATOLIS			Large Animal 1		
DEFENCES Ref 11; Fort 19; Will 16; Mag 9					
HIT POINTS 44			BLOODIED: 22		
MAGIC POINTS 4			INITIATIVE: +1		
SPEED 6 squares					
STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	22 (+6)	4 (-3)	16 (+3)	6 (-2)
SKILLS Melee Strike +7, Perception +4, Stealth +3, Survival +4					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d8		1d4		1d6	
FEATS Improved Defences					
ATTACKS					
Gore: <i>Melee Attack</i> : +7 to hit; Hit Rate: 3; one target; Hit: 3d8; piercing damage.					
Slam: <i>Melee Attack</i> : +7 to hit; Hit Rate: 3; one target; Hit: 3d8; bludgeoning damage.					
Spell Immunity					
Cokatolis has no effect against the following: <i>berserk, confuse, force damage, paralysis, petrify, silence, sleep, slow, small, and stop.</i>					
Bird Kick					
If Cokatolis moves 4 squares straight towards a creature and then hits it with a gore attack on the same turn, that target is inflicted with the <i>paralysis</i> condition if the attack exceeds its Reflex Defence by 5 or more. If the target is paralysed, Cokatolis can make one slam attack against it as a swift action.					
Petrify Smog					
Cokatolis can select a single target in Range 8 from its position. The target must make a DC 13 Dexterity saving throw. On a failed saving throw, the target is infected with the <i>petrify</i> condition. On a successful saving throw, the target can shift 1 square and the Cokatolis must end its turn.					

## DARK NATION

Dark Nations are the more tamed breed of Hounds, and make great attack dogs. Their black fur coat helps them survive extreme temperatures.



DARK NATION			Medium Animal 1		
DEFENCES Ref 14; Fort 16; Will 10; Mag 8					
HIT POINTS 18			BLOODIED: 9		
MAGIC POINTS 4			INITIATIVE: +3		
SPEED 6 squares					
STR	DEX	CON	INT	WIS	CHA
16 (+3)	17 (+3)	18 (+4)	4 (-3)	16 (+3)	6 (-2)
SKILLS Athletics +3, Melee Strike +5, Perception +4, Spellcasting +6, Stealth +4					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d8		1d4		1d6	
FEATS Magic Training (Constitution)					
ATTACKS					
Bite: <i>Melee Attack</i> : +5 to hit; Hit Rate: 2; one target; Hit: 2d8; piercing damage.					
Claw: <i>Melee Attack</i> : +5 to hit; Hit Rate: 1; one target; Hit: 1d8; slashing damage.					
Spell Immunity					
Dark Nation has no effect against the following: <i>berserk, confuse, paralysis, petrify, silence, sleep, slow, small, stop</i> , and <i>thunder</i> damage.					
Barrier (1/encounter)					
Dark Nation can cast <i>barrier</i> on a single ally in Range 6 from its position. At the cost of 4 magic points, the ally is granted total cover for 1d6 rounds.					
At 16 <sup>th</sup> , 31 <sup>st</sup> , and 46 <sup>th</sup> level, the MP Cost increases by 4 as the number of rounds the spell remains in effect for increases to 1d10, 2d8, and 2d12 respectively.					
Thunder					
Magic Attack: +4 to hit; Power Rate: 2; MP Cost: 4; Range: 6; one enemy target in blast 1; Hit: 2d6; <i>thunder</i> damage.					
At 11 <sup>th</sup> and 21 <sup>st</sup> level, Thunder upgrades to Thundara and Thundaga respectively. MP Cost doubles each time, and the Power Rate increases by 2 each time as well. At 31 <sup>st</sup> and 41 <sup>st</sup> level, the Power Rate further increases by 1.					

## ELFADUNK

Elfadunks resemble baby blue elephants in appearance and can be encountered in small groups in large areas of open grasslands. Their main form of attack is to shower their foes with a jet of water from their trunk.



ELFADUNK			Small Animal 1		
DEFENCES Ref 16; Fort 16; Will 15; Mag 8					
HIT POINTS 9			BLOODIED: 4		
MAGIC POINTS 4			INITIATIVE: +3		
SPEED 4 squares					
STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	18 (+4)	4 (-3)	16 (+3)	6 (-2)
SKILLS Melee Strike +3, Perception +4, Stealth +5, Survival +4					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d8		1d4		1d6	
FEATS Improved Hit					
ATTACKS					
Slam: <i>Melee Attack</i> : +3 to hit; Hit Rate: 2; one target; Hit: 2d8; bludgeoning damage.					
Spell Immunity					
Elfadunk has no effect against the following: <i>berserk, confuse, paralysis, petrify, silence, sleep, slow, small, and stop.</i>					
Shower (1/encounter)					
Elfadunk can eject a burst of water from its trunk in a Range 8 from its position and hit all enemy targets in a blast 4. The targets must succeed at DC 13 Dexterity saving throw. If the saving throw fails, the target takes 4d4 <i>water</i> damage (the target takes half damage on a successful saving throw). Can use one additional time per encounter every fifth level (5 <sup>th</sup> , 10 <sup>th</sup> , 15 <sup>th</sup> , 20 <sup>th</sup> , etc.).					
At 11 <sup>th</sup> , 21 <sup>st</sup> , 31 <sup>st</sup> , and 41 <sup>st</sup> level, the damage die increases by 1 step (d4 to d6, d6 to d8, d8 to d10, and d10 to d12).					

EPIOLNIS

Epiolnis are one of the more common animals seen throughout the many open countryside fields around the planet. They are seen in small flocks and tend to attack on impulse.



EPIOLNIS			Large Animal 1		
DEFENCES Ref 11; Fort 19; Will 16; Mag 9					
HIT POINTS 44			BLOODIED: 22		
MAGIC POINTS 4			INITIATIVE: +1		
SPEED 6 squares					
STR	DEX	CON	INT	WIS	CHA
20 (+5)	12 (+1)	22 (+6)	4 (-3)	16 (+3)	6 (-2)
SKILLS Melee Strike +7, Perception +4, Stealth +3, Survival +4					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d8		1d4		1d6	
FEATS Improved Defences					
ATTACKS					
<b>Gore:</b> <i>Melee Attack:</i> +7 to hit; Hit Rate: 3; one target; Hit: 3d8; piercing damage.					
<b>Slam:</b> <i>Melee Attack:</i> +7 to hit; Hit Rate: 3; one target; Hit: 3d8; bludgeoning damage.					
<b>Spell Absorption</b>					
Epiolnis absorbs <i>poison</i> damage. Any damage that has <i>poison</i> as its damage type restores Epiolnis' health.					
<b>Acid Rain (1/encounter)</b>					
Epiolnis makes a ranged attack against all enemy targets in range 8 of its position. If the attack equals or exceeds the targets' Fortitude Defence, the targets take 5d4 <i>poison</i> damage. The targets are infected with the <i>poison</i> condition if the attack exceeds by 5 or more. Can use one additional time per encounter every fifth level (5 <sup>th</sup> , 10 <sup>th</sup> , 15 <sup>th</sup> , 20 <sup>th</sup> , etc.).					
At 11 <sup>th</sup> , 21 <sup>st</sup> , 31 <sup>st</sup> , and 41 <sup>st</sup> level, the damage die increases by 1 step (d4 to d6, d6 to d8, d8 to d10, and d10 to d12).					

NEEDLE KISS

The Needle Kiss are a near-extinct bird that inhabits the mountain-side passages of Mt. Nibel and Corel. They will always attack as a flock and can unleash a deadly bolt of lightning on their prey.



NEEDLE KISS			Small Animal 1		
DEFENSES Ref 16; Fort 16; Will 15; Mag 8					
HIT POINTS 9			BLOODIED: 4		
MAGIC POINTS 4			INITIATIVE: +3		
SPEED 6 squares (fly; <i>good</i> )					
STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	18 (+4)	4 (-3)	16 (+3)	6 (-2)
SKILLS Melee Strike +5, Perception +4, Spellcasting +6, Stealth +4					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d8		1d4		1d6	
FEATS Magic Training (Constitution)					
ATTACKS					
Gore: <i>Melee Attack</i> : +5 to hit; Hit Rate: 1; one target; Hit: 1d8; piercing damage.					
<b>Spell Immunity</b>					
Needle Kiss has no effect against the following: <i>force</i> damage, <i>paralysis</i> , <i>stop</i> , and <i>thunder</i> damage.					
<b>Spell Susceptibility</b>					
Needle Kiss receives double damage when hit by the following damage types: <i>wind</i> .					
<b>Thunder Kiss (1/encounter)</b>					
Magic Attack: +6 to hit; Power Rate: 3; MP Cost: 4; Range: 6; one enemy target in blast 1; Hit: 3d6; <i>thunder</i> damage.					
At 11 <sup>th</sup> and 21 <sup>st</sup> level, Thunder Kiss' MP Cost doubles each time, and the Power Rate increases by 2 each time as well. At 31 <sup>st</sup> and 41 <sup>st</sup> level, the Power Rate further increases by 1.					

# TOXIC FROG

Toxic Frogs may seem like innocent creatures but they possess the ability to make their enemies fall asleep and feel 6-inches tall; literally.



TOXIC FROG			Small Animal 1		
DEFENCES Ref 16; Fort 16; Will 15; Mag 8					
HIT POINTS 9			BLOODIED: 4		
MAGIC POINTS 4			INITIATIVE: +3		
SPEED 4 squares					
STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	18 (+4)	4 (-3)	16 (+3)	6 (-2)
SKILLS Frog Song +6, Melee Strike +3, Perception +4, Spellcasting +5, Survival +4					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d8		1d4		1d6	
FEATS Magic Training (Constitution)					
ATTACKS					
Gore: <i>Melee Attack</i> : +3 to hit; Hit Rate: 1; one target; Hit: 1d8; piercing damage.					
Spell Immunity					
Toxic Frog has no effect against the following: <i>berserk</i> , <i>confuse</i> , <i>petrify</i> , <i>silence</i> , <i>sleep</i> , <i>slow</i> , <i>small</i> , and <i>stop</i> .					
Spell Absorption					
Whenever Toxic Frog is dealt <i>force</i> damage, the damage is absorbed instead.					
Spell Susceptibility					
Toxic Frog receives double damage when hit by the following damage types: <i>ice</i> .					
Frog Song					
Toxic Frog gains the Frog Song monster skill for free, and it is considered a class skill.					
Bio					
Magic Attack: +5 to hit; Power Rate: 2; MP Cost: 4; Range: 6; one enemy target in blast 1; Hit: 2d6; <i>poison</i> damage.					
At 11 <sup>th</sup> and 21 <sup>st</sup> level, Bio upgrades to Biora and Bioga respectively. MP Cost doubles each time, and the Power Rate increases by 2 each time as well. At 31 <sup>st</sup> and 41 <sup>st</sup> level, the Power Rate further increases by 1.					



# APPENDIX B: MONSTER STATISTICS

This appendix contains statistics for all monsters seen across the Compilation of Final Fantasy VII. The monsters are listed in alphabetical order, regardless of type or level.

## 2-FACED

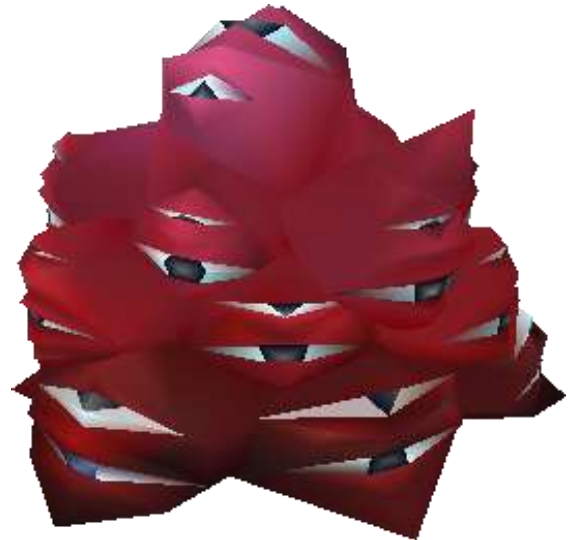
2-Faced are strange creatures in that it will never attack a target on its own initiative. It will only counterattack if it itself is the target of an attack.



2-FACED			Small Aberration 9		
DEFENCES Ref 19; Fort 18; Will 18; Mag 13					
HIT POINTS 55 (8d12 + 23)			BLOODIED: 27		
MAGIC POINTS 36			INITIATIVE: +3		
SPEED 4 squares ( <i>float</i> )			FIGHTING SPACE 1		
STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	15 (+2)	4 (-3)	17 (+3)	2 (-4)
SKILLS Perception +10, Ranged Strike +9, Stealth +9					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d10		1d8		1d12	
FEATS Improved Hit, Improved Initiative, Ranged Training (Wisdom)					
ATTACKS					
<b>Slam:</b> <i>Ranged Attack</i> : +9 to hit; Hit Rate: 2; Range: 8 squares; one target; Hit: 2d8 (9); bludgeoning damage; MP cost: 4.					
<b>Spell Immunity</b>					
2-Faced has no effect against the following: <i>confuse</i> , <i>force damage</i> , <i>paralysis</i> , <i>small</i> , and <i>stop</i> .					
<b>Visionary</b>					
2-Faced has low-light vision.					
<b>Self-Elimination</b>					
After three rounds have passed, if 2-Faced isn't reduced to 0 hit points, it will use either <i>Curaga</i> on all player characters in close burst 8 or <i>Self-Destruct</i> on one player character in ranged 6. Both situations will cause 2-Faced to drop to 0 hit points automatically, and all allies do not receive any XP for the encounter.					
Roll 1d4:					
❖ <b>1 or 3:</b> <i>Curaga</i> - Restores a number of hit points equal to 5d12.					
❖ <b>2 or 4:</b> <i>Self-Destruct</i> - Reduce one target's hit points by three-quarters.					
Challenge Code B (500 XP)					

## 8 EYE

8 Eyes are large red blobs with eight eyes covering its body. They are more commonly found in sewage systems and under-city caverns. 8 Eyes don't have much of a physical attack, however they do like draining their victim's hit points.



8 EYE			Small Aberration 15		
DEFENCES Ref 22; Fort 23; Will 25; Mag 18					
HIT POINTS 105 (14d12 + 65)			BLOODIED: 52		
MAGIC POINTS 105			INITIATIVE: +3		
SPEED 4 squares			FIGHTING SPACE 1		
STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	18 (+4)	4 (-3)	23 (+6)	2 (-4)
SKILLS Perception +19, Spellcasting +19, Survival +16					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d10		1d8		1d12	
FEATS Improved Initiative, Magic Training (Wisdom), Skill Focus (Perception, Spellcasting), Toughness					
Spell Immunity					
8 Eye has no effect against the following: <i>berserk</i> , <i>confuse</i> , <i>silence</i> , and <i>stop</i> .					
Visionary					
8 Eye has low-light vision.					
Eyesight (4/encounter)					
8 Eye releases a piercing glare through its multiple eyes, which deals damage to a single target in range 10 equal to 4d8. If the selected target's level is less than 8 Eye's level by 5 or more, the damage equals to 7d8.					
Drain					
Magic Attack: +19 to hit; Power Rate: 5; MP Cost: 12; Range: 8; one enemy target in blast 1; Hit: 5d8 (12); 8 Eye absorbs the damage.					
Challenge Code C (1,000 XP)					

## ACROPHIES

Acrophies is a reptile-like creature that lives deep within the Corral valley. They are brave enough to attack travellers individually and may be considered a strong opponent if not possessing the right equipment.



ACROPHIES				Large Animal 17	
DEFENCES Ref 19; Fort 28; Will 24; Mag 16					
HIT POINTS 236 (16d10 + 140)				BLOODIED: 118	
MAGIC POINTS 51				INITIATIVE: +1	
SPEED 4 squares				FIGHTING SPACE 2x2	
STR	DEX	CON	INT	WIS	CHA
23 (+6)	12 (+1)	22 (+6)	3 (-4)	14 (+2)	3 (-4)
SKILLS Melee Strike +18, Perception +17, Spellcasting +17, Survival +11					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d12		1d8		1d10	
FEATS Improved Hit, Magic Training (Wisdom), Skill Focus (Perception, Spellcasting, Survival)					
ATTACKS					
Claw: <i>Melee Attack</i> : +18 to hit; Hit Rate: 4; one target; Hit: 4d12 (15); slashing damage.					
<i>Spell Immunity</i>					
Acrophies has no effect against the following: <i>berserk, confuse, paralysis, petrify, silence, sleep, slow, small, stop, water damage, and wind damage</i>					
<i>Multiattack (4/encounter)</i>					
Can use its claw attack twice as a full-round action. Can use one additional time per encounter every fifth level (20 <sup>th</sup> , 25 <sup>th</sup> , 30 <sup>th</sup> , 35 <sup>th</sup> , etc.).					
<i>Huge Tidal Wave</i>					
<i>Magic Attack: Unblockable</i> (automatic hit); Power Rate: 8; MP Cost: 15; Range: 12; all targets in blast 10; Hit: 8d10 (17); <i>water damage</i> .					
<i>Isogin Smog</i>					
Acrophies can exhale a cloud of green fog from its mouth upon all enemy targets in range 10. Make a Spellcasting check. If the check equals or exceeds the target's Fortitude Defence, the targets are inflicted with the <i>blind</i> and <i>confuse</i> conditions (save ends).					
Challenge Code D (2,000 XP)					

## APS

Aps lives in the sewers below the sector 6 slums. It was a discarded science experiment of Shinra and was taken in as a pet by Don Corneo. Its only source of food is those that the Don sends down in the sewers.

APS				Large Mutant 9	
DEFENCES Ref 20*; Fort 18; Will 16; Mag 14					
HIT POINTS 112 (8d10 + 44)				BLOODIED: 56	
MAGIC POINTS 18				INITIATIVE: +1	
SPEED 4 squares				FIGHTING SPACE 2x2	
STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	6 (-2)	13 (+1)	8 (-1)
SKILLS Melee Strike +13, Perception +8, Spellcasting +6, Survival +7					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d8		1d8		1d8	
FEATS Improved Hit, Skill Focus (Melee Strike, Survival)					
ATTACKS					
Claw: <i>Melee Attack</i> : +13 to hit; Hit Rate: 3; one target; Hit: 3d8 (10); slashing damage.					
<i>Spell Immunity</i>					
Aps has no effect against the following: <i>berserk, confuse, paralysis, petrify, silence, sleep, slow, small, and stop</i>					
<i>Visionary</i>					
Aps has low-light vision.					
<i>Sewer Tsunami</i>					
<i>Magic Attack: Unblockable</i> (automatic hit); Power Rate: 5; MP Cost: 9; Range: 12; all targets in blast 10; Hit: 5d8 (12); <i>water damage</i> .					
Roll 1d4:					
❖ <b>1 or 3:</b> Tsunami attacks from behind Aps. Aps receives an additional +2 die of damage.					
❖ <b>2 or 4:</b> Tsunami attacks from behind enemy targets. Targets receives an additional +2 die of damage.					
<i>Multiattack (2/encounter)</i>					
Can use its claw attack twice as a full-round action. Can use one additional time per encounter every fifth level (10 <sup>th</sup> , 15 <sup>th</sup> , 20 <sup>th</sup> , 25 <sup>th</sup> , etc.).					
Challenge Code B (500 XP)					
*+4 natural armour bonus					



## BAD RAP

Bad Raps are JENOVA DNA samples that have been given a life of their own due to its parasitic nature. They are found in containments within several mako reactors, as well as within Shinra's Science Department.





BAD RAP			Medium Aberration 19		
DEFENCES Ref 22; Fort 27; Will 23; Mag 22					
HIT POINTS 216 (18d12 + 90)			BLOODIED: 108		
MAGIC POINTS 57			INITIATIVE: +3		
SPEED 4 squares (fly; good)			FIGHTING SPACE 1		
STR	DEX	CON	INT	WIS	CHA
12 (+1)	12 (+1)	18 (+4)	8 (-1)	15 (+2)	6 (-2)
SKILLS Melee Strike +19, Perception +13, Spellcasting +19, Stealth +10					
MELEE DIE		RANGED DIE		MAGIC DIE	
2d8		1d12		2d10	
FEATS Improved Initiative, Magic Training (Constitution), Melee Training (Constitution), Skill Focus (Melee Strike, Spellcasting, Stealth)					
ATTACKS					
Gore: <i>Melee Attack</i> : +19 to hit; Hit Rate: 4; one target; Hit: 8d8 (15); piercing damage.					
<i>Spell Immunity</i>					
Bad Rap has no effect against the following: <i>berserk</i> , <i>confuse</i> , <i>petrify</i> , <i>silence</i> , and <i>small</i>					
<i>Spell Absorption</i>					
Whenever Bad Rap is dealt <i>poison</i> damage, the damage is absorbed instead.					
<i>Multiattack (4/encounter)</i>					
Can use its gore attack twice as a full-round action. Can use one additional time per encounter every fifth level (20 <sup>th</sup> , 25 <sup>th</sup> , 30 <sup>th</sup> , 35 <sup>th</sup> , etc.).					
<i>Biora</i>					
<i>Magic Attack</i> : +19 to hit; Power Rate: 4; MP Cost: 8; Range: 6; one enemy target in blast 1; Hit: 8d10 (17); <i>poison</i> damage.					
At 21 <sup>st</sup> level, Biora upgrades to Bioga. MP Cost doubles and the Power Rate increases by 2 as well. At 31 <sup>st</sup> and 41 <sup>st</sup> level, the Power Rate further increases by 1.					
Challenge Code D (2,000 XP)					

## BATTERY CAP

Battery Caps are fungi that were brought to life through mako pollution. They reside in forests near places that have a mako reactor, with the exception of Midgar, whose surrounding area has become a barren wasteland due to severe mako pollution.



BATTERY CAP				Small Plant 8	
DEFENCES Ref 20; Fort 16; Will 16; Mag 11					
HIT POINTS 44 (7d8 + 5)				BLOODIED: 22	
MAGIC POINTS 16				INITIATIVE: +4	
SPEED None ( <i>immobile</i> )				FIGHTING SPACE 1	
STR	DEX	CON	INT	WIS	CHA
5 (-3)	19 (+4)	10 (+0)	2 (-4)	12 (+1)	7 (-2)
SKILLS Perception +8, Ranged Strike +14, Spellcasting +9					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d4		1d10		1d4	
FEATS Improved Hit, Magic Training (Dexterity), Skill Focus (Ranged Strike)					
ATTACKS					
Gore (Seed Shot): <i>Ranged Attack</i> : +14 to hit; Hit Rate: 2; Range: 8 squares; one target; Hit: 2d10 (11); piercing damage.					
Spell Immunity					
Battery Cap has no effect against the following: <i>confuse</i> and <i>small</i>					
Four Laser					
Magic Attack: +9 to hit; Power Rate: 8; MP Cost: 8; Range: 4; one enemy target in blast 1; Hit: 8d4 (11); <i>energy</i> damage.					
Challenge Code B (500 XP)					

## BEACHPLUG

Beachplugs resemble odd-looking shellfish with abnormally long tentacles. They are normally found on beaches around the Costa del Sol area.



BEACHPLUG				Medium Aberration 8	
DEFENCES Ref 19; Fort 21; Will 17; Mag 14					
HIT POINTS 110 (7d12 + 55)				BLOODIED: 55	
MAGIC POINTS 24				INITIATIVE: +3	
SPEED 6 squares ( <i>ground</i> ); 4 squares ( <i>swim</i> )				FIGHTING SPACE 1	
STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+3)	20 (+5)	8 (-1)	15 (+2)	4 (-3)
SKILLS Athletics +11, Big Guard +12, Melee Strike +10, Spellcasting +12					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d10		1d8		1d12	
FEATS Magic Training (Constitution), Skill Focus (Big Guard, Melee Strike)					
ATTACKS					
<b>Bite:</b> <i>Melee Attack:</i> +10 to hit; Hit Rate: 3; one target; Hit: 3d10 (12); piercing damage.					
<b>Breath Underwater</b>					
Beachplug can breathe underwater normally and cannot drown in water. It has a +4 species bonus on Athletics checks made to swim.					
<b>Spell Resistance</b>					
Beachplug has Resist 10 <i>ice</i> .					
<b>Visionary</b>					
Beachplug has darkvision (4 squares).					
<b>Blizzard</b>					
<i>Magic Attack:</i> +12 to hit; Power Rate: 2; MP Cost: 4; Range: 6; one enemy target in blast 1; Hit: 2d12 (13); <i>ice</i> damage.					
At 11 <sup>th</sup> and 21 <sup>st</sup> level, Blizzard upgrades to Blizzara and Blizzaga respectively. MP Cost doubles each time, and the Power Rate increases by 2 each time as well. At 31 <sup>st</sup> and 41 <sup>st</sup> level, the Power Rate further increases by 1.					
Challenge Code B (500 XP)					

## BEHEMOTH

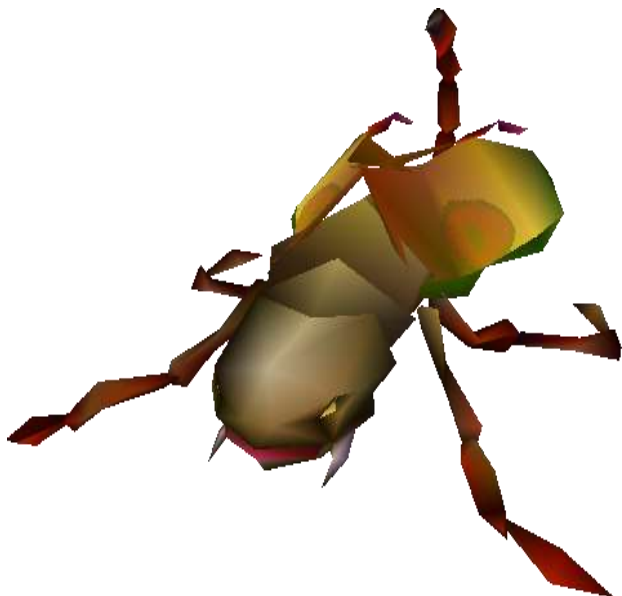
Found in the Midgar wastelands and in the northern cave, behemoths are usually seen in large herds and are the biggest carnivores on the planet. They attack everyone and anyone on sight, and are even known to attack each other; but this is mainly to do with male dominance over the pack.

BEHEMOTH				Huge Animal 23	
DEFENCES Ref 29*; Fort 30; Will 26; Mag 19					
HIT POINTS 386 (22d10 + 254)				BLOODIED: 193	
MAGIC POINTS 92				INITIATIVE: +4	
SPEED 8 squares				FIGHTING SPACE 2x6	
STR	DEX	CON	INT	WIS	CHA
25 (+7)	12 (+1)	25 (+7)	4 (-3)	16 (+3)	6 (-2)
SKILLS Melee Strike +22, Perception +21, Shadow Flare +8, Spellcasting +22, Survival +13					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d12		1d8		1d10	
FEATS Advantageous Attack, Improved Hit, Improved Initiative, Magic Training (Constitution), Skill Focus (Perception, Shadow Flare, Survival)					
ATTACKS					
Claw: <i>Melee Attack</i> : +22 to hit; Hit Rate: 7; one target; Hit: 7d12 (18); slashing damage.					
Gore: <i>Melee Attack</i> : +22 to hit; Hit Rate: 8; one target; Hit: 8d12 (19); piercing damage.					
Terrifying Presence					
Behemoth has an extremely fierce, intimidating presence; causing its opponents to freeze in fear. When behemoth first attacks, it can make a Persuasion check as a swift action to attempt to awe its opponent. The opponent must make an opposed Wisdom saving throw. If the opponent fails, he can only take a move action or standard action on his next turn. If the opponent fails the saving throw by 10 or more, he is considered <i>immobilised</i> . The opponent continues to be <i>immobilised</i> until he succeeds at a Wisdom saving throw (DC 10), which can only be done at the end of his turn. Behemoth can only make one Persuasion check in a given encounter.					
Spell Immunity					
Behemoth has no effect against the following: <i>berserk</i> , <i>silence</i> , <i>sleep</i> , and <i>slow</i>					
Multiattack (5/encounter)					
Can use its claw and gore attack as a full-round action. Can use one additional time per encounter every fifth level (25 <sup>th</sup> , 30 <sup>th</sup> , 35 <sup>th</sup> , 40 <sup>th</sup> , etc.).					
Flare					
Magic Attack: +22 to hit; Power Rate: 9; MP Cost: 30; Range: 8; all enemy targets in blast 4; Hit: 9d10 (18); <i>fire</i> damage.					
Challenge Code E (4,000 XP)					
*+11 natural armour bonus					



## BIZARRE BUG

One of the more common beasts found roaming the Wutai continent, bizarre bugs can be difficult to spot as they can blend into their environment very well.



### BIZARRE BUG

### Small Insect 14

**DEFENCES** Ref 24; **Fort** 18; **Will** 21; **Mag** 15

**HIT POINTS** 69 (13d6 - 4)

**MAGIC POINTS** 56

**BLOODIED:** 34

**INITIATIVE:** +5

**SPEED** 4 squares (*ground*); 6 squares (*fly*; *good*)

**FIGHTING SPACE** 1

STR	DEX	CON	INT	WIS	CHA
12 (+1)	17 (+3)	9 (-1)	4 (-3)	16 (+3)	6 (-2)

**SKILLS** Melee Strike +14, Perception +13, Survival +16

MELEE DIE	RANGED DIE	MAGIC DIE
1d4	1d4	1d4

**FEATS** Improved Hit, Improved Initiative, Skill Focus (Melee Strike, Survival)

#### ATTACKS

**Slam:** *Melee Attack:* +14 to hit; Hit Rate: 3; one target; Hit: 3d4 (6); bludgeoning damage.

#### Spell Immunity

Bizarre Bug has no effect against the following: *berserk*, *confuse* and *small*

#### Toxic Powder (3/encounter)

Bizarre Bug emits a venomous scent that engulfs all enemy targets in a blast 8. The targets must make a DC 13 Constitution saving throw. If the saving throw is successful, nothing happens. If the saving throw fails, the target takes 10d4 *poison* damage. If the saving throw fails by 5 or more, the target is inflicted with the *poisoned* condition. Can use one additional time per encounter every fifth level (15<sup>th</sup>, 20<sup>th</sup>, 25<sup>th</sup>, 30<sup>th</sup>, etc.).

**Challenge Code** C (1,000 XP)



### BOMB

### Medium Spirit 9

**DEFENCES** Ref 18; **Fort** 18; **Will** 18; **Mag** 12

**HIT POINTS** 47 (8d6 + 15)

**MAGIC POINTS** 27

**BLOODIED:** 23

**INITIATIVE:** +3

**SPEED** 4 squares (*fly*; *average*)

**FIGHTING SPACE** 1

STR	DEX	CON	INT	WIS	CHA
15 (+3)	14 (+2)	---	2 (-4)	15 (+2)	11 (+0)

**SKILLS** Perception +9, Ranged Strike +9, Spellcasting +10

MELEE DIE	RANGED DIE	MAGIC DIE
1d6	1d12	1d8

**FEATS** Improved Hit, Improved Initiative, Magic Training (Strength)

#### ATTACKS

**Slam:** *Ranged Attack:* +9 to hit; Hit Rate: 2; Range: 8 squares; one target; Hit: 2d12 (13); bludgeoning damage.

#### Spell Immunity

Bomb has no effect against the following: *berserk*, *confuse*, *fire* damage, *force* damage, *paralysis*, *small*, and *stop*

#### Bomb Blast

If Bomb's hit points are not dropped to 0 after being attacked three times, it will self-destruct, inflicting 9d8 (16) *energy* damage to all creatures in close blast 12 from its position. All creatures not dropped to 0 hit points by this attack fall *prone*.

If Bomb self-destructs, all XP associated with it is not awarded.

#### Fire

*Magic Attack:* +10 to hit; Power Rate: 2; MP Cost: 4; Range: 6; one enemy target in blast 1; Hit: 2d8 (9); *fire* damage.

At 11<sup>th</sup> and 21<sup>st</sup> level, Fire upgrades to Fira and Firaga respectively. MP Cost doubles each time, and the Power Rate increases by 2 each time as well. At 31<sup>st</sup> and 41<sup>st</sup> level, the Power Rate further increases by 1.

**Challenge Code** B (500 XP)

## BOMB

Bombs are fire spirits with an unusual, yet deadly, defence mechanism. Once they are hit three times, they explode and the force of the explosion is more than enough to inflict severe damage on its prey.

## BOTTOMSWELL

Bottomswell are aquatic predators with their sheer velocity and power. They can cause severe tidal waves; however this also injures themselves as well as their enemies.

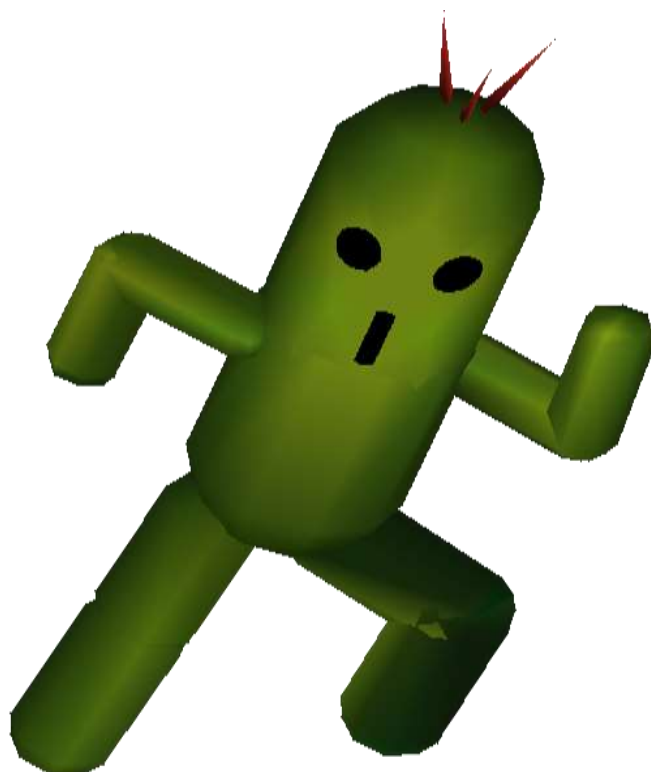


BOTTOMSWELL				Huge Animal 11	
DEFENCES Ref 19; Fort 23; Will 20; Mag 13					
HIT POINTS 208 (10d10 + 148)				BLOODIED: 104	
MAGIC POINTS 44				INITIATIVE: +5	
SPEED 8 squares ( <i>swim</i> )				FIGHTING SPACE 3x7	
STR	DEX	CON	INT	WIS	CHA
26 (+8)	17 (+3)	22 (+6)	4 (-3)	16 (+3)	6 (-2)
SKILLS Melee Strike +18, Perception +16, Spellcasting +13, Survival +13					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d8		1d4		1d6	
FEATS Improved Hit, Improved Initiative, Magic Training (Strength), Skill Focus (Perception)					
ATTACKS					
<b>Gore:</b> <i>Melee Attack:</i> +18 to hit; Hit Rate: 7; one target; Hit: 7d8 (14); piercing damage.					
<b>Slam:</b> <i>Melee Attack:</i> +18 to hit; Hit Rate: 7; one target; Hit: 7d8 (14); bludgeoning damage.					
<b>Spell Immunity</b>					
Bottomswell has no effect against the following: <i>berserk</i> , <i>confuse</i> , <i>force</i> damage, <i>paralysis</i> , <i>petrify</i> , <i>silence</i> , <i>small</i> , and <i>stop</i>					
<b>Spell Susceptibility</b>					
Bottomswell receives double damage when hit by the following damage types: <i>wind</i> .					
<b>Big Wave</b>					
<i>Magic Attack: Unblockable</i> (automatic hit); Power Rate: 6; MP Cost: 9; Range: 12; all targets in blast 10; Hit: 6d6 (11); <i>water</i> damage.					
<b>Waterpolo</b>					
<i>Magic Attack:</i> +13 to hit; MP Cost: 8; Range: 10; one enemy target in blast 1; inflicts <i>paralysis</i> and <i>stop</i> (save ends); Bottomswell drains 4d6 (9) hit points from target at the start of their turn.					
Challenge Code C (1,000 XP)					

## CACTUAR

Cactuars are creatures that resemble cactuses. They only live in the Corel desert or on their namesake Cactus Island. They are the only monster that would instinctively run away from a fight.

CACTUAR			Small Plant 20		
DEFENCES Ref 29 (42*); Fort 22; Will 28; Mag 17					
HIT POINTS 96 (19d8 + 5)			BLOODIED: 48		
MAGIC POINTS 160			INITIATIVE: +5		
SPEED 8 squares			FIGHTING SPACE 1		
STR	DEX	CON	INT	WIS	CHA
10 (+0)	20 (+5)	10 (+0)	2 (-4)	24 (+7)	7 (-1)
SKILLS Melee Strike +22, Perception +22, Ranged Strike +14, Survival +19					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d8		2d8		1d8	
FEATS Improved Hit, Melee Training (Wisdom), Skill Focus (Melee Strike, Perception, Ranged Strike)					
ATTACKS					
Gore: <i>Melee Attack</i> : +22 to hit; Hit Rate: 3; one target; Hit: 3d8 (10); bludgeoning damage.					
Spell Immunity					
Cactuar has no effect against the following: <i>berserk</i> , <i>confuse</i> , <i>fire</i> damage, <i>force</i> damage, <i>ice</i> damage, <i>paralysis</i> , <i>petrify</i> , <i>radiant</i> damage, <i>silence</i> , <i>sleep</i> , <i>slow</i> , <i>small</i> , <i>stop</i> , <i>thunder</i> damage, and <i>water</i> damage					
100 Needles (1/encounter)					
Cactuar can fire an array of needles at all enemy targets in a close burst 8 of its position, dealing 100 points of piercing damage on a successful Ranged Strike check.					
Challenge Code D (2,000 XP)					
*Reflex is 42 if the average party level is 30 or higher.					



## CASTANETS

Castanets can be found in the old Mythrill Mines; living in colonies and attack anyone who they deem a threat to their survival. Their loud scuttering movements can be heard echoing around the caverns.





CASTANETS				Small Insect 7	
DEFENCES Ref 21; Fort 13; Will 14; Mag 10					
HIT POINTS 27 (6d6 + 3)				BLOODIED: 13	
MAGIC POINTS 7				INITIATIVE: +4	
SPEED 4 squares				FIGHTING SPACE 1	
STR	DEX	CON	INT	WIS	CHA
6 (-2)	19 (+4)	6 (-2)	2 (-4)	11 (+0)	3 (-4)
SKILLS Melee Strike +11, Perception +10, Stealth +11					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d4		1d4		1d4	
FEATS Improved Hit, Melee Training (Dexterity), Skill Focus (Perception)					
ATTACKS					
<b>Bite:</b> <i>Melee Attack</i> : +11 to hit; Hit Rate: 2; one target; Hit: 2d4 (5); piercing damage.					
<b>Claw:</b> <i>Melee Attack</i> : +11 to hit; Hit Rate: 2; one target; Hit: 2d4 (5); slashing damage.					
<b>Spell Immunity</b>					
Castanets has no effect against the following: <i>paralysis</i> , <i>small</i> , and <i>stop</i>					
<b>Spell Susceptibility</b>					
Castanets receives double damage when hit by the following damage types: <i>fire</i> .					
<b>Visionary</b>					
Castanets has darkvision (4 squares).					
Challenge Code B (500 XP)					

## CRAWLER

Found within the Mythrill Mines near the Chocobo farm, Crawlers hunt in packs and generally like to infect their prey with a cold chill emitted from their mouth.



CRAWLER				Medium Insect 7	
DEFENCES Ref 18; Fort 14; Will 16; Mag 10					
HIT POINTS 33 (6d6 + 4)				BLOODIED: 16	
MAGIC POINTS 21				INITIATIVE: +3	
SPEED 6 squares				FIGHTING SPACE 1	
STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	9 (-1)	3 (-4)	14 (+2)	5 (-3)
SKILLS Melee Strike +10, Perception +9, Spellcasting +9, Stealth +10					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d4		1d4		1d4	
FEATS Magic Training (Dexterity), Melee Training (Dexterity), Skill Focus (Spellcasting)					
ATTACKS					
Bite: <i>Melee Attack</i> : +10 to hit; Hit Rate: 2; one target; Hit: 2d4 (5); piercing damage.					
Spell Resistance					
Crawler has Resist 10 to <i>ice</i> damage.					
Spell Susceptibility					
Crawler receives double damage when hit by the following damage types: <i>force</i> .					
Visionary					
Crawler has darkvision (4 squares).					
Cold Breath					
<i>Magic Attack</i> : +9 to hit; Power Rate: 4; MP Cost: 7; Range: 8; one enemy target; Hit: 4d4 (7); <i>ice</i> damage.					
Challenge Code B (500 XP)					

## DEATH CLAW

Mutilated corpses that roam the northern crater, Death Claws don't attack in groups; choosing instead to hunt for themselves on their own.



DEATH CLAW			Medium Mutant 25		
DEFENCES Ref 27; Fort 26; Will 26; Mag 22					
HIT POINTS 180 (24d10 + 36)			BLOODIED: 90		
MAGIC POINTS 75			INITIATIVE: +6		
SPEED 6 squares			FIGHTING SPACE 1		
STR	DEX	CON	INT	WIS	CHA
20 (+5)	16 (+3)	12 (+1)	5 (-3)	15 (+2)	8 (-1)
SKILLS Melee Strike +23, Perception +20, Spellcasting +17, Stealth +10					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d12		1d12		1d12	
FEATS Improved Defences, Improved Hit, Improved Initiative, Skill Focus (Melee Strike, Perception, Stealth, Spellcasting)					
ATTACKS					
Claw: <i>Melee Attack</i> : +23 to hit; Hit Rate: 4; one target; Hit: 4d12 (15); slashing damage.					
<i>Spell Immunity</i>					
Death Claw has no effect against the following: <i>slow</i> , and <i>stop</i>					
<i>Visionary</i>					
Death Claw has low-light vision.					
<i>Multiattack (6/encounter)</i>					
Can use its claw attack twice as a full-round action. Can use one additional time per encounter every fifth level (30 <sup>th</sup> , 35 <sup>th</sup> , 40 <sup>th</sup> , etc.).					
<i>Death</i>					
<i>Magic Attack</i> : +17 to hit; MP Cost: 20; Range: 8; one enemy target; Hit: Drops target's hit points to 0; target is <i>dying</i> and is <i>helpless</i> .					
Challenge Code E (4,000 XP)					

## DEMON'S GATE

Demon's Gate is the guardian of the Temple of the Ancients. Created thousands of years prior to the events of *Final Fantasy VII*, The Cetra devised a way to protect their religious sects from unwanted guests and intruders. Demon's Gate was the answer to that question.

DEMON'S GATE			Gargantuan Aberration 22		
DEFENCES Ref 27*; Fort 29; Will 25; Mag 21					
HIT POINTS 470 (21d12 + 240)			BLOODIED: 235		
MAGIC POINTS 66			INITIATIVE: +2		
SPEED None ( <i>immobile</i> )			FIGHTING SPACE 12x1		
STR	DEX	CON	INT	WIS	CHA
20 (+5)	8 (-1)	20 (+5)	4 (-3)	15 (+2)	13 (+1)
SKILLS Melee Strike +23, Perception +20, Spellcasting +23					
MELEE DIE		RANGED DIE		MAGIC DIE	
2d8		1d12		2d10	
FEATS Improved Defences, Improved Initiative, Magic Training (Constitution), Skill Focus (Melee Strike, Perception, Spellcasting), Toughness					
ATTACKS					
Claw: <i>Melee Attack</i> : +23 to hit; Hit Rate: 7; one target; Reach: 8 squares; Hit: 14d8 (21); slashing damage.					
Spell Immunity					
Demon's Gate has no effect against the following: <i>berserk</i> , <i>confuse</i> , <i>paralysis</i> , <i>petrify</i> , <i>poison</i> damage, <i>silence</i> , <i>sleep</i> , <i>slow</i> , <i>small</i> , and <i>stop</i> .					
Spell Resistance					
Demon's Gate has Resist 10 to <i>force</i> damage.					
Visionary					
Demon's Gate has darkvision (7 squares).					
Terrifying Presence					
Demon's Gate has an extremely fierce, intimidating presence; causing its opponents to freeze in fear. When Demon's Gate first attacks, it can make a Persuasion check as a swift action to attempt to awe its opponent. The opponent must make an opposed Wisdom saving throw. If the opponent fails, he can only take a move action or standard action on his next turn. If the opponent fails the saving throw by 10 or more, he is considered <i>immobilised</i> . The opponent continues to be <i>immobilised</i> until he succeeds at a Wisdom saving throw (DC 10), which can only be done at the end of his turn. Demon's Gate can only make one Persuasion check in a given encounter.					
Break					
Magic Attack: +23 to hit; MP Cost: 8; Range: 6; one enemy target; Hit: 8d10 (17); target is inflicted with <i>petrify</i> if Spellcasting check exceeds Magic Defence by 5 or more.					
Cave-In					
Magic Attack: +23 to hit; MP Cost: 12; Range: 8; all enemy targets in blast 8; Hit: 10d10 (19); <i>ice</i> damage.					
Rock Drop					
Magic Attack: +23 to hit; MP Cost: 12; Range: 8; all enemy targets in blast 8; Hit: 8d10 (17); <i>force</i> damage; target is inflicted with <i>confuse</i> if Spellcasting check exceeds Magic Defence by 5 or more.					
Challenge Code E (4,000 XP)					
*+12 natural armour bonus					

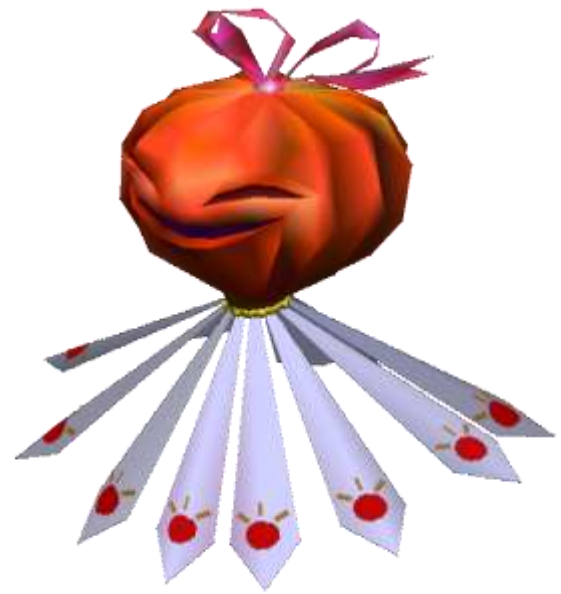




Doorbulls reside within ancient temples and structures created by the Cetra. They were once Cetra that underwent physical, mutating, changes upon the arrival and attack of JENOVA.

A 3D model of a dark, armored creature, possibly a dragon or a large beast, shown in a dynamic pose. The creature has a large, spiky horn on its head, a long, segmented tail, and is wearing a dark, armored suit with orange and yellow accents. It is shown in a dynamic pose, possibly attacking or defending.

Dorky Faces are hallowed spirits that haunt the Shinra Mansion in Nibelheim. They have the appearance of a deformed pumpkin perched on top a skirt of blades. They can disappear and reappear in a matter of seconds as to avoid detection.



<b>DORKY FACE</b>			<b>Small Spirit 12</b>		
<b>DEFENCES</b> Ref 25; <b>Fort</b> 19; <b>Will</b> 19; <b>Mag</b> 16					
<b>HIT POINTS</b> 58 (11d6 + 17)					
<b>MAGIC POINTS</b> 24			<b>BLOODIED:</b> 29 <b>INITIATIVE:</b> +4		
<b>SPEED</b> 4 squares (fly; <i>poor</i> )			<b>FIGHTING SPACE</b> 1		
<b>STR</b> 13 (+1)	<b>DEX</b> 18 (+4)	<b>CON</b> ---	<b>INT</b> 4 (-3)	<b>WIS</b> 12 (+1)	<b>CHA</b> 12 (+1)
<b>SKILLS</b> Melee Strike +14, Spellcasting +14, Stealth +14					
<b>MELEE DIE</b> 1d6		<b>RANGED DIE</b> 1d12		<b>MAGIC DIE</b> 1d8	
<b>FEATS</b> Improved Defences, Improved Hit, Skill Focus (Melee Strike, Spellcasting)					
<b>ATTACKS</b>					
<b>Claw:</b> <i>Melee Attack</i> : +11 to hit; Hit Rate: 3; one target; Hit: 3d6 (8); slashing damage.					
<b>Invisibility</b>					
As a reaction, Dorky Face can make itself temporarily invisible after being hit by an attack for a number of rounds equal to 1 + its Wisdom modifier. While invisible, all weapon, natural, or unarmed attacks directed at Dorky Face receive a -10 penalty to the skill checks.					
<b>Visionary</b>					
Dorky Face has blindsight.					
<b>Funny Breath (3/encounter)</b>					
Dorky Face can exhale a horrendous stench upon all enemy targets in a close burst 10, inflicting them with the <i>confuse</i> condition on a successful Spellcasting check. Can use one additional time per encounter every fifth level (15 <sup>th</sup> , 20 <sup>th</sup> , 25 <sup>th</sup> , 30 <sup>th</sup> , etc.).					
<b>Silence</b>					
<i>Magic Attack</i> : +14 to hit; MP Cost: 10; Range: 8; one enemy target; Hit: target is inflicted with the <i>silence</i> condition.					
<b>Challenge Code C</b> (1,000 XP)					

# DRAGONS

Dragons are one of the largest and ferocious creatures on the Planet. They are giant reptiles and they vary in colour. Dragons can be found at the Northern Cave, Mt. Nibel, and various ruins across the world. They are greedy and tend to be encountered individually.



ANCIENT DRAGON				Huge Dragon 17	
DEFENCES Ref 23*; Fort 29; Will 22; Mag 19					
HIT POINTS 368 (16d12 + 256)				BLOODIED: 184	
MAGIC POINTS 68				INITIATIVE: +3	
SPEED 6 squares (fly; good)				FIGHTING SPACE 3x3	
STR	DEX	CON	INT	WIS	CHA
35 (+12)	13 (+1)	28 (+9)	8 (-1)	17 (+3)	12 (+1)
SKILLS Melee Strike +27, Perception +18, Stealth +16, Survival +12					
MELEE DIE		RANGED DIE		MAGIC DIE	
2d10		1d10		2d8	
FEATS Improved Hit, Improved Initiative, Skill Focus (Melee Strike, Perception, Stealth, Survival)					
ATTACKS					
Gore: <i>Melee Attack</i> : +27 to hit; Hit Rate: 5; one target; Hit: 12d10 (21); piercing damage.					
Spell Immunity					
Ancient Dragon has no effect against the following: <i>force</i> damage, <i>paralysis</i> , <i>stop</i> , and <i>water</i> damage.					
Spell Susceptibility					
Ancient Dragon receives double damage when hit by the following damage types: <i>wind</i> .					
Terrifying Presence					
Ancient Dragon has an extremely fierce, intimidating presence; causing its opponents to freeze in fear. When Ancient Dragon first attacks, it can make a Persuasion check as a swift action to attempt to awe its opponent. The opponent must make an opposed Wisdom saving throw. If the opponent fails, he can only take a move action or standard action on his next turn. If the opponent fails the saving throw by 10 or more, he is considered <i>immobilised</i> . The opponent continues to be <i>immobilised</i> until he succeeds at a Wisdom saving throw (DC 10), which can only be done at the end of his turn. Ancient Dragon can only make one Persuasion check in a given encounter.					
Multiattack (4/encounter)					
Can use its gore attack twice as a full-round action. Can use one additional time per encounter every fifth level (20 <sup>th</sup> , 25 <sup>th</sup> , 30 <sup>th</sup> , 35 <sup>th</sup> , etc.).					
Challenge Code D (2,000 XP)					
*+8 natural armour bonus					

DARK DRAGON			Gargantuan Dragon 28		
DEFENCES Ref 32*; Fort 38; Will 31; Mag 23					
HIT POINTS 717 (27d12 + 534)			BLOODIED: 358		
MAGIC POINTS 168			INITIATIVE: +3		
SPEED 4 squares			FIGHTING SPACE 4x5		
STR	DEX	CON	INT	WIS	CHA
40 (+15)	10 (+0)	35 (+12)	4 (-3)	20 (+5)	10 (+0)
SKILLS Dragon Force +13, Laser +20, Magic Breath +17, Melee Strike +32, Perception +16, Persuasion +11, Spellcasting +32					
MELEE DIE		RANGED DIE		MAGIC DIE	
2d10		1d10		2d8	
FEATS Improved Hit, Improved Initiative, Magic Training (Constitution), Skill Focus (Dragon Force, Magic Breath, Perception, Persuasion, Spellcasting)					
ATTACKS					
Claw: <i>Melee Attack</i> : +32 to hit; Hit Rate: 11; one target; Hit: 22d10 (31); slashing damage.					
Slam: <i>Melee Attack</i> : +32 to hit; Hit Rate: 10; one target; Hit: 20d10 (29); bludgeoning damage.					
Spell Immunity					
Dark Dragon has no effect against the following: <i>berserk</i> , <i>petrify</i> , <i>small</i> , and <i>thunder</i> damage.					
Visionary					
Dark Dragon has darkvision (8 squares).					
Terrifying Presence					
Dark Dragon has an extremely fierce, intimidating presence; causing its opponents to freeze in fear. When Dark Dragon first attacks, it can make a Persuasion check as a swift action to attempt to awe its opponent. The opponent must make an opposed Wisdom saving throw. If the opponent fails, he can only take a move action or standard action on his next turn. If the opponent fails the saving throw by 10 or more, he is considered <i>immobilised</i> . The opponent continues to be <i>immobilised</i> until he succeeds at a Wisdom saving throw (DC 10), which can only be done at the end of his turn. Dark Dragon can only make one Persuasion check in a given encounter.					
Ultima					
Magic Attack: +32 to hit; Power Rate: 15; MP Cost: 90; Range: 10; all enemy targets in burst 8; Hit: 30d8 (37); <i>energy</i> damage.					
Challenge Code F (8,000 XP)					
*+14 natural armour bonus					



DRAGON				Gargantuan Dragon 16	
DEFENCES Ref 20*; Fort 30; Will 21; Mag 18					
HIT POINTS 429 (15d12 + 330)				BLOODIED: 214	
MAGIC POINTS 48				INITIATIVE: +2	
SPEED 4 squares				FIGHTING SPACE 4x5	
STR	DEX	CON	INT	WIS	CHA
40 (+15)	10 (+0)	30 (+10)	7 (-2)	14 (+2)	10 (+0)
SKILLS Flamethrower +13, Melee Strike +27, Perception +17, Persuasion +9, Survival +11					
MELEE DIE		RANGED DIE		MAGIC DIE	
2d10		1d10		2d8	
FEATS Improved Initiative, Skill Focus (Flamethrower, Perception, Persuasion, Survival)					
ATTACKS					
<b>Bite:</b> <i>Melee Attack:</i> +27 to hit; Hit Rate: 9; one target; Hit: 18d10 (27); piercing damage.					
<b>Spell Immunity</b>					
Dragon has no effect against the following: <i>confuse, paralysis, petrify, small, and stop.</i>					
<b>Spell Absorption</b>					
Whenever Dragon is dealt <i>fire</i> damage, the damage is absorbed instead.					
<b>Visionary</b>					
Dragon has darkvision (8 squares).					
<b>Terrifying Presence</b>					
Dragon has an extremely fierce, intimidating presence; causing its opponents to freeze in fear. When Dragon first attacks, it can make a Persuasion check as a swift action to attempt to awe its opponent. The opponent must make an opposed Wisdom saving throw. If the opponent fails, he can only take a move action or standard action on his next turn. If the opponent fails the saving throw by 10 or more, he is considered <i>immobilised</i> . The opponent continues to be <i>immobilised</i> until he succeeds at a Wisdom saving throw (DC 10), which can only be done at the end of his turn. Dragon can only make one Persuasion check in a given encounter.					
<b>Multiattack (4/encounter)</b>					
Can use its bite attack twice as a full-round action. Can use one additional time per encounter every fifth level (20 <sup>th</sup> , 25 <sup>th</sup> , 30 <sup>th</sup> , 35 <sup>th</sup> , etc.).					
<b>Challenge Code D (2,000 XP)</b>					
*+8 natural armour bonus					



RED DRAGON				Gargantuan Dragon 19			
DEFENCES Ref 22*; Fort 33; Will 23; Mag 21							
HIT POINTS 552 (18d12 + 426)				BLOODIED: 276			
MAGIC POINTS 76				INITIATIVE: +2			
SPEED 4 squares				FIGHTING SPACE 4x5			
STR	DEX	CON	INT	WIS	CHA		
40 (+15)	11 (+0)	35 (+12)	10 (+0)	16 (+3)	10 (+0)		
SKILLS Flamethrower +15, Melee Strike +27, Perception +18, Persuasion +9, Survival +12							
MELEE DIE		RANGED DIE		MAGIC DIE			
2d10		1d10		2d8			
FEATS Improved Hit, Improved Initiative, Skill Focus (Flamethrower, Perception, Persuasion, Survival)							
ATTACKS							
Bite: <i>Melee Attack</i> : +27 to hit; Hit Rate: 11; one target; Hit: 22d10 (31); piercing damage.							
Slam: <i>Melee Attack</i> : +27 to hit; Hit Rate: 9; one target; Hit: 18d10 (27); bludgeoning damage.							
Spell Immunity							
Red Dragon has no effect against the following: <i>berserk</i> , <i>confuse</i> , <i>paralysis</i> , <i>petrify</i> , <i>silence</i> , <i>sleep</i> , and <i>small</i> .							
Spell Absorption							
Whenever Red Dragon is dealt <i>fire</i> damage, the damage is absorbed instead.							
Visionary							
Red Dragon has darkvision (8 squares).							
Terrifying Presence							
Red Dragon has an extremely fierce, intimidating presence; causing its opponents to freeze in fear. When Red Dragon first attacks, it can make a Persuasion check as a swift action to attempt to awe its opponent. The opponent must make an opposed Wisdom saving throw. If the opponent fails, he can only take a move action or standard action on his next turn. If the opponent fails the saving throw by 10 or more, he is considered <i>immobilised</i> . The opponent continues to be <i>immobilised</i> until he succeeds at a Wisdom saving throw (DC 10), which can only be done at the end of his turn. Red Dragon can only make one Persuasion check in a given encounter.							
Multiattack (4/encounter)							
Can use both its bite and slam attacks as a full-round action. Can use one additional time per encounter every fifth level (20 <sup>th</sup> , 25 <sup>th</sup> , 30 <sup>th</sup> , 35 <sup>th</sup> , etc.).							
Challenge Code D (2,000 XP)							
*+9 natural armour bonus							

## DUAL HORN

Dual Horns, so rightly named for their two over-sized horns on the front of their heads, are herd animals that reside in low-lit caves and ancient shrines. They will always attack in small groups.



### DUAL HORN

### Medium Animal 15

**DEFENCES** Ref 23; **Fort** 22; **Will** 22; **Mag** 15

**HIT POINTS** 152 (14d10 + 68)

**MAGIC POINTS** 60

**BLOODIED:** 76

**INITIATIVE:** +5

**SPEED** 4 squares

**FIGHTING SPACE** 1

STR	DEX	CON	INT	WIS	CHA
14 (+2)	20 (+5)	16 (+3)	4 (-3)	16 (+3)	6 (-2)

**SKILLS** Melee Strike +15, Perception +16, Survival +16

MELEE DIE	RANGED DIE	MAGIC DIE
1d8	1d4	1d6

**FEATS** Improved Hit, Melee Training (Dexterity), Skill Focus (Perception, Survival), Toughness

#### ATTACKS

**Gore:** *Melee Attack:* +15 to hit; Hit Rate: 4; one target; Hit: 4d8 (11); piercing damage.

**Slam:** *Melee Attack:* +15 to hit; Hit Rate: 4; one target; Hit: 4d8 (11); bludgeoning damage.

**Challenge Code** C (1,000 XP)

## FROZEN NAIL

Found on the Great Glacier, Frozen Nails can be encountered either individually or in groups. The larger versions of this species, known as the Dragon Zombie, only attack in solitude rather than in groups, and can be found in the northern crater.



### FROZEN NAIL

### Small Insect 14

**DEFENCES** Ref 24; **Fort** 19; **Will** 21; **Mag** 15

**HIT POINTS** 82 (13d6 + 15)

**MAGIC POINTS** 56

**BLOODIED:** 41

**INITIATIVE:** +3

**SPEED** 4 squares

**FIGHTING SPACE** 1

STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	10 (+0)	4 (-3)	16 (+3)	6 (-2)

**SKILLS** Melee Strike +16, Perception +16, Survival +13

MELEE DIE	RANGED DIE	MAGIC DIE
1d4	1d4	1d4

**FEATS** Improved Hit, Melee Training (Dexterity), Skill Focus (Melee Strike, Perception)

#### ATTACKS

**Claw:** *Melee Attack:* +16 to hit; Hit Rate: 3; one target; Hit: 3d4 (6); slashing damage.

**Challenge Code** C (1,500 XP)

## GAGIGHANDI

Gagighandis are one of the oldest creatures that walk the planet. They have existed for thousands of years and, because of this, can be seen in various ancient ruins and caverns.



### GAGIGHANDI

### Large Animal 9

**DEFENCES** Ref 17; **Fort** 23; **Will** 20; **Mag** 13

**HIT POINTS** 140 (8d10 + 92)

**MAGIC POINTS** 36

**BLOODIED:** 70

**INITIATIVE:** +3

**SPEED** 4 squares

**FIGHTING SPACE** 1x3

STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	22 (+6)	4 (-3)	16 (+3)	6 (-2)

**SKILLS** Melee Strike +12, Perception +10, Spellcasting +13

MELEE DIE	RANGED DIE	MAGIC DIE
1d8	1d4	1d6

**FEATS** Improved Defences, Improved Hit, Magic Training (Constitution)

#### ATTACKS

**Claw:** *Melee Attack:* +12 to hit; Hit Rate: 4; one target; Hit: 4d8 (11); slashing damage.

#### Stone Stare

*Magic Attack:* +13 to hit; MP Cost: 90; Range: 8; one enemy target; Hit: target is inflicted with the *petrify* condition in 1d6 rounds.

**Challenge Code** B (500 XP)



# GARGOYLE

Gargoyles seem like ordinary statues perched on the sides of buildings and rooftops, but will come to life and attack once any unsuspecting traveller comes in close contact with them.

GARGOYLE			Medium Mutant 21		
DEFENCES Ref 24 (29*); Fort 25 (30*); Will 23; Mag 20					
HIT POINTS 200 (20d10 + 80)			BLOODIED: 100		
MAGIC POINTS 63			INITIATIVE: +6		
SPEED None ( <i>immobile</i> )*; 6 squares (fly; <i>good</i> )			FIGHTING SPACE 1		
STR	DEX	CON	INT	WIS	CHA
15 (+2)	16 (+3)	17 (+3)	6 (-2)	15 (+2)	8 (-1)
SKILLS LV5 Death +21, Melee Strike +20, Perception +20, Stealth +13					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d12		1d12		1d12	
FEATS Improved Hit, Improved Initiative, Skill Focus (LV5 Death, Melee Strike, Perception, Stealth)					
ATTACKS					
Bite: <i>Melee Attack</i> : +20 to hit; Hit Rate: 6; one target; Hit: 6d12 (17); piercing damage.					
Spell Immunity					
Gargoyle has no effect against the following: <i>berserk</i> , <i>confuse</i> , <i>paralysis</i> , <i>petrify</i> , <i>silence</i> , <i>sleep</i> , and <i>small</i> .					
Visionary					
Gargoyle has darkvision (7 squares).					
Multiattack (5/encounter)					
Can use its bite attack twice as a full-round action. Can use one additional time per encounter every fifth level (20 <sup>th</sup> , 25 <sup>th</sup> , 30 <sup>th</sup> , 35 <sup>th</sup> , etc.).					
Challenge Code E (4,000 XP)					
*Gargoyle's stats while in its statue form. It remains in its statue form in the first 1d4 rounds of combat.					



# GHOST

Ghosts are trapped spirits, forever haunting the train graveyard in Midgar's Sector 7 slums. It is rumoured that they are the lost souls of those that died in various train accidents, hence their wanting to remain amongst the wreckage of where they passed.

GHOST			Small Spirit 5		
DEFENCES Ref 20; Fort 13; Will 15; Mag 10					
HIT POINTS 31 (4d6 + 15)			BLOODIED: 15		
MAGIC POINTS 19			INITIATIVE: +4		
SPEED 4 squares			FIGHTING SPACE 1		
STR	DEX	CON	INT	WIS	CHA
10 (+0)	18 (+4)	---	3 (-4)	15 (+2)	8 (-1)
SKILLS Perception +6, Spellcasting +7, Stealth +9					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d6		1d12		1d8	
FEATS Magical Potent, Skill Focus (Spellcasting)					
<b>Spell Immunity</b>					
Ghost has no effect against the following: <i>force</i> damage, <i>paralysis</i> , <i>silence</i> , <i>stop</i> , and <i>water</i> damage.					
<b>Spell Resistance</b>					
Ghost has Resist 10 to <i>force</i> , <i>ice</i> , and <i>water</i> damage.					
<b>Spell Susceptibility</b>					
Ghost receives double damage when hit by the following damage types: <i>fire</i> . <i>Radiant</i> damage automatically drops Ghost's hit points to 0.					
<b>Invisibility</b>					
As a reaction, Ghost can make itself temporarily invisible after being hit by an attack for a number of rounds equal to 1 + its Wisdom modifier. While invisible, all weapon, natural, or unarmed attacks directed at Ghost receive a -10 penalty to the skill checks.					
<b>Fire</b>					
<i>Magic Attack</i> : +7 to hit; Power Rate: 2; MP Cost: 4; Range: 6; one enemy target in blast 1; Hit: 2d8 (9); <i>fire</i> damage.					
At 11 <sup>th</sup> and 21 <sup>st</sup> level, Fire upgrades to Fira and Firaga respectively. MP Cost doubles each time, and the Power Rate increases by 2 each time as well. At 31 <sup>st</sup> and 41 <sup>st</sup> level, the Power Rate further increases by 1.					
<b>Drain</b>					
<i>Magic Attack</i> : +7 to hit; Power Rate: 5; MP Cost: 12; Range: 8; one enemy target in blast 1; Hit: 5d8 (12); Ghost absorbs the damage.					
Challenge Code A (250 XP)					



# GRASHTRIKE

Grashtrikes are one of the most common creatures found on any grassland territory, and they tend to hunt in groups rather than individually.

GRASHTRIKE				Small Insect 4	
DEFENCES Ref 19; Fort 15; Will 16; Mag 9					
HIT POINTS 24 (3d6 + 9)				BLOODIED: 12	
MAGIC POINTS 16				INITIATIVE: +3	
SPEED 4 squares				FIGHTING SPACE 1	
STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	12 (+1)	3 (-4)	16 (+3)	6 (-2)
SKILLS Melee Strike +4, Perception +8, Ranged Strike +8, Survival +8					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d4		1d4		1d4	
FEATS Improved Hit, Skill Focus (Ranged Strike)					
ATTACKS					
Claw: <i>Melee Attack</i> : +4 to hit; Hit Rate: 2; one target; Hit: 2d4 (5); slashing damage.					
<i>Spell Immunity</i>					
Grashtrike has no effect against the following: <i>berserk, confuse, paralysis, petrify, silence, sleep, slow, small</i> and <i>stop</i> .					
<i>Visionary</i>					
Grashtrike has low-light vision.					
<i>Silk</i>					
Grashtrike can shoot a thread of silk at a single target in range 8 of its position. The target is inflicted with the <i>slow</i> condition on a successful Ranged Strike check.					
Challenge Code A (250 XP)					



# GRIFFIN

The Griffin is an ancient and mystical bird that roams the skies around Cosmo Canyon. If encountered by more than one, they will synchronise their flight and attack patterns to better out-smart their prey.

GRIFFIN				Large Animal 10	
DEFENCES Ref 18; Fort 24; Will 21; Mag 13					
HIT POINTS 147 (9d10 + 98)				BLOODIED: 73	
MAGIC POINTS 40				INITIATIVE: +3	
SPEED 4 squares (fly; <i>good</i> ); 6 squares (ground)				FIGHTING SPACE 2x2	
STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	22 (+6)	3 (-4)	16 (+3)	12 (+1)
SKILLS Melee Strike +15, Perception +10, Persuasion +7, Survival +10					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d8		1d4		1d6	
FEATS Improved Defences, Improved Hit, Skill Focus (Melee Strike, Persuasion)					
ATTACKS					
Claw: <i>Melee Attack</i> : +15 to hit; Hit Rate: 3; one target; Hit: 3d8 (10); slashing damage.					
<i>Spell Immunity</i>					
Griffin has no effect against the following: <i>berserk, confuse, paralysis, sleep, small</i> and <i>stop</i> .					
<i>Terrifying Presence</i>					
Griffin has an extremely fierce, intimidating presence; causing its opponents to freeze in fear. When Griffin first attacks, it can make a Persuasion check as a swift action to attempt to awe its opponent. The opponent must make an opposed Wisdom saving throw. If the opponent fails, he can only take a move action or standard action on his next turn. If the opponent fails the saving throw by 10 or more, he is considered <i>immobilised</i> . The opponent continues to be <i>immobilised</i> until he succeeds at a Wisdom saving throw (DC 10), which can only be done at the end of his turn. Griffin can only make one Persuasion check in a given encounter.					
<i>Peacock (3/encounter)</i>					
Griffin Can fire a ray of light at a single target, reducing that target's magic points by 2d6.					
Challenge Code B (500 XP)					





# HARPY

The Harpy are ancient creatures found in the desert surrounding Gold Saucer. They are quite imposing with their three heads of different appearances.

HARPY				Large Animal 9	
DEFENCES Ref 16; Fort 22; Will 19; Mag 11					
HIT POINTS 140 (8d10 + 92)				BLOODIED: 70	
MAGIC POINTS 36				INITIATIVE: +3	
SPEED 4 squares (fly; <i>good</i> ); 6 squares (ground)				FIGHTING SPACE 2x2	
STR	DEX	CON	INT	WIS	CHA
20 (+5)	17 (+3)	22 (+6)	3 (-4)	16 (+3)	12 (+1)
SKILLS Aqualung +6, Melee Strike +12, Persuasion +7, Survival +10					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d8		1d4		1d6	
FEATS Improved Defences, Skill Focus (Aqualung, Persuasion)					
ATTACKS					
<b>Claw:</b> <i>Melee Attack</i> : +15 to hit; Hit Rate: 2; one target; Hit: 2d8 (9); slashing damage.					
<b>Spell Immunity</b>					
Harpy has no effect against the following: <i>paralysis</i> , <i>petrify</i> , <i>small</i> and <i>stop</i> .					
<b>Terrifying Presence</b>					
Harpy has an extremely fierce, intimidating presence; causing its opponents to freeze in fear. When Harpy first attacks, it can make a Persuasion check as a swift action to attempt to awe its opponent. The opponent must make an opposed Wisdom saving throw. If the opponent fails, he can only take a move action or standard action on his next turn. If the opponent fails the saving throw by 10 or more, he is considered <i>immobilised</i> . The opponent continues to be <i>immobilised</i> until he succeeds at a Wisdom saving throw (DC 10), which can only be done at the end of his turn. Harpy can only make one Persuasion check in a given encounter.					
<b>Poison Storm (2/encounter)</b>					
Harpy can breathe a dark mist over all enemy targets in range 8 from its position, inflicting the <i>poison</i> condition. The targets in range of this attack must succeed on a DC 10 Constitution saving throw to prevent being inflicted with the condition.					
Challenge Code B (500 XP)					



# HEDGEHOG PIE

Found in almost every corner of the planet, Hedgehog Pies are an annoying household pest problem to any unprepared traveller, and can spit fire from their mouth.

HEDGEHOG PIE				Small Insect 3	
DEFENCES Ref 18; Fort 12; Will 15; Mag 9					
HIT POINTS 16 (2d6 + 4)				BLOODIED: 8	
MAGIC POINTS 12				INITIATIVE: +3	
SPEED 4 squares				FIGHTING SPACE 1	
STR	DEX	CON	INT	WIS	CHA
9 (-1)	17 (+3)	9 (-1)	4 (-3)	11 (+3)	6 (-2)
SKILLS Melee Strike +4, Spellcasting +8, Survival +8					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d4		1d4		1d4	
FEATS Improved Hit, Magic Training (Wisdom)					
ATTACKS					
Slam: <i>Melee Attack</i> : +4 to hit; Hit Rate: 2; one target; Hit: 2d4 (5); bludgeoning damage.					
Spell Susceptibility					
Hedgehog Pie receives double damage when hit by the following damage types: <i>ice</i> .					
Visionary					
Hedgehog Pie has low-light vision.					
Fire					
Magic Attack: +8 to hit; Power Rate: 2; MP Cost: 4; Range: 6; one enemy target in blast 1; Hit: 2d4 (5); <i>fire</i> damage.					
At 11 <sup>th</sup> and 21 <sup>st</sup> level, Fire upgrades to Fira and Firaga respectively. MP Cost doubles each time, and the Power Rate increases by 2 each time as well. At 31 <sup>st</sup> and 41 <sup>st</sup> level, the Power Rate further increases by 1.					
Challenge Code A (250 XP)					



Hounds are wild dogs with an almost feline body shape. Their menacing features include a droop jaw and a long tentacle protruding from its back. Blood Taste, Dark Nation, and Guard Hound are the more common breeds of Hounds, however the Dark Nation is the more tamed of the family and make good pets.

A dark, muscular, quadrupedal creature with a long, thin, red tail, resembling a demon or a large cat. It has a dark, almost black, scaly or leathery skin. Its head is elongated with a pointed snout and small, dark eyes. The creature is shown in a crouching, ready-to-pounce stance. The tail is long and thin, with a bright red color. The overall appearance is that of a powerful, predatory beast.

# HUNGRY

Hungry spirits like nothing more than to eat their victims, however they only eat targets if they are infected with the *small* status-effect. They generally appear in small groups, however they pose little to no threat at all.



<b>HUNGRY</b>			<b>Medium Spirit 16</b>		
<b>DEFENCES</b> Ref 24; <b>Fort</b> 20; <b>Will</b> 19; <b>Mag</b> 17					
<b>HIT POINTS</b> 68 (15d6 + 11)			<b>BLOODIED:</b> 34		
<b>MAGIC POINTS</b> 48			<b>INITIATIVE:</b> +4		
<b>SPEED</b> 6 squares			<b>FIGHTING SPACE</b> 1		
<b>STR</b>	<b>DEX</b>	<b>CON</b>	<b>INT</b>	<b>WIS</b>	<b>CHA</b>
13 (+1)	15 (+2)	---	4 (-3)	14 (+2)	10 (+0)
<b>SKILLS</b> Frog Song +15, Perception +17, Spellcasting +15					
<b>MELEE DIE</b>		<b>RANGED DIE</b>		<b>MAGIC DIE</b>	
1d10		2d10		1d12	
<b>FEATS</b> Improved Initiative, Power Surge, Skill Focus (Frog Song, Perception, Spellcasting)					
<b>Blizzara</b>					
<p><i>Magic Attack:</i> +15 to hit; Power Rate: 6; MP Cost: 8; Range: 6; one enemy target in blast 1; Hit: 6d12 (17); ice damage.</p> <p>At 21<sup>st</sup> level, Blizzara upgrades to Blizzaga. MP Cost doubles, and the Power Rate increases by 2 as well. At 31<sup>st</sup> and 41<sup>st</sup> level, the Power Rate further increases by 1.</p>					
<b>Challenge Code</b> D (2,000 XP)					

# IRON MAN

Another disregarded scientific experiment of the Shinra Company, the Iron Man wanders the planet in the hopes of finding a way of becoming human again. He will attack anyone he deems a threat or were once in the service of Shinra.



IRON MAN				Huge Humanoid 23	
DEFENCES Ref 30*; Fort 32; Will 28; Mag 20					
HIT POINTS 420 (22d8 + 310)				BLOODIED: 210	
MAGIC POINTS 138				INITIATIVE: +3	
SPEED 6 squares				FIGHTING SPACE 3x3	
STR	DEX	CON	INT	WIS	CHA
30 (+10)	11 (+0)	28 (+9)	6 (-4)	20 (+5)	20 (+5)
SKILLS Melee Strike +28, Perception +23, Persuasion +15, Survival +23					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d10		1d10		1d10	
FEATS Improved Defences, Improved Initiative, Improved Hit, Skill Focus (Melee Strike, Perception, Persuasion, Survival)					
ATTACKS					
Sword: <i>Melee Attack</i> : +28 to hit; Hit Rate: 9; one target; Hit: 9d10 (18); slashing damage.					
Spell Immunity					
Iron Man has no effect against the following: <i>berserk</i> , <i>confuse</i> , <i>paralysis</i> , <i>petrify</i> , <i>silence</i> , <i>sleep</i> , <i>small</i> , and <i>stop</i> .					
Spell Resistance					
Iron Man has Resist 15 to <i>fire</i> , <i>force</i> , and <i>ice</i> damage.					
Spell Susceptibility					
Iron Man receives double damage when hit by the following damage types: <i>water</i> .					
Visionary					
Iron Man has darkvision (8 squares).					
Multiattack (5/encounter)					
Can use its sword attack twice as a full-round action. Can use one additional time per encounter every fifth level (25 <sup>th</sup> , 30 <sup>th</sup> , 35 <sup>th</sup> , 40 <sup>th</sup> , etc.).					
Terrifying Presence					
Iron Man has an extremely fierce, intimidating presence; causing its opponents to freeze in fear. When Iron Man first attacks, it can make a Persuasion check as a swift action to attempt to awe its opponent. The opponent must make an opposed Wisdom saving throw. If the opponent fails, he can only take a move action or standard action on his next turn. If the opponent fails the saving throw by 10 or more, he is considered <i>immobilised</i> . The opponent continues to be <i>immobilised</i> until he succeeds at a Wisdom saving throw (DC 10), which can only be done at the end of his turn. Iron Man can only make one Persuasion check in a given encounter.					
Challenge Code E (4,000 XP)					
*+11 natural armour bonus					

# JAYJUJAYME

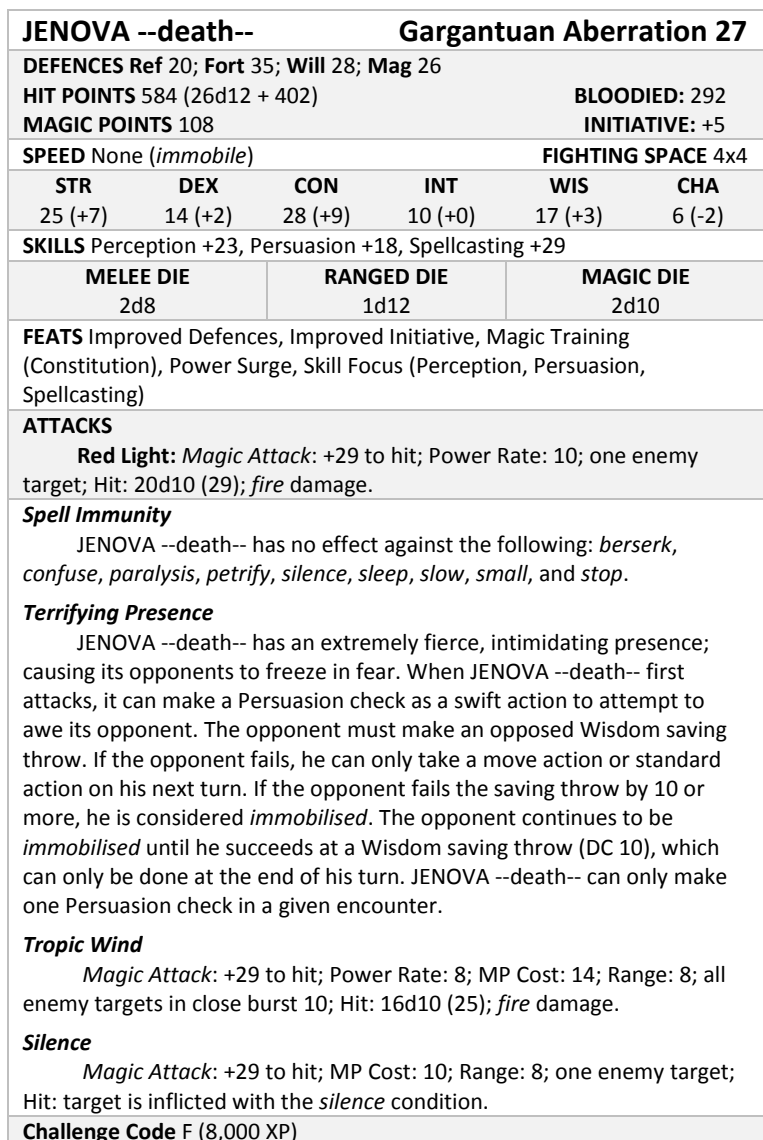
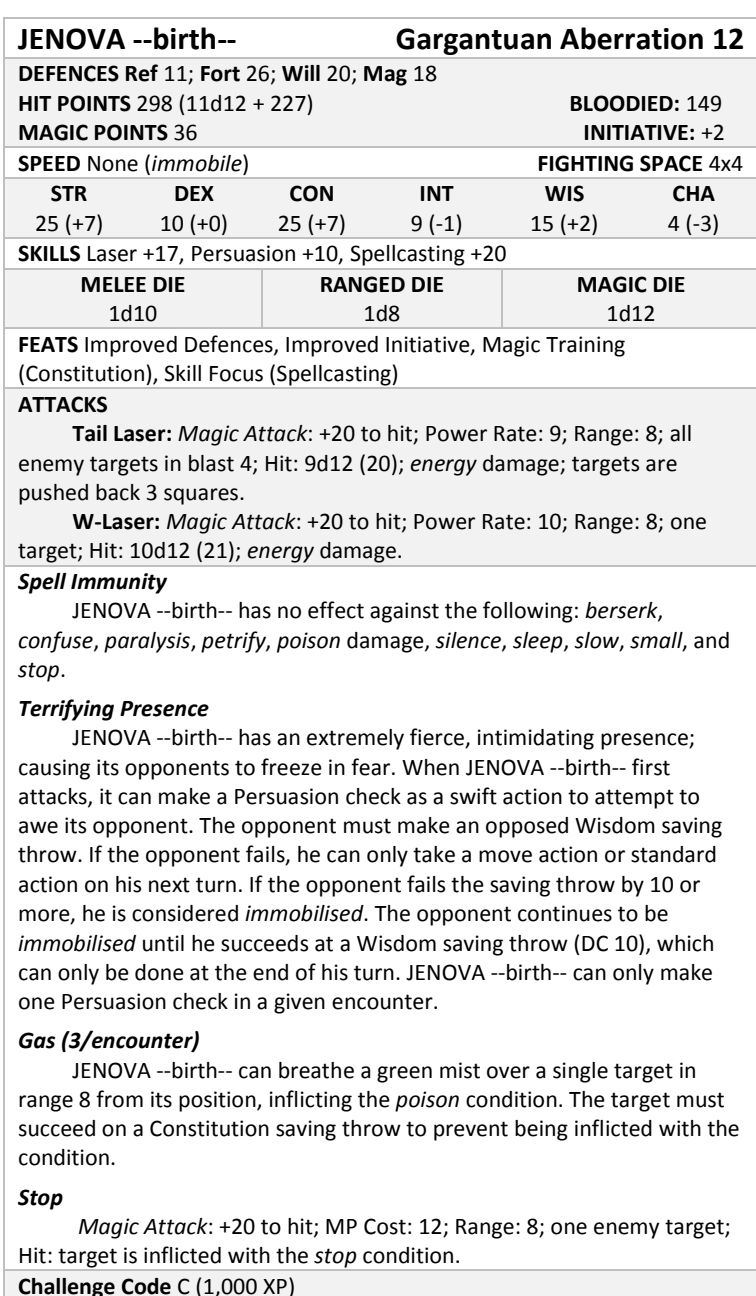
Jayjujaymes can be found lurking in any forest on the planet. They prefer the warmer climate and tend to be seen in small groups rather than being on their own.



JAYJUJAYME			Small Insect 14		
DEFENCES Ref 24; Fort 21; Will 21; Mag 14					
HIT POINTS 82 (13d6 + 33)			BLOODIED: 41		
MAGIC POINTS 56			INITIATIVE: +5		
SPEED 4 squares			FIGHTING SPACE 1		
STR	DEX	CON	INT	WIS	CHA
14 (+2)	17 (+3)	14 (+2)	3 (-4)	16 (+3)	6 (-2)
SKILLS Melee Strike +12, Perception +16, Stealth +11, Survival +16					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d4		1d4		1d4	
FEATS Improved Initiative, Improved Hit, Skill Focus (Perception, Stealth, Survival)					
ATTACKS					
Bite: <i>Melee Attack</i> : +12 to hit; Hit Rate: 4; one target; Hit: 4d4 (7); piercing damage.					
Silk (3/encounter)					
Jayjujayme shoots a line of silk from its mouth to a single target in range 8 of its position, inflicting the <i>slow</i> condition (save ends).					
Thread (3/encounter)					
Jayjujayme shoots a line of thread from its mouth to a single target in range 8 of its position, inflicting the <i>stop</i> condition (save ends).					
Visionary					
Jayjujayme has low-light vision.					
Challenge Code C (1,000 XP)					

# JENOVA

JENOVA is a parasitic alien that fell from the heavens thousands of years before the events of *Final Fantasy VII*. Its natural instinct is to travel from planet to planet and exterminate all of life there before moving on to the next one.







JENOVA --life--			Gargantuan Aberration 25		
DEFENCES Ref 19; Fort 34; Will 27; Mag 25					
HIT POINTS 552 (24d12 + 384)			BLOODIED: 276		
MAGIC POINTS 100			INITIATIVE: +5		
SPEED None ( <i>immobile</i> )			FIGHTING SPACE 4x4		
STR	DEX	CON	INT	WIS	CHA
25 (+7)	14 (+2)	28 (+9)	10 (+0)	17 (+3)	6 (-2)
SKILLS Aqualung +18, Persuasion +16, Spellcasting +27					
MELEE DIE		RANGED DIE		MAGIC DIE	
2d8		1d12		2d10	
FEATS Improved Defences, Improved Initiative, Magic Training (Constitution), Power Surge, Skill Focus (Aqualung, Persuasion, Spellcasting)					
ATTACKS					
Blue Light: Magic Attack: +27 to hit; Power Rate: 8; one enemy target; Hit: 16d10 (25); water damage.					
Spell Immunity					
JENOVA --life-- has no effect against the following: <i>berserk, confuse, paralysis, petrify, silence, sleep, slow, small, and stop</i> .					
Spell Susceptibility					
JENOVA --life-- receives double damage when hit by the following damage types: <i>force</i> .					
Spell Absorption					
Whenever JENOVA --life-- is dealt <i>water</i> damage, the damage is absorbed instead.					
Terrifying Presence					
JENOVA --life-- has an extremely fierce, intimidating presence; causing its opponents to freeze in fear. When JENOVA --life-- first attacks, it can make a Persuasion check as a swift action to attempt to awe its opponent. The opponent must make an opposed Wisdom saving throw. If the opponent fails, he can only take a move action or standard action on his next turn. If the opponent fails the saving throw by 10 or more, he is considered <i>immobilised</i> . The opponent continues to be <i>immobilised</i> until he succeeds at a Wisdom saving throw (DC 10), which can only be done at the end of his turn. JENOVA --life-- can only make one Persuasion check in a given encounter.					
Blue Flame					
Magic Attack: +27 to hit; Power Rate: 7; MP Cost: 14; Range: 8; one enemy target; Hit: 14d10 (23); ice damage.					
Reflect					
Magic Attack: MP Cost: 18; Range: personal; Hit: JENOVA --life-- is infected with the <i>reflect</i> condition.					
Challenge Code E (4,000 XP)					



JENOVA --synthesis--			Colossal Aberration 31		
DEFENCES Ref 18; Fort 46; Will 33; Mag 28					
HIT POINTS 1126 (30d12 + 916)			BLOODIED: 563		
MAGIC POINTS 217			INITIATIVE: +5		
SPEED 4 squares (fly; <i>good</i> )			FIGHTING SPACE 5x5		
STR	DEX	CON	INT	WIS	CHA
31 (+7)	12 (+1)	47 (+18)	10 (+0)	23 (+6)	6 (-2)
SKILLS Melee Strike +30, Perception +19, Persuasion +21, Spellcasting +41, Survival +19					
MELEE DIE		RANGED DIE		MAGIC DIE	
2d12		2d10		3d10	
FEATS Improved Defences, Improved Initiative, Magic Training (Constitution), Power Surge, Skill Focus (Melee Strike, Perception, Persuasion, Spellcasting, Survival)					
ATTACKS					
Gore: <i>Melee Attack</i> : +30 to hit; Hit Rate: 11; one enemy target; Hit: 33d10 (42); bludgeoning damage.					
Spell Immunity					
JENOVA --synthesis-- has no effect against the following: <i>berserk, confuse, force</i> damage, <i>paralysis, petrify, silence, sleep, slow, small, and stop</i> .					
Spell Absorption					
Whenever JENOVA --synthesis-- is dealt <i>poison</i> damage, the damage is absorbed instead.					
Terrifying Presence					
JENOVA --synthesis-- has an extremely fierce, intimidating presence; causing its opponents to freeze in fear. When JENOVA --synthesis-- first attacks, it can make a Persuasion check as a swift action to attempt to awe its opponent. The opponent must make an opposed Wisdom saving throw. If the opponent fails, he can only take a move action or standard action on his next turn. If the opponent fails the saving throw by 10 or more, he is considered <i>immobilised</i> . The opponent continues to be <i>immobilised</i> until he succeeds at a Wisdom saving throw (DC 10), which can only be done at the end of his turn. JENOVA --synthesis-- can only make one Persuasion check in a given encounter.					
Ultima					
Magic Attack: +41 to hit; Power Rate: 19; MP Cost: 90; Range: 10; all enemy targets in burst 8; Hit: 57d10 (66); <i>energy</i> damage.					
Stop					
Magic Attack: +41 to hit; MP Cost: 12; Range: 8; one enemy target; Hit: target is inflicted with the <i>stop</i> condition.					
Absorb (7/encounter)					
JENOVA --synthesis-- can use its tentacles to drain health from a single target in range 8. The number of hit points absorbed equal 6d10.					
Challenge Code G (16,000 XP)					

# JOKER

Joker is a demonic magician that allows a deck of cards to decide what type of attack he unleashes on his prey. One card in particular, however, may prove to be beneficial to the target than it would the Joker.



JOKER			Medium Aberration 9		
DEFENCES Ref 17; Fort 16; Will 17; Mag 15					
HIT POINTS 67 (8d12 + 11)			BLOODIED: 33		
MAGIC POINTS 27			INITIATIVE: +3		
SPEED 4 squares (fly; good)			FIGHTING SPACE 1		
STR	DEX	CON	INT	WIS	CHA
11 (+0)	15 (+2)	11 (+0)	8 (-1)	15 (+2)	4 (-3)
SKILLS Melee Strike +12, Perception +12, Survival +9					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d10		1d8		1d12	
FEATS Melee Training (Dexterity), Skill Focus (Melee Strike, Perception)					
ATTACKS					
Gore (spinning cards): <i>Melee Attack</i> : +12 to hit; Hit Rate: 4; one target; Hit: 4d10 (13); bludgeoning damage.					
Spell Immunity					
Joker has no effect against the following: <i>force</i> damage and <i>small</i> .					
Spell Susceptibility					
Joker receives double damage when hit by the following damage types: <i>wind</i> .					
Roulette (2/encounter)					
Roll 1d6. The result determines the effect:					
1. <b>Melee Attack: Gore (spinning cards):</b> <i>Melee Attack</i> : +12 to hit; Hit Rate: 4; one target; Hit: 4d10 (13); bludgeoning damage.					
2. <b>Cure:</b> Heals a single enemy target's hit points in range 8 of its position by 2d12 (13).					
3. <b>Melee Attack: Gore (spinning cards):</b> <i>Melee Attack</i> : +12 to hit; Hit Rate: 4; one target; Hit: 4d10 (13); bludgeoning damage.					
4. <b>Instant KO:</b> A single enemy target in range 10 of the Joker's position instantly drops to 0 hit points and is <i>unconscious</i> .					
5. <b>Quake:</b> Deals 2d12 (13) <i>force</i> damage to all enemy targets in close burst 10.					
6. <b>Melee Attack: Gore (spinning cards):</b> <i>Melee Attack</i> : +12 to hit; Hit Rate: 4; one target; Hit: 4d10 (13); bludgeoning damage.					
Challenge Code B (500 XP)					

# KIMARA BUG

The Kimara Bug is what the Jayjujaye evolves into after the cocoon stage. They are usually encountered individually instead of being part of a group.



KIMARA BUG				Huge Insect 9	
DEFENCES Ref 14; Fort 18; Will 19; Mag 12					
HIT POINTS 88 (8d6 + 56)				BLOODIED: 44	
MAGIC POINTS 36				INITIATIVE: +3	
SPEED 6 squares				FIGHTING SPACE 2x2	
STR	DEX	CON	INT	WIS	CHA
12 (+1)	14 (+2)	12 (+1)	3 (-4)	16 (+3)	6 (-2)
SKILLS Melee Strike +11, Perception +10, Survival +10					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d4		1d4		1d4	
FEATS Improved Defences, Improved Initiative, Skill Focus (Melee Strike)					
ATTACKS					
Gore: <i>Melee Attack</i> : +11 to hit; Hit Rate: 5; one target; Hit: 5d4 (8); piercing damage.					
Stop Web (2/encounter)					
Kimara Bug shoots a line of web from its mouth to a single target in range 8 of its position, inflicting the <i>stop</i> condition (save ends).					
Visionary					
Kimara Bug has low-light vision.					
Challenge Code B (500 XP)					

# KYUVILDUNS

Kyuvilduns are pack monsters, living in the open grasslands of the Eastern continent. They will attack any unwary traveller and may seem imposing when initially encountered.

KYUVILDUNS				Small Insect 12	
DEFENCES Ref 23; Fort 18; Will 20; Mag 14					
HIT POINTS 55 (11d6 + 5)				BLOODIED: 27	
MAGIC POINTS 48				INITIATIVE: +3	
SPEED 4 squares				FIGHTING SPACE 1	
STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	10 (+0)	4 (-3)	16 (+3)	4 (-3)
SKILLS Melee Strike +16, Perception +13, Stealth +16					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d4		1d4		1d4	
FEATS Improved Hit, Melee Training (Dexterity), Skill Focus (Melee Strike, Stealth)					
ATTACKS					
Gore: <i>Melee Attack</i> : +16 to hit; Hit Rate: 3; one target; Hit: 3d4 (6); piercing damage.					
Spell Susceptibility					
Kyuvilduns receives double damage when hit by the following damage types: <i>fire</i> .					
Visionary					
Kyuvilduns has low-light vision.					
Challenge Code C (1,000 XP)					



## LAND WORM

Land Worms can be found in the Gold Saucer desert and are usually the main threat for the Corel prison inmates.



LAND WORM			Gargantuan Insect 11		
DEFENCES Ref 8; Fort 18; Will 19; Mag 12					
HIT POINTS 118 (10d6 + 78)			BLOODIED: 59		
MAGIC POINTS 44			INITIATIVE: +0		
SPEED 4 squares			FIGHTING SPACE 2x4		
STR	DEX	CON	INT	WIS	CHA
13 (+1)	6 (-2)	13 (+1)	2 (-4)	16 (+3)	3 (-4)
SKILLS Melee Strike +11, Perception +13, Spellcasting +13					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d4		1d4		1d4	
FEATS Improved Hit, Improved Initiative, Magic Training (Wisdom), Power Surge					
ATTACKS					
Slam: <i>Melee Attack</i> : +11 to hit; Hit Rate: 9; one target; Hit: 9d4 (12); bludgeoning damage.					
<i>Spell Immunity</i>					
Land Worm has no effect against the following: <i>confuse</i> and <i>small</i> .					
<i>Spell Susceptibility</i>					
Land Worm receives double damage when hit by the following damage types: <i>ice</i> .					
<i>Spell Absorption</i>					
Whenever Land Worm is dealt <i>force</i> damage, the damage is absorbed instead.					
<i>Spell Resistance</i>					
Land Worm has Resist 10 to <i>fire</i> damage.					
<i>Earthquake</i>					
<i>Magic Attack</i> : +13 to hit; Power Rate: 6; MP Cost: 15; Range: 6; one enemy target; Hit: 6d4 (9); <i>force</i> damage.					
<i>Sandstorm (3/encounter)</i>					
Land Worm can summon a sandstorm that hits all enemy targets in a close burst 8. The targets in range of this attack must make a Dexterity saving throw. On a successful check, the targets take half damage. On a failed check, the targets take full damage and are pushed back 4 squares. Damage equals 10d4 (13); <i>force</i> damage.					
Challenge Code C (1,000 XP)					

## MAGIC POT

Magic Pots can be found in deep caverns, posing as innocent treasure pots for unwavering travellers, only to begin mugging them and demanding potions. At first, nothing seems to affect them, but this may be ruse.





MAGIC POT			Small Aberration 20		
DEFENCES Ref 26; Fort 22; Will 25; Mag 21					
HIT POINTS 147 (19d12 + 20)			BLOODIED: 73		
MAGIC POINTS 100			INITIATIVE: +5		
SPEED None ( <i>immobile</i> )			FIGHTING SPACE 1		
STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	11 (+0)	8 (-1)	19 (+4)	2 (-4)
SKILLS Perception +19, Stealth +18, Survival +19					
MELEE DIE		RANGED DIE		MAGIC DIE	
2d8		1d12		2d10	
FEATS Improved Defences, Improved Initiative, Skill Focus (Perception, Stealth, Survival), Toughness					
<b>Spell Immunity</b>					
Magic Pot has no effect against the following: <i>berserk</i> , <i>confuse</i> and <i>small</i> .					
<b>Visionary</b>					
Magic Pot has darkvision (4 squares).					
<b>Immune</b>					
Magic Pot is immune to magic attacks, melee attacks, and ranged attacks until it is fed a potion.					
Challenge Code D (2,000 XP)					

## MAKONOID

Makonoid is the name given to the human experiments of the JENOVA project imprisoned within the Nibel mako reactor. In their confusion, they will attack anyone and everyone within sight.

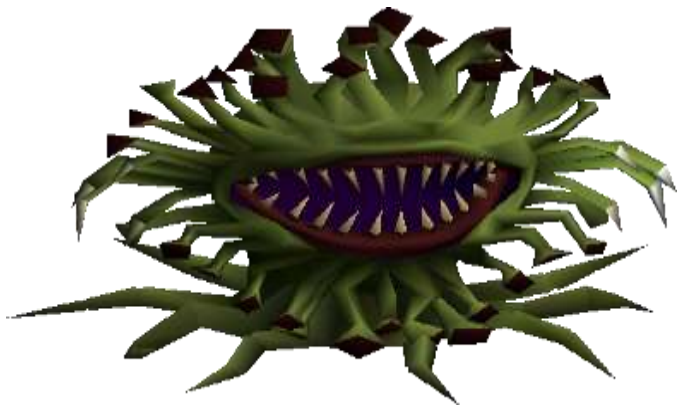


MAKONOID			Medium Mutant 36		
DEFENCES Ref 38; Fort 37; Will 33; Mag 29					
HIT POINTS 438 (35d10 + 233)			BLOODIED: 219		
MAGIC POINTS 144			INITIATIVE: +12		
SPEED 6 squares			FIGHTING SPACE 1		
STR	DEX	CON	INT	WIS	CHA
22 (+6)	27 (+8)	23 (+6)	6 (-2)	16 (+3)	16 (+3)
SKILLS Acrobatics +22, Athletics +20, Melee Strike +33, Perception +28, Stealth +22, Survival +28					
MELEE DIE		RANGED DIE		MAGIC DIE	
2d10		2d10		2d10	
FEATS Improved Defences, Improved Hit, Improved Initiative, Melee Training (Dexterity), Skill Focus (Acrobatics, Athletics, Melee Strike, Perception, Stealth, Survival)					
ATTACKS					
Bite: <i>Melee Attack</i> : +33 to hit; Hit Rate: 7; one target; Hit: 14d10 (23); piercing damage.					
Claw: <i>Melee Attack</i> : +33 to hit; Hit Rate: 5; one target; Hit: 10d10 (19); slashing damage.					
Spell Immunity					
Makonoid has no effect against the following: <i>sleep</i> , <i>slow</i> , <i>small</i> and <i>stop</i> .					
Challenge Code H (32,000 XP)					

## MALBORO

Malboros live upon Gaia's Cliffs and are one of the main causes of accidents even amongst the most experienced of climbers. Their large size and tentacle-covered bodies make them one of the most intimidating beasts ever encountered.

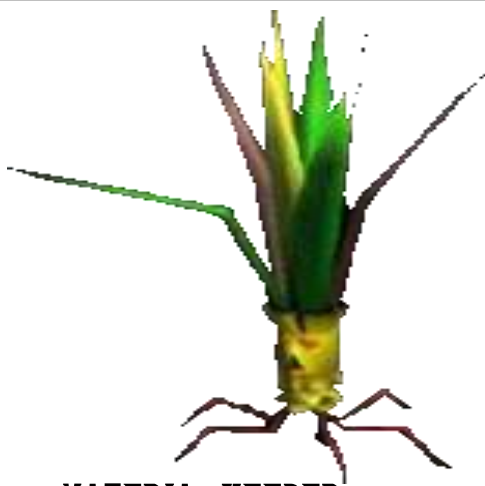
MALBORO				Large Plant 22	
DEFENCES Ref 24; Fort 28; Will 24; Mag 17					
HIT POINTS 226 (21d6 + 145)				BLOODIED: 113	
MAGIC POINTS 66				INITIATIVE: +3	
SPEED 4 squares				FIGHTING SPACE 2x2	
STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	20 (+5)	1 (-5)	15 (+2)	8 (-1)
SKILLS Magic Breath +13, Melee Strike +21, Perception +12, Spellcasting +23					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d8		2d8		1d8	
FEATS Improved Hit, Magic Training (Constitution), Power Surge, Skill Focus (Magic Breath, Melee Strike, Perception, Spellcasting)					
ATTACKS					
<b>Gore:</b> <i>Melee Attack</i> : +21 to hit; Hit Rate: 6; one target; Hit: 6d8 (13); bludgeoning damage.					
<b>Spell Susceptibility</b>					
Malboro receives double damage when hit by the following damage types: <i>water</i> .					
<b>Spell Absorption</b>					
Whenever Malboro is dealt <i>poison</i> damage, the damage is absorbed instead.					
<b>Bioga</b>					
<i>Magic Attack</i> : +23 to hit; Power Rate: 8; MP Cost: 16; Range: 6; one enemy target in blast 1; Hit: 8d8 (15); <i>poison</i> damage.					
At 31 <sup>st</sup> and 41 <sup>st</sup> level, the Power Rate further increases by 1.					
Challenge Code E (4,000 XP)					



## MANDRAGORA

Mandragora lives in the open grasslands. Because they resemble weeds, they are capable of blending in to their environment.

MANDRAGORA				Small Plant 5	
DEFENCES Ref 20; Fort 14; Will 15; Mag 9					
HIT POINTS 21 (4d6 + 5)				BLOODIED: 10	
MAGIC POINTS 15				INITIATIVE: +4	
SPEED 4 squares				FIGHTING SPACE 1	
STR	DEX	CON	INT	WIS	CHA
7 (-2)	19 (+4)	10 (+0)	2 (-4)	15 (+2)	10 (+0)
SKILLS Melee Strike +3, Perception +7, Spellcasting +9					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d4		1d10		1d4	
FEATS Improved Hit, Magic Training (Dexterity)					
ATTACKS					
Slam: <i>Melee Attack</i> : +4 to hit; Hit Rate: 2; one target; Hit: 2d4 (5); bludgeoning damage.					
Slow Dance (2/encounter)					
Mandragora can perform a special dance around a single target in range 8 of its position. The target is inflicted with the <i>slow</i> condition on a successful Spellcasting check.					
Challenge Code A (250 XP)					



## MATERIA KEEPER

The Materia Keeper is one of the oldest living creatures on the planet and the very last of its species. It resides within Mt. Nibel and guards the natural mako springs that have appeared there.

MATERIA KEEPER				Gargantuan Dragon 19	
DEFENCES Ref 23; Fort 36; Will 24; Mag 21					
HIT POINTS 620 (18d12 + 494)				BLOODIED: 310	
MAGIC POINTS 76				INITIATIVE: +2	
SPEED 4 squares				FIGHTING SPACE 4x4	
STR	DEX	CON	INT	WIS	CHA
47 (+18)	11 (+0)	38 (+14)	8 (-1)	16 (+3)	14 (+2)
SKILLS Melee Strike +30, Persuasion +11, Spellcasting +26, Trine +14					
MELEE DIE		RANGED DIE		MAGIC DIE	
2d10		1d10		2d8	
FEATS Improved Defences, Improved Initiative, Magic Training (Constitution), Power Surge, Skill Focus (Persuasion, Trine)					
ATTACKS					
Gore: <i>Melee Attack</i> : +30 to hit; Hit Rate: 6; one target; Hit: 12d10 (21); piercing damage.					
Spell Immunity					
Materia Keeper has no effect against the following: <i>berserk</i> , <i>confuse</i> , <i>paralysis</i> , <i>silence</i> , <i>sleep</i> , <i>slow</i> , <i>small</i> , and <i>stop</i> .					
Spell Absorption					
Whenever Materia Keeper is dealt <i>fire</i> damage, the damage is absorbed instead.					
Visionary					
Materia Keeper has low-light vision.					
Terrifying Presence					
Materia Keeper has an extremely fierce, intimidating presence; causing its opponents to freeze in fear. When Materia Keeper first attacks, it can make a Persuasion check as a swift action to attempt to awe its opponent. The opponent must make an opposed Wisdom saving throw. If the opponent fails, he can only take a move action or standard action on his next turn. If the opponent fails the saving throw by 10 or more, he is considered <i>immobilised</i> . The opponent continues to be <i>immobilised</i> until he succeeds at a Wisdom saving throw (DC 10), which can only be done at the end of his turn. Materia Keeper can only make one Persuasion check in a given encounter.					
Multiattack (4/encounter)					
Can use its gore attack twice as a full-round action. Can use one additional time per encounter every fifth level (20 <sup>th</sup> , 25 <sup>th</sup> , 30 <sup>th</sup> , 35 <sup>th</sup> , etc.).					
Cura					
<i>Magic Attack</i> : +26 to hit; Power Rate: 5; MP Cost: 10; Range: personal; Hit: 10d8 (17); <i>healing</i> .					
At 21 <sup>st</sup> level, Cura upgrades to Curaga. MP Cost doubles, and the Power Rate increases by 2 as well. At 31 <sup>st</sup> and 41 <sup>st</sup> level, the Power Rate further increases by 1.					
Challenge Code D (2,000 XP)					
*+9 natural armour bonus					



# MIDGAR ZOLOM

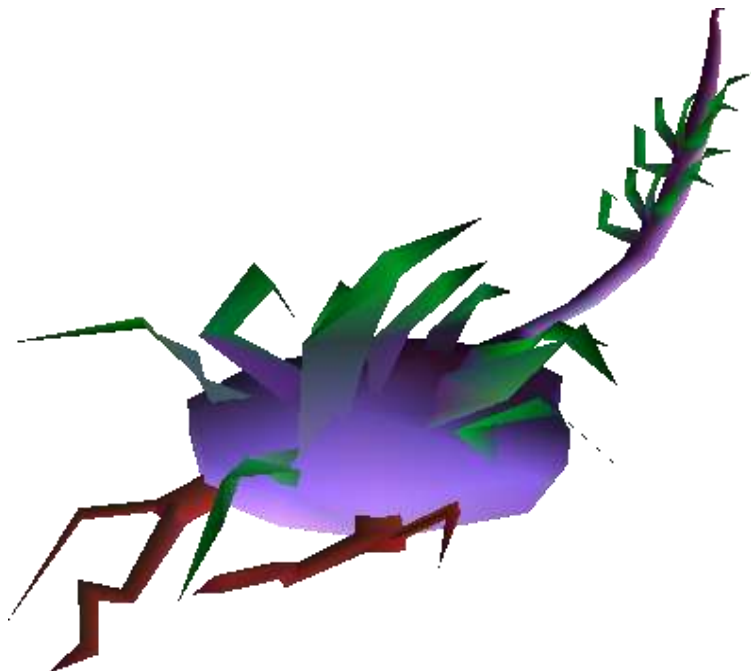
The Midgar Zoloms live in the swamps on the eastern continent. They generally stand around 24-30 feet high and appear like black cobras in terms of appearance, with a tail-end much like a rattlesnake. Running on foot can never out manoeuvre these terrifying beasts.



MIDGAR ZOLOM				Gargantuan Animal 13	
DEFENCES Ref 13; Fort 34; Will 21; Mag 14				BLOODIED: 258	
HIT POINTS 516 (12d10 + 444)				INITIATIVE: +3	
MAGIC POINTS 52				FIGHTING SPACE 4x4	
STR	DEX	CON	INT	WIS	CHA
38 (+14)	16 (+3)	42 (+16)	4 (-3)	16 (+3)	6 (-2)
SKILLS Beta +10, Melee Strike +24, Perception +16, Persuasion +6					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d8		1d4		1d6	
FEATS Improved Hit, Skill Focus (Beta, Perception, Persuasion)					
ATTACKS					
Bite: <i>Melee Attack</i> : +24 to hit; Hit Rate: 9; one target; Hit: 9d8 (16); piercing damage.					
Spell Immunity					
Midgar Zolom has no effect against the following: <i>berserk</i> , <i>confuse</i> , <i>petrify</i> , <i>paralysis</i> , <i>silence</i> , <i>slow</i> , <i>small</i> , and <i>stop</i> .					
Terrifying Presence					
Midgar Zolom has an extremely fierce, intimidating presence; causing its opponents to freeze in fear. When Midgar Zolom first attacks, it can make a Persuasion check as a swift action to attempt to awe its opponent. The opponent must make an opposed Wisdom saving throw. If the opponent fails, he can only take a move action or standard action on his next turn. If the opponent fails the saving throw by 10 or more, he is considered <i>immobilised</i> . The opponent continues to be <i>immobilised</i> until he succeeds at a Wisdom saving throw (DC 10), which can only be done at the end of his turn. Midgar Zolom can only make one Persuasion check in a given encounter.					
Multiattack (3/encounter)					
Can use its bite attack twice as a full-round action. Can use one additional time per encounter every fifth level (15 <sup>th</sup> , 20 <sup>th</sup> , 25 <sup>th</sup> , 30 <sup>th</sup> , etc.).					
Challenge Code C (1,000 XP)					

# PARASITE

Parasites are beasts created by JENOVA itself and seem to appear in places where the parasitic alien has been or is currently residing. They seem to attack in large numbers, and it's very unlikely to see them on their own.



PARASITE				Small Aberration 25	
DEFENCES Ref 29; Fort 25; Will 25; Mag 24					
HIT POINTS 101 (24d6 + 5)				BLOODIED: 50	
MAGIC POINTS 50				INITIATIVE: +3	
SPEED 4 squares				FIGHTING SPACE 1	
STR	DEX	CON	INT	WIS	CHA
11 (+0)	17 (+3)	11 (+0)	8 (-1)	13 (+1)	3 (-4)
SKILLS LV5 Death +18, Magic Breath +17, Melee Strike +21, Perception +11					
MELEE DIE		RANGED DIE		MAGIC DIE	
2d8		1d12		2d10	
FEATS Improved Defences, Improved Hit, Melee Training (Dexterity), Skill Focus (LV5 Death, Magic Breath, Melee Strike, Perception)					
ATTACKS					
Gore: <i>Melee Attack</i> : +21 to hit; Hit Rate: 6; one target; Hit: 12d8 (19); piercing damage.					
Spell Immunity					
Parasite has no effect against the following: <i>force</i> damage.					
Spell Susceptibility					
Parasite receives double damage when hit by the following damage types: <i>radiant</i> and <i>wind</i> .					
Visionary					
Parasite has low-light vision.					
Challenge Code E (4,000 XP)					

# RAPPS

Rapps is an ancient and near-extinct dragon. One of these creatures is kept as a pet by Don Corneo and are otherwise seen very rarely.

RAPPS				Huge Dragon 19	
DEFENCES Ref 16; Fort 30; Will 25; Mag 19					
HIT POINTS 400 (18d12 + 274)				BLOODIED: 200	
MAGIC POINTS 114				INITIATIVE: +3	
SPEED 6 squares (fly; <i>good</i> )				FIGHTING SPACE 2x2	
STR	DEX	CON	INT	WIS	CHA
35 (+12)	13 (+1)	28 (+9)	6 (-2)	20 (+5)	18 (+4)
SKILLS Melee Strike +27, Perception +20, Spellcasting +19					
MELEE DIE		RANGED DIE		MAGIC DIE	
2d10		1d10		2d8	
FEATS Improved Hit, Improved Initiative, Power Surge, Skill Focus (Melee Strike, Perception, Spellcasting)					
ATTACKS					
<b>Claw:</b> <i>Melee Attack:</i> +27 to hit; Hit Rate: 10; one target; Hit: 20d10 (29); slashing damage.					
<b>Spell Immunity</b>					
Rapps has no effect against the following: <i>berserk, confuse, petrify, paralysis, silence, sleep, and small.</i>					
<b>Multiattack (4/encounter)</b>					
Can use its claw attack twice as a full-round action. Can use one additional time per encounter every fifth level (20 <sup>th</sup> , 25 <sup>th</sup> , 30 <sup>th</sup> , 35 <sup>th</sup> , etc.).					
<b>Aeroga</b>					
<i>Magic Attack:</i> +19 to hit; Power Rate: 7; MP Cost: 20; Range: 6; one enemy target in blast 1; Hit: 14d8 (21); <i>wind</i> damage.					
At 21 <sup>st</sup> , 31 <sup>st</sup> and 41 <sup>st</sup> level, the Power Rate further increases by 1.					
Challenge Code D (2,000 XP)					



## SCHIZO

Schizo is a near-extinct dragon that lives up on Gaea’s Cliffs. They have two heads, each representing fire and ice respectively. They are essentially two dragons living in the same mind and body.

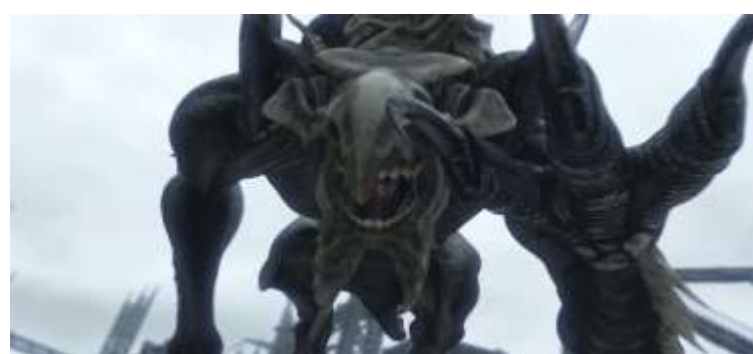


SCHIZO			Gargantuan Dragon 21		
DEFENCES Ref 24*; Fort 34; Will 24; Mag 19					
HIT POINTS 590 (20d12 + 450)			BLOODIED: 295		
MAGIC POINTS 84			INITIATIVE: +3		
SPEED 4 squares			FIGHTING SPACE 4x4		
STR	DEX	CON	INT	WIS	CHA
40 (+15)	11 (+0)	35 (+12)	4 (-3)	17 (+3)	10 (+0)
SKILLS Melee Strike +30, Perception +21, Persuasion +10, Spellcasting +27					
MELEE DIE		RANGED DIE		MAGIC DIE	
2d10		1d10		2d8	
FEATS Improved Hit, Improved Initiative, Magic Training (Constitution), Power Surge, Skill Focus (Perception, Persuasion)					
ATTACKS					
Claw: <i>Melee Attack</i> : +30 to hit; Hit Rate: 11; one target; Hit: 22d10 (31); slashing damage.					
Spell Immunity					
Schizo has no effect against the following: <i>berserk, confuse, petrify, paralysis, silence, sleep, slow, small, and stop</i> .					
Spell Absorption					
Whenever Schizo (left head) is dealt <i>ice</i> damage, the damage is absorbed instead. Whenever Schizo (right head) is dealt <i>fire</i> damage, the damage is absorbed instead.					
Terrifying Presence					
Schizo has an extremely fierce, intimidating presence; causing its opponents to freeze in fear. When Schizo first attacks, it can make a Persuasion check as a swift action to attempt to awe its opponent. The opponent must make an opposed Wisdom saving throw. If the opponent fails, he can only take a move action or standard action on his next turn. If the opponent fails the saving throw by 10 or more, he is considered <i>immobilised</i> . The opponent continues to be <i>immobilised</i> until he succeeds at a Wisdom saving throw (DC 10), which can only be done at the end of his turn. Schizo can only make one Persuasion check in a given encounter.					
Multiattack (5/encounter)					
Can use its claw attack twice as a full-round action. Can use one additional time per encounter every fifth level (25 <sup>th</sup> , 30 <sup>th</sup> , 35 <sup>th</sup> , 40 <sup>th</sup> , etc.).					
Cold Breath (left head)					
<i>Magic Attack</i> : +27 to hit; Power Rate: 6; MP Cost: 8; Range: 6; one enemy target in blast 1; Hit: 12d8 (19); <i>ice</i> damage.					
Fire Breath (Right head)					
<i>Magic Attack</i> : +27 to hit; Power Rate: 6; MP Cost: 8; Range: 6; one enemy target in blast 1; Hit: 12d8 (19); <i>fire</i> damage.					
Lightning Breath					
<i>Magic Attack</i> : +27 to hit; Power Rate: 8; MP Cost: 12; Range: 6; one enemy target in blast 1; Hit: 16d8 (23); <i>thunder</i> damage.					
Schizo will only use this attack upon its death as a Final Attack.					
Tremor					
<i>Magic Attack</i> : +27 to hit; Power Rate: 6; MP Cost: 8; Range: 6; one enemy target in blast 1; Hit: 12d8 (19); <i>force</i> damage.					
Challenge Code E (4,000 XP)					
*+10 natural armour bonus					

## SHADOW CREEPER

Shadow Creepers are monsters created out of pure negative lifestream. These creatures can be summoned at will by the Remnants of Sephiroth during the film Advent Children.





SHADOW CREEPER			Large Aberration 17		
DEFENCES Ref 27*; Fort 28; Will 21; Mag 19					
HIT POINTS 302 (16d12 + 190)			BLOODIED: 151		
MAGIC POINTS 51			INITIATIVE: +4		
SPEED 8 squares			FIGHTING SPACE 2x2		
STR	DEX	CON	INT	WIS	CHA
30 (+10)	14 (+2)	26 (+8)	8 (-1)	14 (+2)	10 (+0)
SKILLS Athletics +25, Melee Strike +22, Perception +17					
MELEE DIE		RANGED DIE		MAGIC DIE	
2d8		1d12		2d10	
FEATS Improved Hit, Improved Initiative, Skill Focus (Athletics, Perception), Toughness					
ATTACKS					
Bite: <i>Melee Attack</i> : +22 to hit; Hit Rate: 6; one target; Hit: 12d8 (19); piercing damage.					
Claw: <i>Melee Attack</i> : +22 to hit; Hit Rate: 5; one target; Hit: 10d8 (17); slashing damage.					
Spell Susceptibility					
Shadow Creeper receives double damage when hit by the following damage types: <i>radiant</i> .					
Multiattack (4/encounter)					
Can use both its bite and claw attacks as a full-round action. Can use one additional time per encounter every fifth level (20 <sup>th</sup> , 25 <sup>th</sup> , 30 <sup>th</sup> , 35 <sup>th</sup> , etc.).					
Visionary					
Shadow Creeper has low-light vision.					
Challenge Code D (2,000 XP)					
*+8 natural armour bonus					

## SKEESKEE

Skeeskee are an exotic bird native to Wutai. They are known for seemingly “dancing” around their foes before lunging at them and attacking with their beaks.



SKEESKEE				Small Animal 10	
DEFENCES Ref 25; Fort 20; Will 20; Mag 15					
HIT POINTS 74 (9d10 + 25)				BLOODIED: 37	
MAGIC POINTS 40				INITIATIVE: +6	
SPEED 4 squares				FIGHTING SPACE 1	
STR	DEX	CON	INT	WIS	CHA
12 (+1)	22 (+6)	14 (+2)	4 (-3)	16 (+3)	8 (-1)
SKILLS Melee Strike +11, Perception +10, Stealth +16					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d8		1d4		1d6	
FEATS Improved Defences, Improved Hit, Skill Focus (Melee Strike, Stealth)					
ATTACKS					
Gore: <i>Melee Attack</i> : +11 to hit; Hit Rate: 2; one target; Hit: 2d8 (9); piercing damage.					
Spell Immunity					
Skeeskee has no effect against the following: <i>small</i> .					
Rage Bomber (2/encounter)					
When Skeeskee is bloodied, it can make a melee attack against an adjacent enemy target. If the attack succeeds the target's Reflex Defence by 2 or more, the target is inflicted with the <i>berserk</i> condition (save ends).					
Challenge Code B (500 XP)					

## SPIRAL

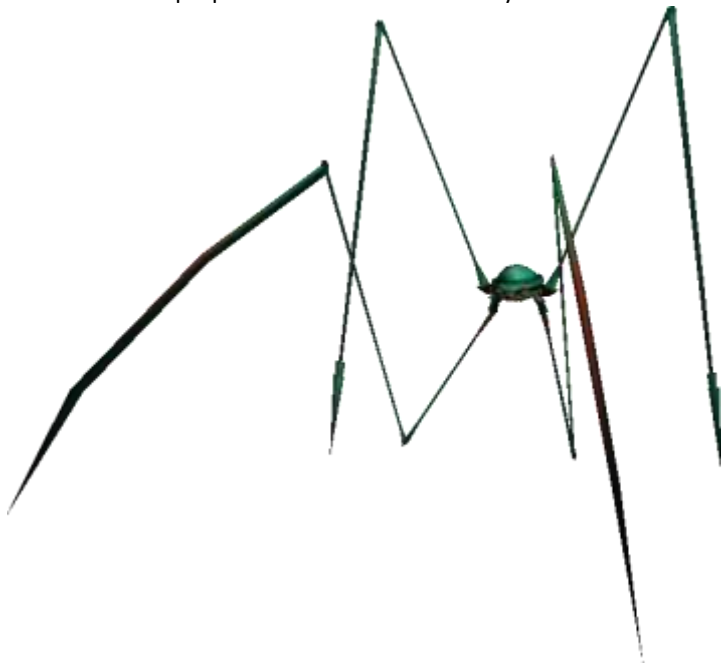
Spirals are only ever found in groups in the open countryside. They prefer the milder climate but they can also live in the freezing snow paths; with their thick hides providing them both warmth and protection.



SPIRAL			Medium Insect 19		
DEFENCES Ref 24; Fort 22; Will 22; Mag 17					
HIT POINTS 102 (18d6 + 30)			BLOODIED: 51		
MAGIC POINTS 57			INITIATIVE: +5		
SPEED 6 squares			FIGHTING SPACE 1		
STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	4 (-3)	14 (+2)	7 (-2)
SKILLS Acrobatics +12, Melee Strike +18, Perception +14, Survival +17					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d8		1d8		1d8	
FEATS Improved Hit, Improved Initiative, Melee Training (Dexterity), Skill Focus (Acrobatics, Melee Strike, Survival)					
ATTACKS					
Gore: <i>Melee Attack</i> : +18 to hit; Hit Rate: 4; one target; Hit: 4d8 (11); bludgeoning damage.					
Spell Immunity					
Spiral has no effect against the following: <i>berserk</i> , <i>confuse</i> , and <i>small</i> .					
Visionary					
Spiral has low-light vision.					
Challenge Code D (2,000 XP)					

# STINGER

Stingers can be found in underground caverns. If you see man-sized webs covering cavern archways, be prepared to be encountered by these vermin.



STINGER				Large Insect 12	
DEFENCES Ref 19; Fort 19; Will 18; Mag 13					
HIT POINTS 76 (11d6 + 35)			BLOODIED: 38		
MAGIC POINTS 24			INITIATIVE: +3		
SPEED 6 squares			FIGHTING SPACE 1		
STR	DEX	CON	INT	WIS	CHA
12 (+1)	16 (+3)	12 (+1)	2 (-4)	12 (+1)	6 (-2)
SKILLS Acrobatics +16, Melee Strike +14, Perception +14					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d4		1d4		1d4	
FEATS Improved Hit, Skill Focus (Acrobatics, Melee Strike, Perception)					
ATTACKS					
Gore: <i>Melee Attack</i> : +14 to hit; Hit Rate: 4; one target; Hit: 4d4 (7); bludgeoning damage.					
<i>Spell Immunity</i>					
Stinger has no effect against the following: <i>paralysis</i> .					
<i>Visionary</i>					
Stinger has low-light vision.					
<i>Multiattack (3/encounter)</i>					
Can use its gore attack twice as a full-round action. Can use one additional time per encounter every fifth level (15 <sup>th</sup> , 20 <sup>th</sup> , 25 <sup>th</sup> , 30 <sup>th</sup> , etc.).					
<i>Sting Bomb (3/encounter)</i>					
Stinger can hit a target with its underbelly, reducing the target's current hit points by one-half (rounded-down). The target must make a successful Dexterity saving throw to avoid this attack.					
Challenge Code C (1,000 XP)					

# TAIL VAULT

Tail Vaults are classed as household pests, just like the hedgehog pie, and will attack anyone and everyone. They are only seen in groups.



TAIL VAULT				Small Insect 14	
DEFENCES Ref 24; Fort 19; Will 19; Mag 15					
HIT POINTS 54 (13d6 + 5)				BLOODIED: 27	
MAGIC POINTS 28				INITIATIVE: +3	
SPEED 4 squares				FIGHTING SPACE 1	
STR	DEX	CON	INT	WIS	CHA
10 (+0)	17 (+3)	10 (+0)	4 (-3)	12 (+1)	6 (-2)
SKILLS Acrobatics +16, Melee Strike +16, Perception +14					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d4		1d4		1d4	
FEATS Improved Hit, Melee Training (Dexterity), Skill Focus (Acrobatics, Melee Strike, Perception)					
ATTACKS					
Bite: <i>Melee Attack</i> : +16 to hit; Hit Rate: 4; one target; Hit: 4d4 (7); piercing damage.					
<i>Multiattack (3/encounter)</i>					
Can use its bite attack twice as a full-round action. Can use one additional time per encounter every fifth level (15 <sup>th</sup> , 20 <sup>th</sup> , 25 <sup>th</sup> , 30 <sup>th</sup> , etc.).					
Challenge Code C (1,000 XP)					

# THE FASCINATION SISTERS

Jemnezmy, Pollensalta, and Snow. They are three sisters who are on the run from Shinra after escaping their captivity and experimented on by Hojo himself. These lovely ladies can easily work their magic and flatter those of the opposite gender.





JEMNEZMY				Medium Mutant 12	
DEFENCES Ref 18; Fort 19; Will 19; Mag 18					
HIT POINTS 97 (11d10 + 36)				BLOODIED: 48	
MAGIC POINTS 24				INITIATIVE: +2	
SPEED 6 squares				FIGHTING SPACE 1	
STR	DEX	CON	INT	WIS	CHA
10 (+0)	11 (+0)	14 (+2)	8 (-1)	12 (+1)	12 (+1)
SKILLS Melee Strike +10, Perception +11, Spellcasting +14					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d8		1d8		1d8	
FEATS Improved Defences, Improved Initiative, Power Surge, Skill Focus (Spellcasting)					
ATTACKS					
Slam: <i>Melee Attack</i> : +10 to hit; Hit Rate: 3; one target; Hit: 3d8 (10); bludgeoning damage.					
Spell Immunity					
Jemnezmy has no effect against the following: <i>berserk</i> , <i>confuse</i> , <i>ice</i> damage, <i>paralysis</i> , <i>sleep</i> , and <i>slow</i> .					
Cold Breath					
Magic Attack: +14 to hit; Power Rate: 5; MP Cost: 8; Range: 6; one enemy target in blast 1; Hit: 5d8 (12); <i>ice</i> damage.					
Fascination (3/encounter)					
Jemnezmy can make a Spellcasting check against a single male enemy target in range 10 of her position. If the check is successful, the target is infected with the <i>confuse</i> condition (save ends).					
Challenge Code C (1,000 XP)					



POLLENSALTA			Medium Mutant 21		
DEFENCES Ref 23; Fort 23; Will 23; Mag 22					
HIT POINTS 174 (20d10 + 54)			BLOODIED: 87		
MAGIC POINTS 42			INITIATIVE: +4		
SPEED 6 squares			FIGHTING SPACE 1		
STR	DEX	CON	INT	WIS	CHA
10 (+0)	12 (+1)	14 (+2)	8 (-1)	13 (+1)	12 (+1)
SKILLS Angel Whisper +19, Perception +19, Spellcasting +19					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d8		1d8		1d8	
FEATS Improved Defences, Improved Initiative, Power Surge, Skill Focus (Angel Whisper, Perception, Spellcasting)					
<b>Spell Immunity</b>					
Pollensalta has no effect against the following: <i>confuse</i> and <i>small</i> .					
<b>Spell Absorption</b>					
Whenever Pollensalta is dealt <i>fire</i> damage, the damage is absorbed instead.					
<b>Cold Breath</b>					
<i>Magic Attack</i> : +19 to hit; Power Rate: 6; MP Cost: 8; Range: 6; one enemy target in blast 1; Hit: 6d8 (13); <i>ice</i> damage.					
<b>Firaga</b>					
<i>Magic Attack</i> : +19 to hit; Power Rate: 8; MP Cost: 20; Range: 6; one enemy target in blast 1; Hit: 8d8 (15); <i>fire</i> damage.					
At 21 <sup>st</sup> , 31 <sup>st</sup> and 41 <sup>st</sup> level, the Power Rate further increases by 1.					
<b>Fascination (5/encounter)</b>					
Pollensalta can make a Spellcasting check against a single male enemy target in range 10 of her position. If the check is successful, the target is infected with the <i>confuse</i> condition (save ends).					
Challenge Code E (4,000 XP)					



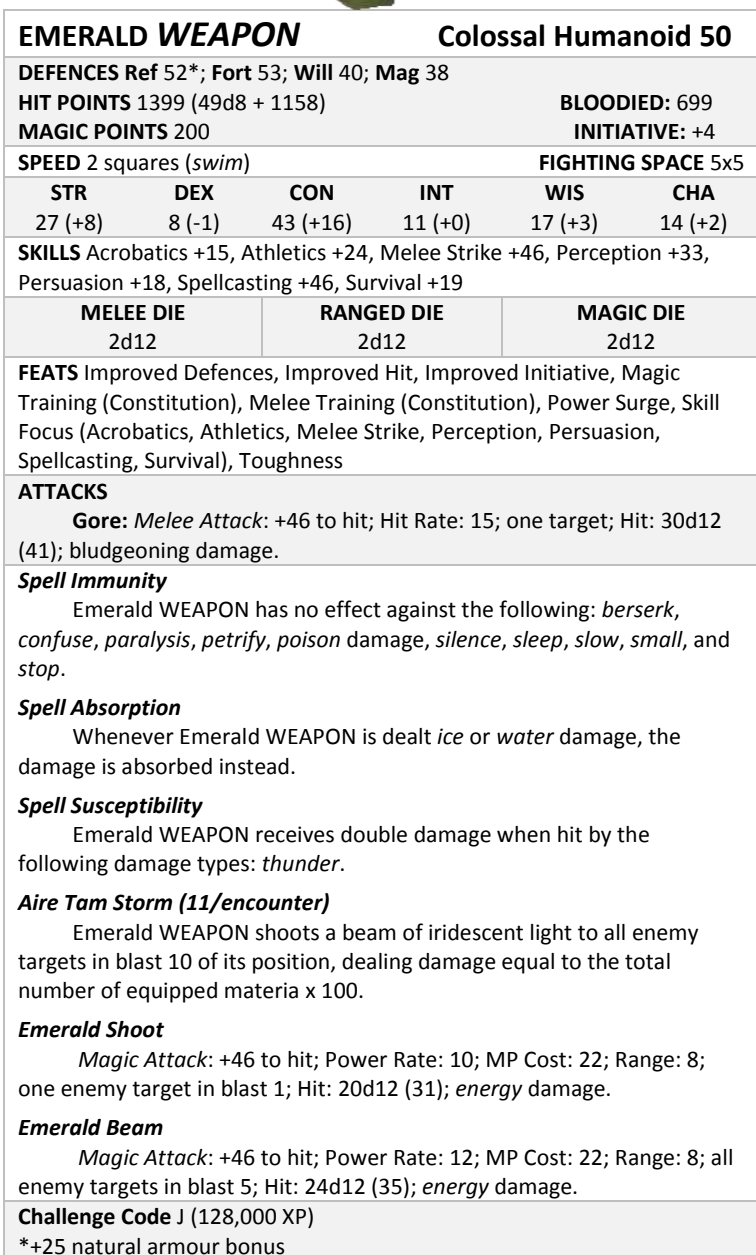
<b>SNOW</b>			<b>Medium Mutant 16</b>		
<b>DEFENCES</b> Ref 20; <b>Fort</b> 21; <b>Will</b> 21; <b>Mag</b> 20					
<b>HIT POINTS</b> 129 (15d10 + 44)			<b>BLOODIED:</b> 64		
<b>MAGIC POINTS</b> 32			<b>INITIATIVE:</b> +2		
<b>SPEED</b> 6 squares			<b>FIGHTING SPACE</b> 1		
<b>STR</b> 10 (+0)	<b>DEX</b> 11 (+0)	<b>CON</b> 14 (+2)	<b>INT</b> 8 (-1)	<b>WIS</b> 12 (+1)	<b>CHA</b> 12 (+1)
<b>SKILLS</b> Melee Strike +12, Perception +16, Spellcasting +16					
<b>MELEE DIE</b> 1d8		<b>RANGED DIE</b> 1d8		<b>MAGIC DIE</b> 1d8	
<b>FEATS</b> Improved Defences, Improved Initiative, Power Surge, Skill Focus (Perception, Spellcasting)					
<b>ATTACKS</b>					
<p><b>Slam:</b> <i>Melee Attack:</i> +12 to hit; Hit Rate: 3; one target; Hit: 3d8 (10); bludgeoning damage.</p>					
<p><b>Spell Immunity</b></p> <p>Snow has no effect against the following: <i>berserk, confuse, petrify, silence, sleep, and small.</i></p>					
<p><b>Spell Susceptibility</b></p> <p>Snow receives double damage when hit by the following damage types: <i>fire.</i></p>					
<p><b>Spell Absorption</b></p> <p>Whenever Snow is dealt <i>ice</i> damage, the damage is absorbed instead.</p>					
<p><b>Cold Breath</b></p> <p><i>Magic Attack:</i> +16 to hit; Power Rate: 5; MP Cost: 8; Range: 6; one enemy target in blast 1; Hit: 5d8 (12); <i>ice</i> damage.</p>					
<p><b>Blizzara</b></p> <p><i>Magic Attack:</i> +16 to hit; Power Rate: 7; MP Cost: 8; Range: 6; one enemy target in blast 1; Hit: 7d8 (14); <i>ice</i> damage.</p> <p>At 21<sup>st</sup> level, Blizzara upgrades to Blizzaga. MP Cost doubles, and the Power Rate increases by 2 as well. At 31<sup>st</sup> and 41<sup>st</sup> level, the Power Rate further increases by 1.</p>					
<p><b>Fascination (4/encounter)</b></p> <p>Snow can make a Spellcasting check against a single male enemy target in range 10 of her position. If the check is successful, the target is infected with the <i>confuse</i> condition (save ends).</p>					
<b>Challenge Code D (2,000 XP)</b>					

## THE *WEAPONS*

Thousands of years later, Sephiroth summoned meteor, and the WEAPONS were reawakened to the threat immediately, and targeted the cause of the threat, however since Sephiroth sealed himself deep within the Northern Cave, the WEAPONS were unable to sense him and went on a rampage across the planet in their state of confusion.



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OMEGA <i>WEAPON</i>			Colossal Humanoid 50		
DEFENCES Ref 54*; Fort 55; Will 40; Mag 39					
HIT POINTS 1529 (49d8 + 1288)			BLOODIED: 764		
MAGIC POINTS 200			INITIATIVE: +6		
SPEED None ( <i>immobile</i> )			FIGHTING SPACE 7x7		
STR	DEX	CON	INT	WIS	CHA
31 (+10)	12 (+1)	47 (+18)	13 (+1)	17 (+3)	10 (+0)
SKILLS Acrobatics +17, Melee Strike +48, Perception +19, Persuasion +16, Ranged Strike +31, Spellcasting +48, Survival +19					
MELEE DIE		RANGED DIE		MAGIC DIE	
2d12		2d12		2d12	
FEATS Improved Defences, Improved Hit, Improved Initiative, Magic Training (Constitution), Melee Training (Constitution), Power Surge, Skill Focus (Acrobatics, , Melee Strike, Perception, Persuasion, Ranged Strike, Spellcasting, Survival), Toughness					
ATTACKS					
Claw: <i>Melee Attack</i> : +48 to hit; Hit Rate: 15; one target; Hit: 30d12 (41); slashing damage.					
<i>Spell Immunity</i>					
Omega WEAPON has no effect against the following: <i>berserk</i> , <i>confuse</i> , <i>force</i> damage, <i>paralysis</i> , <i>petrify</i> , <i>poison</i> damage, <i>silence</i> , <i>sleep</i> , <i>slow</i> , <i>small</i> , <i>stop</i> , and <i>thunder</i> damage.					
<i>Homing Projectile (11/encounter)</i>					
Omega WEAPON launches a number of projectiles at a single target in blast 8 of its position, dealing 18d12 (29) points of <i>energy</i> damage on a successful Ranged Strike check.					
<i>Crystal Cubes</i>					
Omega WEAPON summons a barrage of crystal cubes that are launched at a single target in blast 10 of its position. If Omega’s Spellcasting check equals or exceeds the target’s Magic Defence, the target takes 22d12 points of damage. On failed check, the target takes half damage.					
<i>Terrifying Presence</i>					
Omega WEAPON has an extremely fierce, intimidating presence; causing its opponents to freeze in fear. When Omega WEAPON first attacks, it can make a Persuasion check as a swift action to attempt to awe its opponent. The opponent must make an opposed Wisdom saving throw. If the opponent fails, he can only take a move action or standard action on his next turn. If the opponent fails the saving throw by 10 or more, he is considered <i>immobilised</i> . The opponent continues to be <i>immobilised</i> until he succeeds at a Wisdom saving throw (DC 10), which can only be done at the end of his turn. Omega WEAPON can only make one Persuasion check in a given encounter.					
Challenge Code J (128,000 XP)					
*+25 natural armour bonus					



RUBY <i>WEAPON</i>			Colossal Humanoid 50		
DEFENCES Ref 53*; Fort 54; Will 42; Mag 39					
HIT POINTS 1464 (49d8 + 1223)			BLOODIED: 732		
MAGIC POINTS 300			INITIATIVE: +5		
SPEED 2 squares			FIGHTING SPACE 5x5		
STR	DEX	CON	INT	WIS	CHA
29 (+9)	11 (+0)	45 (+17)	12 (+1)	21 (+5)	14 (+2)
SKILLS Acrobatics +16, Melee Strike +47, Perception +21, Persuasion +18, Shadow Flare +32, Spellcasting +47, Survival +21					
MELEE DIE		RANGED DIE		MAGIC DIE	
2d12		2d12		2d12	
FEATS Improved Defences, Improved Hit, Improved Initiative, Magic Training (Constitution), Melee Training (Constitution), Power Surge, Skill Focus (Acrobatics, , Melee Strike, Perception, Persuasion, Shadow Flare, Spellcasting, Survival), Toughness					
ATTACKS					
Claw: <i>Melee Attack</i> : +47 to hit; Hit Rate: 15; one target; Hit: 30d12 (41); slashing damage.					
Gore (tentacles): <i>Melee Attack</i> : +47 to hit; Hit Rate: 15; one target; Hit: 30d12 (41); bludgeoning damage.					
Spell Immunity					
Ruby WEAPON has no effect against the following: <i>berserk</i> , <i>confuse</i> , <i>paralysis</i> , <i>petrify</i> , <i>poison</i> damage, <i>silence</i> , <i>sleep</i> , <i>slow</i> , <i>small</i> , <i>stop</i> , and <i>water</i> damage.					
Spell Absorption					
Whenever Ruby WEAPON is dealt <i>fire</i> , <i>force</i> , <i>ice</i> , or <i>thunder</i> damage, the damage is absorbed instead.					
Comet					
<i>Magic Attack</i> : +47 to hit; Power Rate: 14; MP Cost: 40; Range: 8; one enemy target in burst 5; Hit: 28d12 (39); <i>necrotic</i> damage.					
Ruby Flame					
<i>Magic Attack</i> : +47 to hit; Power Rate: 10; MP Cost: 22; Range: 8; one enemy target in blast 1; Hit: 20d12 (31); <i>fire</i> damage.					
Ultima					
<i>Magic Attack</i> : +47 to hit; Power Rate: 20; MP Cost: 90; Range: 10; all enemy targets in burst 8; Hit: 40d12 (51); <i>energy</i> damage.					
Terrifying Presence					
Ruby WEAPON has an extremely fierce, intimidating presence; causing its opponents to freeze in fear. When Ruby WEAPON first attacks, it can make a Persuasion check as a swift action to attempt to awe its opponent. The opponent must make an opposed Wisdom saving throw. If the opponent fails, he can only take a move action or standard action on his next turn. If the opponent fails the saving throw by 10 or more, he is considered <i>immobilised</i> . The opponent continues to be <i>immobilised</i> until he succeeds at a Wisdom saving throw (DC 10), which can only be done at the end of his turn. Ruby WEAPON can only make one Persuasion check in a given encounter.					
Challenge Code J (128,000 XP)					
*+25 natural armour bonus					





SAPPHIRE WEAPON			Colossal Humanoid 50		
DEFENCES Ref 54*; Fort 49; Will 38; Mag 39					
HIT POINTS 1139 (49d8 + 898)			BLOODIED: 569		
MAGIC POINTS 100			INITIATIVE: +6		
SPEED 6 squares ( <i>swim</i> )			FIGHTING SPACE 8x5		
STR	DEX	CON	INT	WIS	CHA
19 (+4)	12 (+1)	35 (+12)	13 (+1)	13 (+1)	10 (+0)
SKILLS Acrobatics +17, Athletics +20, Melee Strike +42, Perception +17, Persuasion +16, Spellcasting +42, Survival +17					
MELEE DIE		RANGED DIE		MAGIC DIE	
2d12		2d12		2d12	
FEATS Improved Defences, Improved Hit, Improved Initiative, Magic Training (Constitution), Melee Training (Constitution), Power Surge, Skill Focus (Acrobatics, Athletics, Melee Strike, Perception, Persuasion, Spellcasting, Survival), Toughness					
ATTACKS					
Slam: <i>Melee Attack</i> : +42 to hit; Hit Rate: 15; one target; Hit: 30d12 (41); bludgeoning damage.					
Spell Immunity					
Sapphire WEAPON has no effect against the following: <i>berserk, confuse, paralysis, petrify, poison</i> damage, <i>silence, sleep, slow, small, stop</i> , and <i>water</i> damage.					
Sapphire Beam					
Magic Attack: +42 to hit; Power Rate: 10; MP Cost: 22; Range: 8; one enemy target in blast 1; Hit: 20d12 (31); <i>energy</i> damage.					
Breath Underwater					
Sapphire WEAPON can breathe underwater normally and cannot drown in water. It has a +4 species bonus on Athletics checks made to swim.					
Terrifying Presence					
Sapphire WEAPON has an extremely fierce, intimidating presence; causing its opponents to freeze in fear. When Sapphire WEAPON first attacks, it can make a Persuasion check as a swift action to attempt to awe its opponent. The opponent must make an opposed Wisdom saving throw. If the opponent fails, he can only take a move action or standard action on his next turn. If the opponent fails the saving throw by 10 or more, he is considered <i>immobilised</i> . The opponent continues to be <i>immobilised</i> until he succeeds at a Wisdom saving throw (DC 10), which can only be done at the end of his turn. Sapphire WEAPON can only make one Persuasion check in a given encounter.					
Challenge Code J (128,000 XP)					
*+25 natural armour bonus					



ULTIMATE WEAPON			Colossal Humanoid 50		
DEFENCES Ref 52*; Fort 52; Will 40; Mag 38					
HIT POINTS 1334 (49d8 + 1093)			BLOODIED: 732		
MAGIC POINTS 200			INITIATIVE: +4		
SPEED 6 squares (fly; <i>perfect</i> )			FIGHTING SPACE 5x5		
STR	DEX	CON	INT	WIS	CHA
25 (+7)	9 (-1)	41 (+15)	10 (+0)	17 (+3)	16 (+3)
SKILLS Acrobatics +15, Melee Strike +45, Perception +19, Persuasion +19, Shadow Flare +33, Spellcasting +45, Survival +19					
MELEE DIE		RANGED DIE		MAGIC DIE	
2d12		2d12		2d12	
FEATS Improved Defences, Improved Hit, Improved Initiative, Magic Training (Constitution), Melee Training (Constitution), Power Surge, Skill Focus (Acrobatics, , Melee Strike, Perception, Persuasion, Shadow Flare, Spellcasting, Survival), Toughness					
ATTACKS					
Claw: <i>Melee Attack</i> : +45 to hit; Hit Rate: 15; one target; Hit: 30d12 (41); slashing damage.					
Spell Immunity					
Ultimate WEAPON has no effect against the following: <i>berserk, confuse, force damage, paralysis, petrify, poison damage, silence, sleep, slow, small, stop, and water damage.</i>					
Quakaga					
Magic Attack: +45 to hit; Power Rate: 10; MP Cost: 15; Range: 6; one enemy target; Hit: 20d12 (31); <i>force damage.</i>					
Ultima Beam					
Magic Attack: +45 to hit; Power Rate: 18; MP Cost: 90; Range: 10; all enemy targets in burst 8; Hit: 36d12 (47); <i>energy damage.</i>					
Terrifying Presence					
Ultimate WEAPON has an extremely fierce, intimidating presence; causing its opponents to freeze in fear. When Ultimate WEAPON first attacks, it can make a Persuasion check as a swift action to attempt to awe its opponent. The opponent must make an opposed Wisdom saving throw. If the opponent fails, he can only take a move action or standard action on his next turn. If the opponent fails the saving throw by 10 or more, he is considered <i>immobilised</i> . The opponent continues to be <i>immobilised</i> until he succeeds at a Wisdom saving throw (DC 10), which can only be done at the end of his turn. Ultimate WEAPON can only make one Persuasion check in a given encounter.					
Challenge Code J (128,000 XP)					
*+25 natural armour bonus					

## TWIN BRAIN

Twin Brains are magical beasts that live within mountain caverns, especially Mt. Nibel. They attack in small groups and will only ever use magic as they are unable to physically attack anyone.



### TWIN BRAIN Medium Aberration 12

**DEFENCES** Ref 20; **Fort** 20; **Will** 20; **Mag** 18  
**HIT POINTS** 95 (11d12 + 23) **BLOODIED:** 47  
**MAGIC POINTS** 36 **INITIATIVE:** +2  
**SPEED** 6 squares **FIGHTING SPACE** 1

STR	DEX	CON	INT	WIS	CHA
10 (+0)	14 (+2)	12 (+1)	8 (-1)	15 (+2)	3 (-4)

**SKILLS** Perception +15, Spellcasting +15, Stealth +12

MELEE DIE	RANGED DIE	MAGIC DIE
1d10	1d8	1d12

**FEATS** Improved Defences, Magic Training (Wisdom), Skill Focus (Perception, Spellcasting)

#### Visionary

Twin Brain has darkvision (4 squares).

#### Drain

**Magic Attack:** +15 to hit; Power Rate: 2; MP Cost: 10; Range: 8; one enemy target in burst 1; Hit: 2d12 (13); Twin Brain absorbs the damage.

#### Stare Down

Twin Brain emits a deadly stare that inflicts the paralysis condition on a single target in close burst 8. The target must make a DC 10 Wisdom saving throw to avoid the attack.

**Challenge Code** C (1,000 XP)

## UNKNOWN

The Unknown monsters that roam the sunken plane, Gelnika, are an example of what mutated creatures can do when they break free from captivity. It is believed that they caused the plane to crash into the sea after attacking and killing the crewmembers.



### UNKNOWN 1 Large Mutant 25

**DEFENCES** Ref 26; **Fort** 28; **Will** 26; **Mag** 23  
**HIT POINTS** 248 (24d10 + 104) **BLOODIED:** 124  
**MAGIC POINTS** 75 **INITIATIVE:** +7  
**SPEED** 4 squares **FIGHTING SPACE** 2x2

STR	DEX	CON	INT	WIS	CHA
20 (+5)	18 (+4)	16 (+3)	6 (-2)	13 (+2)	12 (+1)

**SKILLS** Melee Strike +20, Perception +20, Spellcasting +21

MELEE DIE	RANGED DIE	MAGIC DIE
1d12	1d12	1d12

**FEATS** Improved Defences, Improved Hit, Improved Initiative, Magic Training (Constitution), Power Surge, Skill Focus (Perception, Spellcasting)

#### ATTACKS

**Bite:** *Melee Attack:* +20 to hit; Hit Rate: 7; one target; Hit: 7d12 (18); piercing damage.

#### Spell Immunity

Unknown 1 has no effect against the following: *berserk*, *confuse*, *paralysis*, *petrify*, *silence*, *sleep*, *slow*, *small*, and *stop*.

#### Spell Absorption

Whenever Unknown 1 is dealt *fire* damage, the damage is absorbed instead.

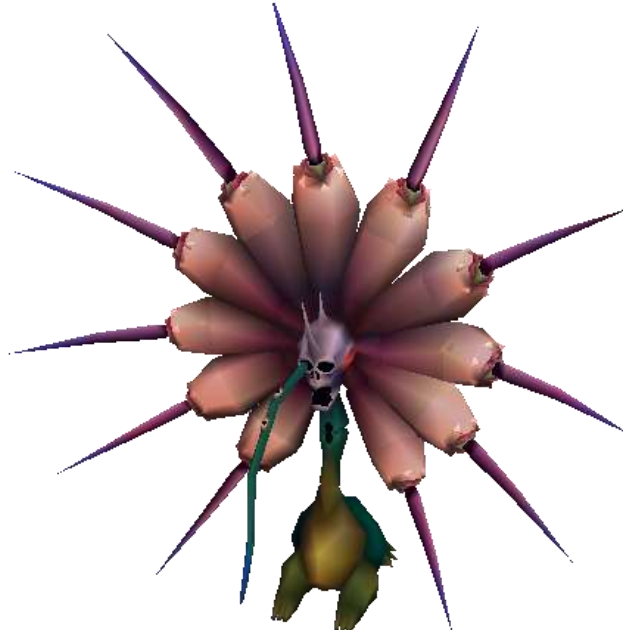
#### Visionary

Unknown 1 has low-light vision.

#### Tongue

**Magic Attack:** +21 to hit; Power Rate: 9; MP Cost: 12; Range: 10; one enemy target in burst 8; Hit: 9d12 (20); *necrotic* damage.

**Challenge Code** E (4,000 XP)





UNKNOWN 2				Large Mutant 25	
DEFENCES Ref 24; Fort 28; Will 26; Mag 23				BLOODIED: 132	
HIT POINTS 265 (24d10 + 121)				INITIATIVE: +5	
MAGIC POINTS 75				FIGHTING SPACE 2x2	
SPEED 4 squares					
STR	DEX	CON	INT	WIS	CHA
18 (+4)	15 (+2)	17 (+3)	6 (-2)	12 (+2)	14 (+2)
SKILLS Melee Strike +22, Perception +20, Survival +20					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d12		1d12		1d12	
FEATS Improved Defences, Improved Hit, Improved Initiative, Skill Focus (Melee Strike, Perception, Survival), Toughness					
ATTACKS					
Gore: <i>Melee Attack</i> : +22 to hit; Hit Rate: 5; one target; Hit: 5d12 (16); bludgeoning damage.					
Spell Immunity					
Unknown 2 has no effect against the following: <i>berserk</i> , <i>confuse</i> , <i>paralysis</i> , <i>petrify</i> , <i>silence</i> , <i>sleep</i> , <i>slow</i> , <i>small</i> , and <i>stop</i> .					
Spell Absorption					
Whenever Unknown 2 is dealt <i>poison</i> damage, the damage is absorbed instead.					
Visionary					
Unknown 2 has low-light vision.					
Abnormal Breath					
Unknown 2 exhales a foul stench that inflicts the <i>confuse</i> condition on a single target in close burst 8. The target must make a DC 12 Wisdom saving throw to avoid the attack.					
Challenge Code E (4,000 XP)					



## ZENENE

The Zenene was once a Dark Nation that underwent horrifying experiments by Shinra's science department. They prefer to attack individually rather than in groups.



UNKNOWN 3			Large Mutant 26		
DEFENCES Ref 26; Fort 30; Will 28; Mag 24			BLOODIED: 140		
HIT POINTS 281 (25d10 + 121)			INITIATIVE: +6		
MAGIC POINTS 78			FIGHTING SPACE 2x2		
SPEED 4 squares			FIGHTING SPACE 2x2		
STR	DEX	CON	INT	WIS	CHA
18 (+4)	16 (+3)	18 (+4)	6 (-2)	14 (+2)	12 (+1)
SKILLS Melee Strike +22, Perception +20, Spellcasting +22					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d12		1d12		1d12	
FEATS Improved Defences, Improved Hit, Improved Initiative, Magic Training (Constitution), Power Surge, Skill Focus (Melee Strike, Perception, Spellcasting)					
ATTACKS					
Gore: <i>Melee Attack</i> : +22 to hit; Hit Rate: 5; one target; Hit: 5d12 (16); bludgeoning damage.					
Spell Immunity					
Unknown 3 has no effect against the following: <i>berserk</i> , <i>confuse</i> , <i>paralysis</i> , <i>petrify</i> , <i>silence</i> , <i>sleep</i> , <i>slow</i> , <i>small</i> , and <i>stop</i> .					
Spell Absorption					
Whenever Unknown 3 is dealt <i>thunder</i> damage, the damage is absorbed instead.					
Visionary					
Unknown 2 has low-light vision.					
Thundaga					
<i>Magic Attack</i> : +22 to hit; Power Rate: 8; MP Cost: 15; Range: 6; one enemy target; Hit: 8d12 (19); <i>thunder</i> damage.					
Creepy Touch (6/encounter)					
Unknown 3 can designate a single target in range 8 of its position. That target takes a -4 penalty to Defences until the start of its next turn.					
Challenge Code F (8,000 XP)					

ZENENE			Medium Mutant 7		
DEFENCES Ref 17; Fort 19; Will 17; Mag 14					
HIT POINTS 71 (6d10 + 35)			BLOODIED: 35		
MAGIC POINTS 21			INITIATIVE: +3		
SPEED 6 squares			FIGHTING SPACE 1		
STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	17 (+3)	6 (-2)	14 (+2)	13 (+1)
SKILLS Melee Strike +8, Perception +9, Stealth +9					
MELEE DIE		RANGED DIE		MAGIC DIE	
1d8		1d8		1d8	
FEATS Improved Defences, Improved, Hit, Improved Initiative					
ATTACKS					
Bite: <i>Melee Attack</i> : +8 to hit; Hit Rate: 4; one target; Hit: 4d8 (11); bludgeoning damage; inflicts <i>poisoned</i> condition.					
Claw: <i>Melee Attack</i> : +8 to hit; Hit Rate: 2; one target; Hit: 2d8 (9); slashing damage.					
Spell Susceptibility					
Zenene receives double damage when hit by the following damage types: <i>radiant</i> .					
Spell Absorption					
Whenever Zenene is dealt <i>poison</i> damage, the damage is absorbed instead.					
Spell Resistance					
Zenene has Resist 5 to <i>fire</i> damage.					
Challenge Code B (500 XP)					

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