



FINAL FANTASY VII

D20 ROLEPLAYING GAME

COMPILATION EDITION

MONSTER MANUAL

BY

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INTRODUCTION



Welcome to the Final Fantasy VII d20 Roleplaying Game: Monster Manual. 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.

HOW THIS BOOK WORKS

The *Monster Manual* gives GMs' additional material to include in their campaign. It delves into the heart of making your own monsters from scratch, as well as stats for over a hundred 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 near the end of this book. This book, the *Player's Handbook*, and the *Gamemaster's Guide* comprise the core rules for the *Final Fantasy VII* d20 game.

CHAPTER I – MONSTER CREATION



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: Gain Perception as a bonus class skill; Elemental Weakness (thunder).

Aquatic: Gain Swim as a bonus class skill; low-light vision.

Arctic: +2 species bonus on Survival (arctic) checks; Elemental Weakness (fire).

Desert: +2 species bonus on Survival (desert) checks; Elemental Weakness (water).

Forest: +2 species bonus on Initiative checks; Elemental Weakness (gravity).

Grassland: Gain Survival as a bonus class skill; Elemental Weakness (poison).

Underground: Darkvision (4 squares); Elemental Weakness (holy).

Wasteland: Gain Initiative as a bonus class skill; Elemental Weakness (earth).

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. Their levels determine their attack

bonuses and defences, just as the Heroic Class does for characters. Note that a single monster cannot have more than one type. For example, there are no “animal/dragons”.

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.

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.

Summon: Supernatural beings that have special abilities and skills. Examples include Shiva and Bahamut.

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 +4 species bonus on Climb checks. The monster must make a Climb check to climb any wall or slope with a DC of more than 0, but it always can choose to take 10, even if rushed or threatened while climbing. 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 Climb 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.

Clumsy: The monster can barely fly at all.

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 damage (a critical hit will deal triple damage).

Swim: A monster with a swim speed can move through water without making Swim checks. It gains a +4 species bonus on any Swim check to perform some special action or avoid a hazard. The monster can always choose to take 10, even if rushed or threatened while swimming.

HIT POINTS AND MAGIC POINTS

This entry details the hit points and magic points of a typical member of this species. The monster’s type, level, size, and Constitution modifier (if any) determine its total hit points. The monster’s type, level and Wisdom modifier determine its total magic points. Monsters do not receive Mako Points

At 1st level, a monster receives max die x3 when determining starting HP and max die when determining starting MP.

ATTACKS

This entry gives all the monster’s physical attacks.

Natural Weapons: A monster has one or more natural weapon attacks (see the monster type's relevant table). It applies its Strength bonus on melee attack rolls made with natural weapons and its Dexterity bonus on ranged attack rolls made with natural weapons. 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.

Unless noted otherwise, a natural weapon threatens a critical hit on a natural 20. A monster is proficient with its own attacks, but not with any other weapon group.

DAMAGE

A monster's primary attack damage includes its full Strength modifier (or 1.5 x Strength bonus if is the monster's sole attack). Secondary attacks add one-half the monster's Strength bonus.

If any attacks also have some special effect other than damage (poison, sleep, paralysis, and so forth); that effect is listed here.

Unless noted otherwise, monsters deal triple damage when they score critical hits.

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.

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.

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

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

Darkvision: The monster can see up to 4 squares in total darkness. Darkvision is black-and-white only, but it is otherwise like normal sight.

Fast Healing: The monster regains hit points at an exceptionally fast rate, usually 1 or more hit points per round, as given in this entry. Except where noted here, fast healing works just like natural healing.

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 Charisma modifier. While invisible, all weapon, natural, or unarmed attacks directed at the invisible monster receive a -10 penalty to attack rolls.

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.

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 Resistance: The monster ignores damage of the listed type each round. The listing indicates the amount and type of damage ignored.

- **Absorb:** The monster absorbs the listed element (earth, fire, gravity, holy, ice, poison, thunder, wind, or water); restoring one-half rolled damage to hit points.
- **Half:** The monster receives half the rolled damage (rounded-down).
- **No Effect:** The monster is not affected by the listed element or status-effect (berserk, blind, confu, instant death, haste, paralysis, petrify, poison, silence, sleep, slow, small, stop, or zombie).

Swallow Whole: After a successful grapple check, the monster can immediately attempt to swallow its opponent as a swift action. To swallow its prey, it must succeed at a second grapple check. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing monster. Damage is usually bludgeoning, often accompanied by acid damage from the monster's digestive juices. The consequences of being swallowed can vary.

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 DC for this check is 15 + the opponent's level. If the check is successful, the

opponent must make a Will check (DC 15). If the opponent fails the Will check, he can only take a move action or attack action on his next turn. If the opponent fails the Will check by 10 or more, he is cowering (see Character Condition Summary in Chapter Two of the Gamemaster's Guide). The opponent continues to cower until he succeeds at a Will check (DC 10), which he can attempt once per round as a swift action. 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.

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.

Natural Armour: Many monsters have thick hides or scales that grant a natural armour bonus to their Reflex Defence. The amount of natural armour varies from monster to monster. A monster's natural armour bonus is never higher than its level.

SIZE

A monster's size determines modifiers to its Reflex Defence, attack rolls, and certain skill checks. Size can also affect a monster's total hit points. Table 1-1: Monster Size Modifiers summarises this information.

FACE/REACH

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

TABLE 1-1: MONSTER SIZE MODIFIERS

SIZE (EXAMPLE)	REFLEX DEFENCE MODIFIER	DIMENSIONS	WEIGHT	HIT POINTS (at 1 st level)
Colossal (Ruby WEAPON)	-8	19.3 m or more	113,637 kg or more	x8
Gargantuan (JENOVA -synthesis-)	-4	9.7 to 19.2 m	14,529 to 113,636 kg	x6
Huge (Behemoth)	-2	4.9 to 9.6 m	1,817 to 14,528 kg	x4
Large (Malboro)	-1	2.5 to 4.8 m	228 to 1,816 kg	x2
Medium-size (Gagighandi)	+0	1.3 to 2.4 m	28 to 227 kg	-
Small (Tornado)	+1	0.7 to 1.2 m	3.7 to 27 kg	-
Tiny (Razor Weed)	+2	0.4 to 0.6 m	2.3 to 3.6 kg	-

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).

A monster's trained skills are based purely on its type.

SKILLS

The monster’s skills are listed alphabetically by name along with each skill’s modifier, which includes adjustments for ability scores and any bonuses from feats or special abilities, unless otherwise noted in the descriptive text.

TABLE 1-2: MONSTER DEFENCE BONUSSES AND ATTACKS				
Monster’s Level	Defences (Low/High)	Base Attack Bonus (Dragons, Summons)	Base Attack Bonus (Aberrations, Animals, Mutants)	Base Attack Bonus (Insects, Plants, Spirits)
1 st	+1/+2	+1	+0	+0
2 nd	+1/+3	+2	+1	+1
3 rd	+2/+3	+3	+2	+1
4 th	+2/+4	+4	+3	+2
5 th	+2/+4	+5	+3	+2
6 th	+3/+5	+6	+4	+3
7 th	+3/+5	+7	+5	+3
8 th	+3/+6	+8	+6	+4
9 th	+4/+6	+9	+6	+4
10 th	+4/+7	+10	+7	+5
11 th	+4/+7	+11	+8	+5
12 th	+5/+8	+12	+9	+6
13 th	+5/+8	+13	+9	+6
14 th	+5/+9	+14	+10	+7
15 th	+6/+9	+15	+11	+7
16 th	+6/+10	+16	+12	+8
17 th	+6/+10	+17	+12	+8
18 th	+7/+11	+18	+13	+9
19 th	+7/+11	+19	+14	+9
20 th	+7/+12	+20	+15	+10

MONSTER FEATS

Below are two new feats exclusive to monsters only. Whenever a monster gains a level at which it also gains a bonus feat (see Table 3-1: Experience and Level-Dependent Benefits on p.21 of the *Player’s Handbook*, for more details), the monster can select from the following as well as those presented in the *Player’s Handbook*.

IMMUNITY

You can fend off a particular type of attack.

Benefit: Select one of the following: limit breaks, magic attacks (including Extraordinary Powers), melee attacks (including natural weapons), ranged attacks, unarmed strikes. Any attacks against you of the selected type automatically fail.

Special: You can select this feat multiple times. Its effect does not stack. Each time you select this feat, it applies to a different type of attack.

IMPROVED CRITICAL

You are skilled at landing a critical hit.

Benefit: You threaten a critical hit when you roll a natural 19-20.

Normal: Without this feat, you only threaten a critical hit on a natural 20.

Special: You can select this feat multiple times. Its effect stacks. Each time you select this feat, you further threaten a critical hit by 1 (18-20, 17-20, etc.). Moogle and Wolfion characters also have access to this feat.

FEATS

Most monsters (except dragons and summons) don’t gain starting feats; however, they gain a new feat at 3rd level and every three levels thereafter (6th, 9th, 12th, 15th, and 18th), just as characters do.

Monsters cannot gain Limit feats or Materia feats.

SPELLS

this entry lists all of the monster’s known spells. Monsters can use spells without the need to purchase the appropriate Materia Training feat (monsters don’t suffer the -5 penalty).

Monsters select spells and spell-like abilities from those presented in Chapter 9: Monster Spells.

CREATING YOUR OWN MONSTERS

The *Compilation of Final Fantasy VII* contains so many monsters that it became impossible to put them all in one chapter. For some encounters, you can take the statistics for a monster presented in this book, change the monster's appearance, and introduce it as a new species. Sometimes you can apply a template to a monster to alter its statistics.

Once you have an idea in mind for what you're making, decide on the monster's type and level. Refer to table 1-2: Monster Defence Bonuses and Attacks to figure out defence bonuses and attack roll bonuses for the monster. After that, see the description of the monster's type and assign other characteristics according to the information therein. A monster's size affects its physical ability scores (Strength, Dexterity, and Constitution), the damage it deals on natural attacks, and possibly its hit points.

ABERRATION

Aberrations are off-worldly, alien-like, beings that would seem to look out of place; even bizarre. The biggest example of a typical aberration is JENOVA itself, and it would seem that its existence on the planet was the main factor in the increase of strange and terrifying monsters.

The WEAPONS also fall into the aberration category due to their abnormal shapes and appearances but also because of the fact that they were "created" by the planet itself as its defenders to stop malevolent intruders from infecting the planet's blood.

TABLE 1-3: ABERRATION PHYSICAL CHARACTERISTICS

Size	Strength (Average)	Dexterity (Average)	Constitution (Average)	Slam	Bite	Claw	Gore
Colossal	2d8+15 (24)	1d4+3 (6)	2d8+31 (40)	3d6	3d8	3d8	4d6
Gargantuan	2d8+9 (18)	1d4+5 (8)	2d6+13 (20)	3d4	3d6	3d6	4d4
Huge	2d6+7 (14)	1d4+7 (10)	2d4+9 (14)	2d8	3d4	3d4	3d6
Large	2d6+3 (10)	1d6+8 (12)	2d4+5 (10)	2d6	2d8	2d8	3d4
Medium-size	2d4+3 (8)	1d6+10 (14)	2d4+3 (8)	2d4	2d6	2d6	2d6
Small	2d4+1 (6)	1d4+13 (16)	2d4+1 (6)	1d4	2d4	2d4	2d4
Tiny	1d4 (3)	1d4+15 (18)	1d4+1 (4)	-	1d6	1d4	1d6

GAME RULE INFORMATION

Aberrations have the following game statistics.

Abilities: Strength, Constitution, and Wisdom form the basis of most aberration's skills.

Hit Points: 1d8 per level after 1st.

Magic Points: 1d6 per level.

High Defences: Fortitude, Magic.

Low Defences: Reflex, Will.

Mental Ability Scores: Intelligence 1d8 (average 4), Wisdom 2d12+4 (average 17), Charisma 1d4 (average 2).

Trained Skills at 1st Level: 2

Class Skills: Climb (Str), Endurance (Con), Jump (Str), Perception (Wis), Spellcasting (Cha), Survival (Wis), Swim (Str).

Starting Feats: None

Known Spells: Aberrations gain a number of spells equal to 1 + their Wisdom modifier. Spells are selected from those presented in Chapter 9: Monster Spells.

Special Qualities: Choose from the following: breathe underwater (aquatic aberrations only), camouflage, darkvision or low-light vision, spell resistance (any one), terrifying presence, trample.

ANIMAL

Animals are the most common type of monsters, ranging from the small Tornadu to the huge Behemoth. They inhabit almost every corner of the planet with their appearances similar to that of real-world animals (birds, reptiles, mammals, etc.).

GAME RULE INFORMATION

Animals have the following game statistics.

Abilities: Strength, Constitution, and Wisdom form the basis of most animal's skills.

Hit Points: 1d12 per level.

Magic Points: 1d4 per level after 1st.

High Defences: Fortitude, Will.

Low Defences: Reflex, Magic.

Mental Ability Scores: Intelligence 1d4 (average 2), Wisdom 2d6+4 (average 11), Charisma 1d6 (average 3).

Trained Skills at 1st Level: 1

Class Skills: Climb (Str), Initiative (Dex), Jump (Str), Perception (Wis), Spellcasting (Cha), Stealth (Dex), Survival (Wis), Swim (Str).

Starting Feats: None

Known Spells: Animals gain a number of spells equal to 1 + their Wisdom modifier. Spells are selected from those presented in Chapter 9: Monster Spells.

Special Qualities: Choose from the following: breathe underwater (aquatic animals only), camouflage, darkvision or low-light vision, terrifying presence, trample.

TABLE 1-4: ANIMAL PHYSICAL CHARACTERISTICS

Size	Strength (Average)	Dexterity (Average)	Constitution (Average)	Slam	Bite	Claw	Gore
Colossal	2d4+40 (45)	2d4+6 (11)	2d8+40 (49)	5d6	3d8	3d6	5d6
Gargantuan	2d4+30 (35)	2d6+4 (11)	2d6+30 (37)	3d6	3d6	3d4	3d8
Huge	2d4+20 (25)	2d6+5 (12)	2d4+20 (25)	2d8	2d8	2d6	3d6
Large	2d4+12 (17)	2d6+5 (12)	2d4+14 (19)	2d6	2d6	2d4	2d8
Medium-size	2d4+6 (11)	2d6+8 (15)	1d4+12 (14)	2d4	2d4	1d8	2d6
Small	2d4+2 (7)	2d6+10 (17)	1d4+10 (12)	1d6	1d6	1d6	2d4
Tiny	1d4 (2)	2d6+12 (19)	1d4+8 (10)	1d4	1d4	1d4	1d6

DRAGON

Dragons are one of the biggest, most terrifying beasts on the planet. Ferocious and scaly, dragons usually live in ruins or underground caverns, and tend to be the aggressive creatures everyone sees them due to their nurturing of the young.

TABLE 1-5: DRAGON PHYSICAL CHARACTERISTICS

Size	Strength (Average)	Dexterity (Average)	Constitution (Average)	Slam	Bite	Claw	Gore
Colossal	2d10+39 (50)	1d4+3 (6)	2d4+40 (45)	3d6	5d8	3d10	5d6
Gargantuan	2d8+31 (40)	1d4+5 (8)	2d4+30 (35)	2d8	5d6	3d8	3d8
Huge	2d6+23 (30)	1d4+7 (10)	2d4+20 (25)	2d6	3d8	3d6	3d6
Large	2d6+13 (20)	1d4+9 (12)	2d4+14 (19)	2d4	3d6	3d4	2d8
Medium-size	2d6+9 (15)	2d4+10 (15)	2d4+12 (17)	1d8	2d8	2d6	2d6
Small	1d6+6 (10)	2d4+12 (17)	1d4+10 (12)	1d6	2d6	2d4	2d4
Tiny	1d6+2 (6)	2d4+16 (21)	1d4+8 (10)	1d4	2d4	1d8	1d4

GAME RULE INFORMATION

Dragons have the following game statistics.

Abilities: Strength, Dexterity, and Wisdom form the basis of most dragon's skills.

Hit Points: 1d10 per level after 1st.

Magic Points: 1d6 per level.

High Defences: Fortitude, Magic.

Low Defences: Reflex, Will.

Mental Ability Scores: Intelligence 1d6 (average 3), Wisdom 2d8+4 (average 13), Charisma 2d8 (average 9).

Trained Skills at 1st level: 3

Class Skills: Climb (Str), Endurance (Con), Initiative (Dex), Persuasion (Cha), Perception (Wis), Stealth (Dex), Spellcasting (Cha), Survival (Wis).

Starting Feats: Choose any of the following feats: Crush, Improved Defences, Pin, Running Attack, Skill Focus.

Known Spells: Dragons gain a number of spells equal to 2 + their Wisdom modifier. Spells are selected from those presented in Chapter 9: Monster Spells.

Special Qualities: Choose any or none of the following: blindsight, camouflage, darkvision or low-light vision, swallow whole, terrifying presence, trample.

INSECT

Insects are just like their real-world counterparts in terms of appearance, except these monsters can be much larger and more vicious. They are more likely found either in forests or underground caverns, and usually attack in large numbers.

TABLE 1-6: INSECT PHYSICAL CHARACTERISTICS

Size	Strength (Average)	Dexterity (Average)	Constitution (Average)	Slam	Bite	Claw	Gore
Colossal	2d8+15 (24)	1d4+3 (6)	2d8+31 (40)	3d6	3d8	3d8	4d6
Gargantuan	2d8+9 (18)	1d4+5 (8)	2d6+13 (20)	3d4	3d6	3d6	4d4
Huge	2d6+7 (14)	1d4+7 (10)	2d4+9 (14)	2d8	3d4	3d4	3d6
Large	2d6+3 (10)	1d6+8 (12)	2d4+5 (10)	2d6	2d8	2d8	3d4
Medium-size	2d4+3 (8)	1d6+10 (14)	2d4+3 (8)	2d4	2d6	2d6	2d6
Small	2d4+1 (6)	1d4+13 (16)	2d4+1 (6)	1d4	2d4	2d4	2d4
Tiny	1d4 (3)	1d4+15 (18)	1d4+1 (4)	-	1d6	1d4	1d6

GAME RULE INFORMATION

Insects gain the following game statistics:

Abilities: Strength, Dexterity, and Wisdom form the basis of most insect's skills.

Hit Points: 1d12 per level after 1st.

Magic Points: 1d4 per level.

High Defences: Fortitude, Reflex.

Low Defences: Will, Magic.

Mental Ability Scores: Intelligence 1d4 (average 2), Wisdom 2d6+4 (average 11), Charisma 1d6 (average 3).

Trained Skills at 1st Level: 1

Class Skills: Climb (Str), Acrobatics (Dex), Initiative (Dex), Jump (Str), Perception (Wis), Spellcasting (Cha), Stealth (Dex), Survival (Wis).

Starting Feats: None

Known Spells: Insects gain a number of spells equal to 1 + their Wisdom modifier. Spells are selected from those presented in Chapter 9: Monster Spells.

Special Qualities: Choose any or none of the following: blindsight, camouflage, darkvision or low-light vision, swallow whole (Colossal-sized Insects only).

TABLE 1-7: MUTANT PHYSICAL CHARACTERISTICS

Size	Strength (Average)	Dexterity (Average)	Constitution (Average)	Slam	Bite	Claw	Gore
Colossal	2d8+31 (40)	1d6 (4)	2d4+30 (35)	3d6	5d6	3d6	3d8
Gargantuan	2d6+25 (32)	1d6+2 (6)	2d4+25 (30)	2d8	3d8	3d4	3d6
Huge	2d6+17 (24)	1d6+4 (8)	2d4+20 (25)	2d6	3d6	2d6	2d8
Large	2d4+11 (16)	1d8+5 (10)	2d4+15 (20)	2d4	2d8	2d4	2d6
Medium-size	2d4+5 (10)	1d8+7 (12)	1d8+9 (14)	1d8	2d6	1d8	2d4
Small	2d4+1 (6)	1d6+12 (16)	1d8+5 (10)	1d6	2d4	1d6	1d8
Tiny	1d4+1 (4)	1d6+16 (20)	1d6+4 (8)	1d4	1d8	1d4	1d6

MUTANT

These types of monsters walk like humans and have similar body structures to pass themselves off as near-humans, however these monsters are more beast-like than any intelligent being could ever be. They can be found anywhere on the planet, and are more often than not humans (or other two-legged sapiens) that have been through the mako-injection process and have become more physically deformed because of it.

GAME RULE INFORMATION

Mutants have the following game statistics:

Abilities: Dexterity, Constitution, and Wisdom form the basis of most mutant's skills.

Hit Points: 1d8 per level after 1st.

Magic Points: 1d6 per level.

High Defences: Fortitude, Magic.

Low Defences: Reflex, Will.

Mental Ability Scores: Intelligence 1d6 (average 3), Wisdom 2d8+4 (average 13), Charisma 2d8+3 (average 12).

Trained Skills at 1st Level: 3.

Class Skills: Climb (Str), Endurance (Con), Initiative (Dex), Jump (Str), Perception (Wis), Spellcasting (Cha), Stealth (Dex), Survival (Wis), Swim (Str).

Starting Feats: None

Known Spells: Mutants gain a number of spells equal to 2 + their Wisdom modifier. Spells are selected from those presented in Chapter 9: Monster Spells.

Special Qualities: Choose any or none of the following: darkvision or low-light vision, fast healing, spawn, spell resistance (any one).

TABLE 1-8: PLANT PHYSICAL CHARACTERISTICS

Size	Strength (Average)	Dexterity (Average)	Constitution (Average)	Slam	Bite	Claw	Gore
Colossal	1d8+31 (36)	1d6+2 (6)	1d6+24 (28)	3d6	3d8	3d6	3d8
Gargantuan	1d8+23 (28)	1d6+4 (8)	1d6+21 (25)	2d8	3d6	3d4	3d6
Huge	1d8+17 (22)	1d4+7 (10)	1d6+16 (20)	2d6	2d8	2d6	2d8
Large	1d6+12 (16)	1d4+9 (12)	1d4+11 (14)	2d4	2d6	2d4	2d6
Medium-size	1d6+6 (10)	1d4+11 (14)	1d4+7 (10)	1d8	2d4	1d8	2d4
Small	1d4+3 (6)	1d4+15 (18)	1d6+4 (8)	1d6	1d8	1d6	1d8
Tiny	1d4 (3)	1d6+18 (22)	1d6+2 (6)	1d4	1d6	1d4	1d6

PLANT

Plant-type monsters are not your average flower growing on the grass bed. They are, in fact, giant monsters that resemble plants, which came into being around areas where mako pollution is extremely high (such as the area around Midgar). The pollution itself is the main, if not only, factor in this type of monster's existence.

GAME RULE INFORMATION

Plants have the following game statistics:

Abilities: Dexterity, Constitution, and Wisdom form the basis of most plant's skills.

Hit Points: 1d12 per level after 1st.

Magic Points: 1d6 per level.

High Defences: Reflex, Fortitude.

Low Defences: Will, Magic.

Mental Ability Scores: Intelligence 1d2 (average 1), Wisdom 2d10+4 (average 15), Charisma 1d8+3 (average 8).

Trained Skills at 1st Level: 2

Class Skills: Endurance (Con), Initiative (Dex), Jump (Str), Perception (Wis), Spellcasting (Cha), Stealth (Dex).

Starting Feats: None

Known Spells: Plants gain a number of spells equal to 2 + their Wisdom modifier. Spells are selected from those presented in Chapter 9: Monster Spells.

Special Qualities: Choose any or none of the following: blindsight, camouflage, spell resistance (any one).

TABLE 1-9: SPIRIT PHYSICAL CHARACTERISTICS

Size	Strength (Average)	Dexterity (Average)	Bonus to Hit Points at 1 st level*	Slam	Bite	Claw	Gore
Colossal	1d8+31 (36)	1d6+2 (6)	+17	3d6	3d8	3d6	3d8
Gargantuan	1d8+23 (28)	1d6+4 (8)	+12	2d8	3d6	3d4	3d6
Huge	1d8+17 (22)	1d4+7 (10)	+7	2d6	2d8	2d6	2d8
Large	1d6+12 (16)	1d4+9 (12)	+4	2d4	2d6	2d4	2d6
Medium-size	1d6+6 (10)	1d4+11 (14)	+3	1d8	2d4	1d8	2d4
Small	1d4+3 (6)	1d4+15 (18)	+1	1d6	1d8	1d6	1d8
Tiny	1d4 (3)	1d6+18 (22)	+0	1d4	1d6	1d4	1d6

*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.

SPIRIT

Spirits (or ghosts as they are otherwise known as) are monsters that are difficult to see during the day, unless spotted within a dark, enclosed space, or deep underground in old ruins and the like. Most spirits are transparent but some look as though they are completely solid beings.

GAME RULE INFORMATION

Spirits have the following game statistics:

Abilities: Dexterity, Wisdom and Charisma form the basis of most spirit's skills.

Hit Points: 1d10 per level after 1st.

Magic Points: 1d4 per level.

High Defences: Reflex, Magic.

Low Defences: Fortitude, Will.

Mental Ability Scores: Intelligence 1d4 (average 2), Wisdom 3d4+4 (average 11), Charisma 2d8+3 (average 12).

Trained Skills at 1st Level: 2

Class Skills: Initiative (Dex), Perception (Wis), Persuasion (Cha), Spellcasting (Cha), Stealth (Dex).

Starting Feats: None

Known Spells: Spirits gain a number of spells equal to 1 + their Wisdom modifier. Spells are selected from those presented in Chapter 9: Monster Spells.

Special Qualities: Choose any or none of the following: blindsight, camouflage, darkvision, Invisibility, spawn.

Weakness: Spirits are weak against the Holy element and, as such, receive double damage when hit by Alexander's *Holy Judgement* ability or when using a healing item on them.

TABLE 1-10: SUMMON PHYSICAL CHARACTERISTICS

Size	Strength (Average)	Dexterity (Average)	Constitution (Average)	Slam	Bite	Claw	Gore
Colossal	2d10+39 (50)	1d4+3 (6)	2d4+40 (45)	3d6	5d8	3d10	5d6
Gargantuan	2d8+31 (40)	1d4+5 (8)	2d4+30 (35)	2d8	5d6	3d8	3d8
Huge	2d6+23 (30)	1d4+7 (10)	2d4+20 (25)	2d6	3d8	3d6	3d6
Large	2d6+13 (20)	1d4+9 (12)	2d4+14 (19)	2d4	3d6	3d4	2d8
Medium-size	2d6+9 (15)	2d4+10 (15)	2d4+12 (17)	1d8	2d8	2d6	2d6
Small	1d6+6 (10)	2d4+12 (17)	1d4+10 (12)	1d6	2d6	2d4	2d4
Tiny	1d6+2 (6)	2d4+16 (21)	1d4+8 (10)	1d4	2d4	1d8	1d4

SUMMON

Summon monsters are the most unique monsters of them all in the sense that they do not live in the wild. They are created within the lifestream and are only accessible through the equipping of materia in which they reside. Summon monsters tend to be the strongest of all the species in that they can be called upon to aid characters in their time of need; and the stronger they are, the more they are willing to fight in a given day (see Summons in Chapter 7 of the *Player's Handbook*).

GAME RULE INFORMATION

Summon monsters have the following game statistics.

Abilities: Strength, Constitution, and Wisdom form the basis of most summons' skills.

Hit Points: 1d12 per level after 1st.

Magic Points: 1d8 per level.

High Defences: Reflex, Magic.

Low Defences: Fortitude, Will.

Mental Ability Scores: Intelligence 1d8+1 (average 5), Wisdom 2d12+4 (average 17), Charisma 1d8+7 (average 11).

Trained Skills at 1st Level: 3

Class Skills: Climb (Str), Endurance (Con), Initiative (Dex), Jump (Str), Perception (Wis), Spellcasting (Cha), Survival (Wis), Swim (Str).

Starting Feats: None

Known Spells: Summons gain a number of spells equal to 3 + their Wisdom modifier. Spells are selected from those presented in Chapter 9: Monster Spells.

Special Qualities: Choose from the following: breathe underwater (aquatic summons only), darkvision or low-light vision, spell resistance (any one), terrifying presence, trample.

CHAPTER II

ABERRATIONS

This chapter contains stats for all aberration monsters seen across The Compilation of Final Fantasy VII.

2-FACED

2-Faceds 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

CL 5

Small Aberration 4

Init +5; **Senses** Perception +2; *low-light vision*

Defences Ref 21 (flat-footed 18), Fort 17, Will 17, Mag 16

HP 45; **MP** 8; **Threshold** 17

Speed 4 squares (fly; *clumsy*)

Ranged Slam +6 (1d4+3)

Fighting Space 1; **Reach** 5 squares

Base Attack +3; **Grp** +1

Special Qualities Low-Light Vision, Spell Resistance (Confu, *no effect*; earth; *no effect*; paralysis, *no effect*; small, *no effect*; stop, *no effect*)

Abilities Str 6, Dex 16, Con 6, Int 4, Wis 12, Cha 2

Spells Bomb Blast, Cure

Feats Improved Defences, Skill Focus (Spellcasting)

Skills Spellcasting +6, Survival +7



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

CL 7

Small Aberration 6

Init +4; **Senses** Perception +9; *low-light vision*

Defences Ref 21 (flat-footed 20), Fort 19, Will 20, Mag 18

Weaknesses Poison (causes *instant death*)

HP 57; **MP** 18; **Threshold** 19

Speed 4 squares

Melee *none*

Fighting Space 1; **Reach** 1 square

Base Attack +4; **Grp** +2

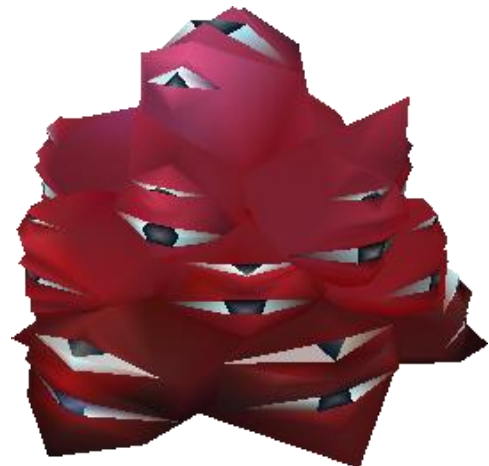
Special Qualities Low-Light Vision, Spell Resistance (berserk, *no effect*; confu, *no effect*; gravity; *no effect*; silence, *no effect*)

Abilities Str 6, Dex 12, Con 6, Int 4, Wis 12, Cha 2

Spells Drain

Feats Skill Focus (Spellcasting), Toughness

Skills Perception +9, Spellcasting +7



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

CL 9

Medium-size Aberration 8

Init +5; **Senses** Perception +10

Defences Ref 23 (flat-footed 22), Fort 26, Will 23, Mag 24

HP 90; **MP** 19; **Threshold** 26

Speed 4 squares (fly; *good*)

Melee Gore +7 (2d6+5)

Fighting Space 1; **Reach** 2 squares

Base Attack +6; **Grp** +7

Special Qualities Spell Resistance (berserk, *no effect*; confu, *no effect*; petrify, *no effect*; poison; *absorb*; silence, *no effect*; small, *no effect*)

Abilities Str 12, Dex 12, Con 12, Int 8, Wis 12, Cha 3

Spells Poison

Feats Improved Defences, Skill Focus (Spellcasting), Toughness

Skills Perception +10, Spellcasting +8



BEACHPLUG

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

BEACHPLUG

CL 5

Medium-size Aberration 4

Init +5; **Senses** *darkvision*; Perception +4

Defences Ref 19 (flat-footed 13), Fort 19, Will 18, Mag 17

HP 51; **MP** 14; **Threshold** 19

Speed 6 squares (ground); 4 squares (swim)

Melee Bite +4 (2d6+3)

Fighting Space 1; **Reach** 2 squares

Base Attack +3; **Grp** +4

Special Qualities Breathe Underwater, *Darkvision* (4 squares)

Abilities Str 12, Dex 16, Con 12, Int 8, Wis 15, Cha 4

Spells Big Guard, Blizzard

Feats Skill Focus (Spellcasting), Toughness

Skills Spellcasting +7, Swim +8



CHAOS

Chaos is Omega WEAPON's squire to the lifestream. Sometimes considered a semi-WEAPON, his goal is to gather the souls for Omega and assist in transferring the lifestream to a new planet to begin the cycle all over again.

CHAOS

CL 15

Medium-size Aberration 14

Init +11; **Senses** Perception +15

Defences Ref 33 (flat-footed 29), Fort 34, Will 32, Mag 32

HP 139; **MP** 24; **Threshold** 34

Speed 3 squares (hover)
Melee Claw +12 (2d6+9)
Ranged Death Penalty* +15
Fighting Space 1; **Reach** 1 square
Base Attack +10; **Grp** +12
Special Qualities Darkvision, Spell Resistance (all elements, *no effect*), Terrifying Presence

Abilities Str 14, Dex 18, Con 12, Int 8, Wis 17, Cha 4
Feats Double Attack, Exotic Weapon Proficiency (death penalty), Point Blank Shot, Triple Attack, Weapon Focus (death penalty)
Skills Jump +14, Perception +15
 *Death Penalty deals damage equal to 1d6 x Chaos' Magic Points.



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

CL 10

Gargantuan Aberration 9
Init +8; **Senses** Perception +11; *darkvision*

Defences Ref 28*, Fort 30, Will 25, Mag 22
Weaknesses Holy
HP 166; **MP** 19; **Threshold** 30

Speed *none* (immobile)
Melee Claw +11 (3d6+7)
Fighting Space 12x1; **Reach** 6 squares
Base Attack +6; **Grp** +11
Special Qualities Darkvision (4 squares), Spell Resistance (berserk, *no effect*; confu, *no effect*; earth, *half*; gravity, *no effect*; paralysis, *no effect*; petrify, *no effect*; poison, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*), Terrifying Presence

Abilities Str 20, Dex 8, Con 20, Int 4, Wis 15, Cha 4
Spells Break, Cave-In, Rock Drop
Feats Crush, Pin, Skill Focus (Spellcasting), Skill Training (Initiative)
Skills Initiative +8, Perception +11, Spellcasting +9
 *+10 natural armour bonus



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 --birth--

CL 6

Gargantuan Aberration 5
Init +2; **Senses** Perception +10
Defences Ref 9, Fort 26, Will 20, Mag 18
HP 150; **MP** 15; **Threshold** 31



Speed *none* (immobile)
Melee none
Fighting Space 3x3; **Reach** none
Base Attack +3; **Grp** +10
Special Qualities Spell Resistance (berserk, *no effect*; confu, *no effect*; gravity, *no effect*; paralysis, *no effect*; petrify, *no effect*; poison, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*), Terrifying Presence

Abilities Str 25, Dex 10, Con 25, Int 9, Wis 17, Cha 4
Spells Bio, Cure, Laser, Stop
Feats Improved Damage Threshold, Skill Focus (Spellcasting)
Skills Perception +10, Spellcasting +7

JENOVA --death-- CL 13

Gargantuan Aberration 12
Init +15; **Senses** Perception +14; *darkvision*

Defences Ref 25 (flat-footed 24), Fort 38, Will 31, Mag 31
HP 227; **MP** 22; **Threshold** 43

Speed *none* (immobile)
Melee none
Fighting Space 3x3; **Reach** none
Base Attack +9; **Grp** +16
Special Qualities Darkvision (4 squares), Spell Resistance (berserk, *no effect*; confu, *no effect*; gravity, *no effect*; paralysis, *no effect*; petrify, *no effect*; poison, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*), Terrifying Presence

Abilities Str 25, Dex 12, Con 25, Int 10, Wis 17, Cha 5
Spells Cure, Flamethrower, Silence, Red Light
Feats Improved Damage Threshold, Improved Defences, Skill Focus (Initiative, Spellcasting), Skill Training (Initiative)
Skills Initiative +15, Perception +14, Spellcasting +11



JENOVA --life-- CL 12

Gargantuan Aberration 11
Init +10; **Senses** Perception +13

Defences Ref 23, Fort 36, Will 29, Mag 27
Weaknesses Earth
HP 212; **MP** 21; **Threshold** 41

Speed *none* (immobile)
Melee none
Fighting Space 3x3; **Reach** none
Base Attack +8; **Grp** +15
Special Qualities Spell Resistance (berserk, *no effect*; confu, *no effect*; gravity, *no effect*; paralysis, *no effect*; petrify, *no effect*; poison, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*; water, *absorb*), Terrifying Presence

Abilities Str 25, Dex 11, Con 25, Int 9, Wis 17, Cha 5
Spells Aqualung, Blue Flame, Blue Light
Feats Improved Damage Threshold, Improved Defences, Skill Focus (Spellcasting), Skill Training (Initiative)
Skills Initiative +10, Perception +13, Spellcasting +10



JENOVA --synthesis--

CL 18

Colossal Aberration 17

Init +16; **Senses** Perception +22

Defences Ref 25, Fort 55, Will 39, Mag 37

HP 496; **MP** 99; **Threshold** 55

Speed 8 squares (fly; *perfect*)

Melee Gore (repeating slap; *silence**) +22 (4d6+18)

Fighting Space 5x5; **Reach** 6 squares

Base Attack +12; **Grp** +22

Special Qualities Spell Resistance (berserk, *no effect*; confu, *no effect*; earth, *no effect*; gravity, *no effect*; paralysis, *no effect*; petrify, *no effect*; poison, *absorb*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*), Terrifying Presence

Abilities Str 31, Dex 11, Con 47, Int 10, Wis 23, Cha 6

Spells Bio, Cure, Drain, Mimic, Regenerate, Stop, Ultima

Feats Shake It Off, Skill Focus (Initiative, Perception, Spellcasting), Skill Training (Initiative, Perception)

Skills Initiative +16, Endurance +31, Perception +22, Spellcasting +14

*Repeating Slap inflicts the target with the Silence status-effect if JENOVA's attack roll exceeds the target's Reflex Defence by 5 or more.



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

CL 4

Medium-size Aberration 3

Init +4; **Senses** Perception +8

Defences Ref 19 (flat-footed 16), Fort 17, Will 17, Mag 16

Weaknesses Wind

HP 40; **MP** 13; **Threshold** 17

Speed 4 squares (fly; *good*)

Melee Gore (spinning cards) +2 (2d6+3)

Fighting Space 1; **Reach** 4 squares

Base Attack +2; **Grp** +2

Special Qualities Spell Resistance (earth, *no effect*; small, *no effect*)

Abilities Str 11, Dex 16, Con 11, Int 8, Wis 15, Cha 4

Spells Roulette (roll 1d3: 1-Cure, 2-Death, 3-Quake)

Feats Improved Defences, Skill Focus (Spellcasting)

Skills Perception +8, Spellcasting +7



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

CL 9

Small Aberration 8

Init +7; **Senses** Perception +13; darkvision

Defences Ref 25 (flat-footed 22), Fort 24, Will 25, Mag 23

HP 80; **MP** 18; **Threshold** 24

Speed *none* (immobile)

Melee Mug¹ +6 (2d4+4)
Fighting Space 1; **Reach** 6 squares
Base Attack +6; **Grp** +6
Special Qualities Darkvision (4 squares), Spell Resistance
 (berserk, *no effect*; confu, *no effect*; small, *no effect*)
Abilities Str 11, Dex 17, Con 11, Int 8, Wis 19, Cha 2
Feats Immunity² (magic attacks, melee attacks, ranged attacks)
Skills Perception +13, Survival +13
 1) Magic Pot will only mug potions from a target. If that target has no potions, damage is doubled.
 2) If a target uses a potion on Magic Pot, this feat no longer has any effect



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 **CL 11**
 Small Aberration 10
Init +8; **Senses** Perception +6
Defences Ref 29 (flat-footed 26), Fort 28, Will 26, Mag 27
Weaknesses Holy, Wind
HP 96; **MP** 20; **Threshold** 33
Speed 4 squares
Melee Gore +7 (2d4+5)
Fighting Space 1; **Reach** 4 squares
Base Attack +7; **Grp** +7
Special Qualities Low-light vision, Spell Resistance (earth, *no effect*)
Abilities Str 11, Dex 17, Con 11, Int 8, Wis 13, Cha 3
Spells LV5 Death, Magic Breath
Feats Improved Critical, Improved Damage Threshold, Improved Defences, Skill Focus (Spellcasting)
Skills Spellcasting +9, Survival +11



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 **CL 8**
 Large Aberration 7
Init +5; **Senses** Perception +8
Defences Ref 28* (flat-footed 26), Fort 23, Will 20, Mag 21
Weaknesses Holy
HP 86; **MP** 17; **Threshold** 23
Speed 8 squares
Melee Bite +7 (2d8+5) or
Melee Bite +2 (2d8+5) and
 Claw +2 (2d8+5)
Fighting Space 2x2; **Reach** 2 squares
Base Attack +5; **Grp** +7
Special Qualities Low-Light Vision, Terrifying Presence
Abilities Str 15, Dex 14, Con 13, Int 8, Wis 10, Cha 4
Feats Immunity (limit breaks), Skill Training (Perception), Toughness



Skills Climb +10, Jump +10, Perception +8
*+7 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

CL 6

Medium-size Aberration 5

Init +4; **Senses** Perception +9

Defences Ref 19 (flat-footed 17), Fort 18, Will 19, Mag 18

HP 51; **MP** 15; **Threshold** 18

Speed 6 squares

Melee none

Fighting Space 1; **Reach** none

Base Attack +3; **Grp** +2

Special Qualities Darkvision (4 squares)

Abilities Str 9, Dex 14, Con 9, Int 8, Wis 15, Cha 3

Spells Drain, Stare Down

Feats Improved Defences, Skill Focus (Spellcasting)

Skills Perception +9, Spellcasting +6



THE WEAPONS

The WEAPONS are monstrous humanoids that were created by the planet as a defence mechanism when JENOVA crashed on its surface. When the Cetra sealed the calamity in what is now known as the Northern Cave, the WEAPONS went into a deep sleep; waiting to be called upon again.

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.

Diamond WEAPON

CL 20

Colossal Aberration 20

Init +10; **Senses** Perception +19

Defences Ref 39*, Fort 55, Will 38, Mag 42

Weaknesses Thunder

HP 479; **MP** 30; **Threshold** 55

Speed 1 square

Melee Gore (foot stomp) +20 (4d6+15)

Fighting Space 6x6; **Reach** 5 squares

Base Attack +15; **Grp** +20

Special Qualities Low-Light Vision, Spell Resistance
(berserk, *no effect*; confu, *no effect*; fire, *half*;
gravity, *no effect*; paralysis, *no effect*; petrify, *no effect*;
poison, *no effect*; silence, *no effect*; sleep,
no effect; slow, *no effect*; small, *no effect*; stop,
no effect), Terrifying Presence

Abilities Str 21, Dex 10, Con 37, Int 11, Wis 13, Cha 6

Spells Fire, Flash

Feats Immunity (melee attacks, ranged attacks,
unarmed strikes), Skill Focus (Perception,
Spellcasting), Skill Training (Survival)

Skills Endurance +28, Perception +19, Spellcasting
+16, Survival +16

*+10 natural armour bonus



Emerald WEAPON

CL 20

Colossal Aberration 20

Init +18; **Senses** Perception +21

Defences Ref 40*, Fort 59, Will 41, Mag 43

Weaknesses Thunder

HP 536; **MP** 30; **Threshold** 59

Speed 2 squares (swim)

Melee Gore (foot stomp) +23 (4d6+18)

Fighting Space 6x6; **Reach** 4 squares

Base Attack +15; **Grp** +23

Special Qualities Breathe Underwater, Spell Resistance (berserk, *no effect*; confu, *no effect*; earth, *no effect*; gravity, *no effect*; ice, *absorb*; paralysis, *no effect*; petrify, *no effect*; poison, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*; water, *absorb*), Terrifying Presence

Abilities Str 27, Dex 10, Con 43, Int 11, Wis 17, Cha 6

Spells Aire Tam Storm, Emerald Beam, Emerald Shoot, Revenge Stamp

Feats Improved Defences, Skill Focus (Initiative, Perception, Spellcasting), Skill Training (Initiative, Survival)

Skills Initiative +18, Perception +21, Spellcasting +16, Survival +18

*+10 natural armour bonus



Jade WEAPON

CL 20

Colossal Aberration 20

Init +17; **Senses** Perception +21

Weakness Thunder

Defences Ref 39, Fort 57, Will 41, Mag 42

HP 498; **MP** 30; **Threshold** 57

Speed 6 squares (fly; *perfect*)

Melee Slam +21 (3d6+16)

Fighting Space 7x4; **Reach** 3 squares

Base Attack +15; **Grp** +21

Special Qualities Spell Resistance (berserk, *no effect*; confu, *no effect*; earth, *no effect*; gravity, *no effect*; paralysis, *no effect*; petrify, *no effect*; poison, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*), Terrifying Presence

Abilities Str 23, Dex 8, Con 39, Int 9, Wis 17, Cha 6

Spells Dark Mist, Homing Projectile, Laser

Feats Improved Defences, Immunity (melee attacks, unarmed strikes), Skill Focus (Initiative, Perception), Skill Training (Initiative)

Skills Initiative +17, Perception +21, Spellcasting +13

*+10 natural armour bonus



Omega WEAPON

CL 20

Colossal Aberration 20

Init +19; **Senses** Perception +18

Defences Ref 40 (flat-footed 32), Fort 60, Will 40, Mag 43

HP 576; **MP** 30; **Threshold** 60

Speed *none* (immobile)

Melee Claw +25 (3d8+20) or

Melee Claw +20 (3d8+20) and
Slam +20 (3d6+20)
Fighting Space 7x7; **Reach** 5 squares
Base Attack +15; **Grp** +25
Special Qualities Spell Resistance (berserk, *no effect*; confu, *no effect*; earth, *no effect*; gravity, *no effect*; paralysis, *no effect*; petrify, *no effect*; poison, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*; thunder, *no effect*), Terrifying Presence
Abilities Str 31, Dex 12, Con 47, Int 13, Wis 17, Cha 6
Spells Comet, Crystal Cubes, Homing Projectile, Lifestream Absorb
Feats Immunity (melee attacks, ranged attacks, unarmed strikes), Skill Focus (Initiative, Spellcasting), Skill Training (Perception)
Skills Initiative +19, Perception +18, Spellcasting +16
*+10 natural armour bonus



Ruby WEAPON CL 20

Colossal Aberration 20
Init +18; **Senses** Perception +15
Defences Ref 39, Fort 59, Will 42, Mag 43
HP 555; **MP** 30; **Threshold** 59
Speed none (immobile)
Melee Claw +24 (3d8+19) or
Melee Gore (left tentacle) +19 (4d6+19) and
Gore (right tentacle) +19 (4d6+19)
Fighting Space 5x5; **Reach** 6 squares
Base Attack +15; **Grp** +24
Special Qualities Spell Resistance (berserk, *no effect*; confu, *no effect*; earth, *absorb*; fire, *absorb*; gravity, *no effect*; ice, *absorb*; paralysis, *no effect*; petrify, *no effect*; poison, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*; thunder, *absorb*; water, *no effect*), Terrifying Presence
Abilities Str 29, Dex 11, Con 45, Int 12, Wis 21, Cha 6
Spells Comet, Flamethrower, Laser, Shadow Flare, Ultima, Whirlsand
Feats Crush, Pin, Skill Focus (Initiative, Spellcasting, Survival), Skill Training (Survival)
Skills Initiative +18, Spellcasting +16, Survival +23
*+10 natural armour bonus



Sapphire WEAPON CL 20

Colossal Aberration 20
Init +19; **Senses** Perception +19
Defences Ref 41 (flat-footed 40), Fort 55, Will 39, Mag 44
HP 460; **MP** 30; **Threshold** 60
Speed 6 squares (swim)
Melee Slam +19 (3d6+14)
Fighting Space 5x10; **Reach** 4 squares
Base Attack +15; **Grp** +19
Special Qualities Breathe Underwater, Spell Resistance (berserk, *no effect*; confu, *no effect*; gravity, *no effect*; paralysis, *no effect*; petrify, *no effect*; poison, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*; water, *no effect*), Terrifying



Presence

Abilities Str 19, Dex 12, Con 35, Int 13, Wis 13, Cha 6

Spells Blizzard, Sapphire Beam

Feats Improved Defences, Improved Damage Threshold,
Skill Focus (Initiative, Perception, Spellcasting), Skill
Training (Perception)

Skills Initiative +19, Perception +19, Spellcasting +16

*+10 natural armour bonus

Ultimate WEAPON

CL 20

Colossal Aberration 20

Init +14; **Senses** Perception +18

Defences Ref 39*, Fort 58, Will 41, Mag 43

HP 517; **MP** 30; **Threshold** 63

Speed 2 squares (ground), 6 squares (fly; *perfect*)

Melee Claw +22 (3d8+17) or

Melee Claw +17/+17 (3d8+17) with Double Attack or

Melee Claw +12/+12/+12 (3d8+17) with Triple Attack

Fighting Space 4x4; **Reach** 4 squares

Base Attack +15; **Grp** +22

Special Qualities Spell Resistance (berserk, *no effect*;
confu, *no effect*; earth, *no effect*; gravity, *no effect*;
paralysis, *no effect*; petrify, *no effect*; poison, *no effect*;
silence, *no effect*; sleep, *no effect*; slow, *no effect*; small,
no effect; stop, *no effect*; water, *no effect*), Terrifying
Presence

Abilities Str 25, Dex 9, Con 41, Int 10, Wis 17, Cha 6

Spells Quake, Shadow Flare, Thunder, Ultima

Feats Crush, Double Attack, Improved Defences,
Improved Damage Threshold, Pin, Triple Attack

Skills Initiative +14, Perception +18, Spellcasting +13

*+10 natural armour bonus



CHAPTER III

ANIMALS

This chapter contains stats for all animal monsters seen across The Compilation of Final Fantasy VII.

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

CL 8

Large Animal 7

Init +11; **Senses** Perception +9

Defences Ref 23 (flat-footed 20), Fort 29, Will 24, Mag 19

HP 144; **MP** 23; **Threshold** 29

Speed 4 squares

Melee Claw +10 (2d4+8)

Fighting Space 2x2; **Reach** 1 square

Base Attack +5; **Grp** +10

Special Qualities Spell Resistance (berserk, *no effect*; confu, *no effect*; paralysis, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*; water, *no effect*; wind, *absorb*)

Abilities Str 20, Dex 17, Con 22, Int 4, Wis 12, Cha 6

Spells none

Feats Improved Defences, Skill Training (Perception)

Skills Initiative +11, Perception +9



ALLEMAGNE

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.

ALLEMANGE

CL 11

Medium-size Animal 10

Init +15; **Senses** Perception +13

Defences Ref 29 (flat-footed 24), Fort 30, Will 30, Mag 21

Weaknesses Wind

HP 150; **MP** 52; **Threshold** 30

Speed 6 squares (fly; *good*)

Melee Claw +10 (1d8+9)

Fighting Space 1; **Reach** 1 square

Base Attack +7; **Grp** +10

Special Qualities Low-Light Vision, Spell Resistance (earth, *no effect*; silence, *no effect*; slow, *no effect*; stop, *no effect*)

Abilities Str 16, Dex 20, Con 16, Int 4, Wis 16, Cha 8

Spells LV5 Death, Flare

Feats Skill Focus (Spellcasting), Skill Training (Initiative, Perception)

Skills Initiative +15, Perception +13, Spellcasting +12



BAGNARADA

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

CL 4

Large Animal 3

Init +4; **Senses** Perception +9

Defences Ref 20* (flat-footed 15), Fort 23, Will 20, Mag 13

Weaknesses Ice

HP 72; **MP** 17; **Threshold** 23

Speed 4 squares

Melee Claw +7 (2d4+6) and
Gore +7 (2d8+6)

Fighting Space 2x2; **Reach** 1 square

Base Attack +2; **Grp** +7

Special Qualities Spell Resistance (berserk, *no effect*; confu, *no effect*; fire, *no effect*; gravity, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*)

Abilities Str 20, Dex 17, Con 22, Int 4, Wis 16, Cha 6

Spells none

Feats Improved Defences

Skills Perception +9

*+2 natural armour bonus



BANDERSNATCH

Bandersnatch 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

CL 7

Medium-size Animal 6

Init +13; **Senses** Perception +4

Defences Ref 24 (flat-footed 19), Fort 24, Will 22, Mag 16

Weaknesses Fire

HP 90; **MP** 20; **Threshold** 24

Speed 6 squares

Melee Bite +6 (2d4+5) and
Gore +6 (2d6+5)

Fighting Space 1; **Reach** 1 square

Base Attack +4; **Grp** +6

Special Qualities Spell Resistance (berserk, *no effect*; confu, *no effect*; ice, *no effect*; paralysis, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*)

Abilities Str 14, Dex 20, Con 16, Int 4, Wis 13, Cha 6

Spells none

Feats Skill Training (Stealth)

Skills Initiative +13, Stealth +13



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

CL 9

Huge Animal 8

Init +5; **Senses** Perception +8

Defences Ref 29* (flat-footed 28), Fort 32, Will 28, Mag 19

HP 125; **MP** 19; **Threshold** 32

Speed 8 squares

Melee claw +13 (2d6+7) and

gore +13 (3d6+7)

Fighting Space 2x6; **Reach** 2 squares

Base Atk +6; **Grp** +13

Special Qualities Spell Resistance (berserk, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*), Terrifying Presence, Trample

Abilities Str 25, Dex 12, Con 25, Int 4, Wis 16, Cha 6

Spells Flare, Shadow Flare, ????

Feats Crush, Improved Defences, Pin

Skills Perception +8, Spellcasting +9

*+8 natural armour bonus due to behemoth's muscular structure



BLACK BAT

The 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

CL 6

Small Animal 5

Init +8; **Senses** Perception +10

Defences Ref 24 (flat-footed 18), Fort 21, Will 22, Mag 14

HP 63; **MP** 35; **Threshold** 21

Speed 4 squares (fly; *clumsy*)

Melee Bite +3 (1d6+2)

Fighting Space 1; **Reach** 1 square

Base Attack +3; **Grp** +3

Special Qualities Darkvision, Spell Resistance (berserk, *no effect*; confu, *no effect*; earth, *no effect*; paralysis, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*)

Abilities Str 10, Dex 22, Con 14, Int 4, Wis 16, Cha 6

Spells Drain

Feats Skill Training (Perception)

Skills Perception +10, Spellcasting +5



BLOOD TASTE

Blood Tastes are a special breed of dog that can call upon the aid of the lifestream if they so desired. Their close relatives, the Dark Nation, are seen to be very good pets; one in particular is owned by Rufus Shinra.

BLOOD TASTE

CL 3

Medium-size Animal 2

Init +11; **Senses** Perception +4

Defences Ref 18 (flat-footed 13), Fort 18, Will 18, Mag 10

HP 54; **MP** 14; **Threshold** 18

Speed 6 squares

Melee Bite +3 (2d4+3)

Fighting Space 1x2; **Reach** 1 square

Base Attack +1; **Grp** +3

Special Qualities Spell Resistance (berserk, *no effect*; confu, *no effect*; paralysis, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*)

Abilities Str 14, Dex 20, Con 16, Int 4, Wis 16, Cha 6

Spells none

Feats none

Skills Initiative +11



DARK NATION

CL 9

Medium-size Animal 8

Init +14; **Senses** Perception +7

Defences Ref 26 (flat-footed 23), Fort 27, Will 27, Mag 18

HP 120; **MP** 56; **Threshold** 27

Speed 6 squares

Melee Bite +9 (2d4+7)

Fighting Space 1x2; **Reach** 1 square

Base Attack +6; **Grp** +9

Special Qualities Spell Resistance (berserk, *no effect*; confu, *no effect*; paralysis, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*; thunder, *no effect*)

Abilities Str 16, Dex 20, Con 16, Int 4, Wis 16, Cha 8

Spells Barrier, Mbarrier, Thunder

Feats Skill Focus (Spellcasting), Skill Training (Initiative)

Skills Initiative +14, Spellcasting +11



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

CL 6

Huge Animal 5

Init +13; **Senses** Perception +5

Defences Ref 18 (flat-footed 15), Fort 28, Will 22, Mag 14

Weaknesses Wind

HP 168; **MP** 35; **Threshold** 28

Speed 6 squares (swim)

Melee Slam +12 (2d8+11)

Ranged Big Wave +6 (3d4+5; *recoil*)

Fighting Space 3x7; **Reach** 3 squares

Base Attack +3; **Grp** +12

Special Qualities Low-Light Vision, Spell Resistance (earth, *no effect*; sleep, *no effect*; slow, *no effect*)

Abilities Str 28, Dex 17, Con 28, Int 4, Wis 16, Cha 6

Spells none

Feats Skill Focus (Initiative)

Skills Initiative +13



COKATOLIS

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

COKATOLIS

CL 5

Large Animal 4

Init +6; **Senses** Perception +13

Defences Ref 18 (flat-footed), Fort 24, Will 21, Mag 13

HP 90; **MP** 28; **Threshold** 24

Speed 6 squares

Melee Gore +8 (2d8+7)

Fighting Space 2x2; **Reach** 1 square

Base Attack +3; **Grp** +8

Special Qualities Spell Resistance (berserk, *no effect*; confu, *no effect*; paralysis, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*)

Abilities Str 20, Dex 18, Con 22, Int 5, Wis 16, Cha 6

Spells none

Feats Skill Focus (Perception)

Skills Perception +13



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

CL 7

Medium-size Animal 6

Init +13; **Senses** Perception +11

Defences Ref 21 (flat-footed 16), Fort 24, Will 24, Mag 16

HP 90; **MP** 42; **Threshold** 29

Speed 4 square

Melee Gore +6 (2d6+5)

Fighting Space 1; **Reach** 1 square

Base Attack +4; **Grp** +6

Special Qualities Spell Resistance (berserk, *no effect*; confu, *no effect*; paralysis, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*)

Abilities Str 14, Dex 20, Con 16, Int 4, Wis 16, Cha 6

Spells none

Feats Improved Damage Threshold, Skill Training (Initiative)

Skills Initiative +13, Perception +11



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

CL 4

Small Animal 3

Init +12; **Senses** Perception +4

Defences Ref 23 (flat-footed 17), Fort 19, Will 20, Mag 13

HP 59; **MP** 21; **Threshold** 19

Speed 4 square

Melee Slam +2 (1d6+1)

Ranged Shower* +8 (3d4+7; water)

Fighting Space 1; **Reach** 1 square

Base Attack +2; **Grp** +2



Special Qualities Spell Resistance (berserk, *no effect*; confu, *no effect*; paralysis, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*)

Abilities Str 10, Dex 22, Con 14, Int 4, Wis 16, Cha 6

Spells none

Feats Improved Defence

Skills Initiative +12

*Shower is a water-based ability that is shot from Elfadunk's trunk and causes water damage to all enemy targets within a 6-square radius.

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

CL 8

Medium-size Animal 7

Init +13; **Senses** Perception +11

Defences Ref 25 (flat-footed 20), Fort 25, Will 25, Mag 17

HP 105; **MP** 49; **Threshold** 25

Speed 6 squares

Melee Gore +7 (2d6+5)

Fighting Space 1; **Reach** 1 square

Base Attack +5; **Grp** +7

Special Qualities Spell Resistance (berserk, *no effect*; confu, *no effect*; paralysis, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*)

Abilities Str 14, Dex 20, Con 16, Int 4, Wis 16, Cha 6

Spells Acid Rain

Feats Skill Training (Initiative, Perception)

Skills Initiative +13, Perception +11, Spellcasting +11



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

CL 5

Large Animal 4

Init +5; **Senses** Perception +10

Defences Ref 18 (flat-footed 15), Fort 24, Will 21, Mag 13

HP 72; **MP** 28; **Threshold** 24

Speed 4 squares

Melee Claw +8 (2d4+7)

Fighting Space 1; **Reach** 1 square

Base Attack +3; **Grp** +8

Special Qualities Spell Resistance (berserk, *no effect*; confu, *no effect*; paralysis, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*)

Abilities Str 20, Dex 17, Con 22, Int 4, Wis 16, Cha 6

Spells Break

Feats Skill Training (Perception)

Skills Perception +10, Spellcasting +10



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

CL 5

Large Animal 4

Init +10; **Senses** Perception +5

Defences Ref 19 (flat-footed 16), Fort 24, Will 22, Mag 14

HP 90; **MP** 28; **Threshold** 24

Speed 4 squares (fly; *good*), 6 squares (ground)

Melee Claw +8 (2d4+7)

Fighting Space 2x2; **Reach** 1 square

Base Attack +3; **Grp** +8

Special Qualities Spell Resistance (slow, *no effect*), Terrifying Presence

Abilities Str 20, Dex 17, Con 22, Int 4, Wis 16, Cha 6

Spells *none*

Feats Improved Defences

Skills Initiative +10



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

CL 6

Gargantuan Animal 5

Init +13; **Senses** low-light vision; Perception +10

Defences Ref 21* (flat-footed 18), Fort 35, Will 23, Mag 15

HP 280; **MP** 35; **Threshold** 35

Speed 8 squares

Melee Bite +17 (3d6+14) and

Slam +17 (3d6+14)

Fighting Space 3x3; **Reach** 8 squares

Base Atk +3; **Grp** +17

Special Qualities Low-Light Vision, Spell Resistance (sleep, *no effect*), Terrifying Presence

Abilities Str 38, Dex 16, Con 42, Int 4, Wis 16, Cha 6

Spells Beta

Feats Improved Defences, Skill Focus (Initiative), Skill Training (Initiative)

Skills Initiative +13, Perception +10

*+4 natural armour bonus due to the Midgar Zolom's scaly structure



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

CL 5

Small Animal 4

Init +13; **Senses** Perception +5

Defences Ref 23 (flat-footed 17), Fort 20, Will 21, Mag 13

Weaknesses Wind

HP 73; MP 28; Threshold 20

Speed 6 squares (fly; *perfect*)

Ranged Slam +9 (1d6+2)

Fighting Space 1; **Reach** 4 squares

Base Attack +3; **Grp** +3

Special Qualities Spell Resistance (berserk, *no effect*; confu, *no effect*; earth, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*; thunder, *no effect*)

Abilities Str 10, Dex 22, Con 14, Int 4, Wis 16, Cha 6

Spells Thunder

Feats Skill Training (Initiative)

Skills Initiative +13, Spellcasting +10



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

CL 5

Small Animal 4

Init +13; **Senses** Perception +5

Defences Ref 24 (flat-footed 18), Fort 21, Will 22, Mag 14

HP 73; MP 28; Threshold 21

Speed 4 squares

Melee Gore +3 (2d4+2)

Fighting Space 1; **Reach** 1 square

Base Attack +3; **Grp** +3

Special Qualities Spell Resistance (berserk, *no effect*; confu, *no effect*; paralysis, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*)

Abilities Str 10, Dex 22, Con 14, Int 4, Wis 16, Cha 6

Spells *none*

Feats Improved Defences

Skills Initiative +13



SWORD DANCE

The Sword Dance is a mysterious and ancient creature that can both swim in water and float above ground. Hojo kept several of these within Shinra’s science department but were let loose after JENOVA escaped confinement.

SWORD DANCE

CL 4

Large Animal 3

Init +9; **Senses** Perception +9

Defences Ref 17 (flat-footed), Fort 22, Will 19, Mag 12

HP 72; MP 21; Threshold 22

Speed 4 squares (floating)

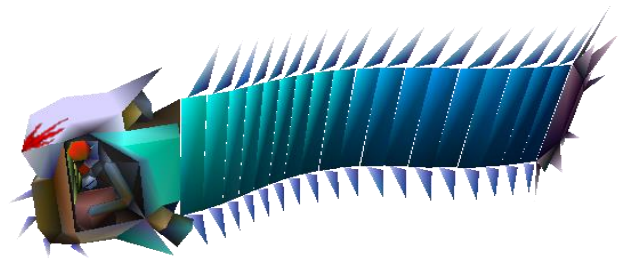
Melee Slam +7 (2d6+6) and

Gore +7 (2d8+6)

Fighting Space 1x4; **Reach** 1 square

Base Attack +2; **Grp** +7

Special Qualities Spell Resistance (berserk, *no effect*; confu, *no effect*; earth, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*;



stop, no effect)

Abilities Str 20, Dex 17, Con 22, Int 4, Wis 16, Cha 6

Spells *none*

Feats Skill Training (Perception)

Skills Initiative +9, Perception +9

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

CL 6

Small Animal 5

Init +8; **Senses** Perception +10

Defences Ref 24 (flat-footed 18), Fort 21, Will 22, Mag 14

Weaknesses Ice

HP 75; **MP** 35; **Threshold** 21

Speed 4 squares

Melee Gore +3 (2d4+2)

Fighting Space 1; **Reach** 1 square

Base Attack +3; **Grp** +3

Special Qualities Spell Resistance (berserk, *no effect*; confu, *no effect*; earth, *absorb*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*)

Abilities Str 10, Dex 22, Con 15, Int 5, Wis 16, Cha 6

Spells Bio, Frog Song

Feats Skill Focus (Spellcasting), Skill Training (Perception)

Skills Perception +10, Spellcasting +13



CHAPTER IV

DRAGONS

This chapter contains stats for all dragon monsters seen across The Compilation of Final Fantasy VII.

ANCIENT DRAGON

The Ancient Dragon is the oldest out of all the dragons that roam the planet. They reside in only two places: the Mythril Mines and in ancient temples (be it ruins or fully structured).

ANCIENT DRAGON

CL 9

Huge Dragon 8

Init +13; **Senses** *darkvision*; Perception +12

Defences Ref 28* (flat-footed 27), Fort 33, Will 24, Mag 23

Weaknesses gravity, wind

HP 209; **MP** 18; **Threshold** 33

Speed 6 squares (fly; *good*)

Melee Gore +20 (3d6+16)

Fighting Space 3x3; **Reach** 5 squares

Base Attack +8; **Grp** +20

Special Qualities Darkvision (4 squares), Spell Resistance (earth, *no effect*; paralysis, *no effect*; stop, *no effect*; water, *no effect*), Terrifying Presence

Abilities Str 35, Dex 13, Con 28, Int 8, Wis 17, Cha 12

Feats Crush, Pin, Skill Focus (Initiative, Stealth)

Skills Initiative +13, Perception +12, Stealth +13

*+8 natural armour bonus



DARK DRAGON

Dark Dragons are found in the Northern Caves and make up the majority of the dragon species. They breathe fire on all opponents as its main form of defence when feeling threatened. Although they have wings, Dark Dragons cannot fly due to their weight.

DARK DRAGON

CL 13

Gargantuan Dragon 12

Init +3; **Senses** *darkvision*, Perception +16

Defences Ref 27*, Fort 31, Will 18, Mag 16

Weaknesses gravity

HP 289; **MP** 23; **Threshold** 36

Speed 4 squares

Melee 2 claws +27 (3d8+17) and slam +27 (2d8+17)

Fighting Space 4x5; **Reach** 3 squares

Base Atk +12; **Grp** +27

Special Qualities Darkvision (4 squares), Spell Resistance (berserk, *no effect*; petrify, *no effect*; small, *no effect*; thunder, *no effect*), Terrifying Presence

Abilities Str 40, Dex 10, Con 35, Int 4, Wis 15, Cha 10

Spells Dragon Force, Flamethrower, Laser, Ultima

Feats Crush, Improved Damage Threshold, Improved



Defences, Pin, Skill Focus (Perception, Spellcasting)
Skills Perception +16, Spellcasting +11, Survival +13
 *+12 natural armour bonus

DRAGON

Dragons are green and scaly, and they live within Mt. Nibel. It was stated that one of these creatures was the cause of the Nibel mako reactor malfunctioning; however there is no proof that this was the case.

DRAGON

CL 8

Gargantuan Dragon 7

Init +11; **Senses** *darkvision*; Perception +9

Defences Ref 23*, Fort 32, Will 21, Mag 20

HP 195; **MP** 17; **Threshold** 32

Speed 4 squares

Melee Bite +22 (5d6+18)

Fighting Space 4x5; **Reach** 3 squares

Base Attack +7; **Grp** +22

Special Qualities Darkvision (4 squares), Spell Resistance
 (confu, *no effect*; fire, *absorb*; gravity, *no effect*; paralysis,
no effect; petrify, *no effect*; small, *no effect*; stop, *no effect*),
 Terrifying Presence

Abilities Str 40, Dex 10, Con 30, Int 7, Wis 12, Cha 10

Spells Flamethrower

Feats Crush, Pin, Skill Focus (Spellcasting, Survival)

Skills Initiative +8, Spellcasting +11, Survival +12

*+7 natural armour bonus



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

CL 9

Gargantuan Dragon 8

Init +12; **Senses** Perception +7

Defences Ref 24*, Fort 38, Will 24, Mag 23

HP 264; **MP** 72; **Threshold** 38

Speed 4 squares

Melee Gore +26 (3d8+22)

Fighting Space 4x4; **Reach** 4 squares

Base Attack +8; **Grp** +26

Special Qualities Low-Light Vision, Spell Resistance (fire, *no effect*; gravity, *no effect*; paralysis, *no effect*; slow, *no effect*;
 stop, *no effect*), Terrifying Presence

Abilities Str 47, Dex 11, Con 38, Int 8, Wis 16, Cha 14

Spells Cure, Trine

Feats Improved Defences, Skill Focus (Initiative, Spellcasting)

Skills Initiative +12, Spellcasting +14, Survival +12

*+7 natural armour bonus



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

CL 9

Huge Dragon 8

Init +13; **Senses** Perception +14

Defences Ref 20 (flat-footed 19), Fort 33, Will 26, Mag 22

HP 209; **MP** 67; **Threshold** 33

Speed 6 squares (fly; *good*)

Ranged Gore +20 (3d6+16)

Fighting Space 2x2; **Reach** 4 squares

Base Attack +8; **Grp** +20

Special Qualities Spell Resistance (slow, *no effect*; stop, *no effect*)

Abilities Str 35, Dex 13, Con 28, Int 6, Wis 20, Cha 18

Spells Tornado

Feats Skill Focus (Initiative, Spellcasting), Skill Training (Initiative)

Skills Initiative +13, Perception +14, Spellcasting +16, Survival +14



RED DRAGON

The Red Dragon was bred by the Cetra as a defence mechanism for its holy structures. Dragons are considered, in myths and legends, the most fearsome out of all the monsters that roam the planet, and it was for this reason that the Red Dragon came into existence.

RED DRAGON

CL 9

Gargantuan Dragon 8

Init +4; **Senses** *darkvision*; Perception +14

Defences Ref 25*, Fort 36, Will 23, Mag 21

HP 202; **MP** 19; **Threshold** 41

Speed 4 squares

Melee Bite +23 (5d6+19) and
Gore +23 (3d8+19)

Fighting Space 4x5; **Reach** 3 squares

Base Attack +8; **Grp** +23

Special Qualities *Darkvision* (4 squares), Spell Resistance (berserk, *no effect*; confu, *no effect*; fire, *absorb*; gravity, *no effect*; paralysis, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; small, *no effect*), Terrifying Presence

Abilities Str 40, Dex 11, Con 35, Int 4, Wis 15, Cha 10

Spells Dragon Breath

Feats Crush, Improved Damage Threshold, Pin, Skill Focus (Perception, Spellcasting)

Skills Perception +14, Spellcasting +12, Survival +11

*+8 natural armour bonus



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

CL 10

Gargantuan Dragon 9

Init +4; **Senses** *darkvision*; Perception +15

Defences Ref 28, Fort 37, Will 25, Mag 22

HP 124 (L)/118 (R); **MP** 19; **Threshold** 42

Speed 4 squares
Melee 2 Claws +24 (3d8+19)
Fighting Space 4x5; **Reach** none
Base Attack +9; **Grp** +24
Special Qualities Darkvision (4 squares), Spell Resistance (berserk, *no effect*; confu, *no effect*; earth, *no effect*; fire, *absorb*; gravity, *no effect*; ice, *absorb*; paralysis, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*), Terrifying Presence

Abilities Str 40, Dex 11, Con 35, Int 4, Wis 17, Cha 10
Spells Blizzard (left head), Dragon Breath, fire (right head), Quake, Thunder
Feats Crush, Improved Damage Threshold, Pin, Skill Focus (Perception, Spellcasting)
Skills Perception +15, Spellcasting +12, Survival +12
 *+9 natural armour bonus



STILVA

Stilva is another near-extinct dragon that resides within Gaea's Cliffs. It looks slightly insect-like with its claws and pincers, but retains the strength and power that can only be associated with dragons.

STILVA

CL 10

Huge Dragon 9
Init +5; **Senses** Perception +17

Defences Ref 30* (flat-footed 29), Fort 31, Will 28, Mag 23
Weakness Gravity
HP 204; **MP** 99; **Threshold** 36

Speed 4 squares
Melee Gore +20 (3d6+15) and Claw +20 (3d6+15)
Fighting Space 4x4; **Reach** 3 squares
Base Attack +9; **Grp** +20
Special Qualities Spell Resistance (berserk, *no effect*; confu, *no effect*; small, *no effect*), Terrifying Presence

Abilities Str 32, Dex 12, Con 25, Int 6, Wis 20, Cha 16
Spells Magic Breath, Trine
Feats Crush, Improved Damage Threshold, Pin, Skill Focus (Perception, Spellcasting)
Skills Perception +17, Spellcasting +15, Survival +14
 *+8 natural armour bonus



CHAPTER V

INSECTS

This chapter contains stats for all insect monsters seen across The Compilation of Final Fantasy VII.

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

CL 7

Small Insect 6

Init +6; **Senses** Perception +3

Defences Ref 25 (flat-footed 22), Fort 21, Will 19, Mag 17

HP 88; **MP** 16; **Threshold** 21

Speed 4 squares (ground), 6 squares (fly; *clumsy*)

Melee Gore +3 (2d4+3)

Fighting Space 1; **Reach** 1 square

Base Attack +3; **Grp** +3

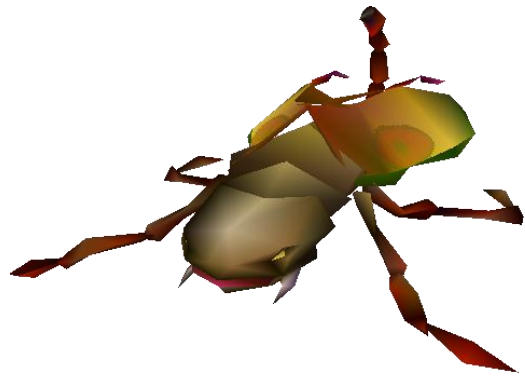
Special Qualities Camouflage, Spell Resistance (berserk, *no effect*; confu, *no effect*; small, *no effect*)

Abilities Str 10, Dex 17, Con 10, Int 4, Wis 11, Cha 6

Spells Bio

Feats Improved Critical (19-20), Skill Focus (Spellcasting), Skill Training (Spellcasting)

Skills Stealth +11, Spellcasting +9



CASTANETS

Castanets can be found in the old Mythril 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

CL 4

Small Insect 3

Init +9; **Senses** Perception +1

Defences Ref 20 (flat-footed 17), Fort 14, Will 15, Mag 11

Weaknesses Fire

HP 46; **MP** 7; **Threshold** 11

Speed 4 squares

Melee Bite -1 (2d4-1)

Fighting Space 1; **Reach** 1 square

Base Attack +1; **Grp** -1

Special Qualities Darkvision, Spell Resistance (berserk, *no effect*; confu, *no effect*; paralysis, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*)

Abilities Str 6, Dex 16, Con 6, Int 2, Wis 11, Cha 3

Spells none

Feats Skill Focus (Stealth), Skill Training (Initiative)

Skills Initiative +9, Stealth +12



CORVETTE

Corvettes live underwater and are mainly found swimming around the coastlines of the Eastern continent. They tend to attack individually rather than as a group, and they can even float above, or near, water.

CORVETTE

CL 8

Medium-size Insect 7

Init +11; **Senses** Perception (scent) +10

Defences Ref 25 (flat-footed 22), Fort 23, Will 22, Mag 16

HP 101; **MP** 32; **Threshold** 23

Speed 6 squares (swimming), 4 squares (floating; *out of water*)

Melee Gore +4 (2d6+4) or

Melee Gore -1 (2d6+4) and Slam -1 (2d4+4)

Fighting Space 1x3; **Reach** 1 square

Base Attack +3; **Grp** +4

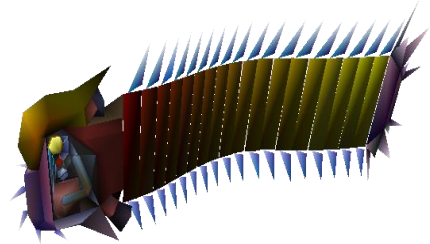
Special Qualities Blindsight, Spell Resistance (berserk, *no effect*; confu, *no effect*; earth, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; water, *absorb*)

Abilities Str 12, Dex 16, Con 12, Int 3, Wis 14, Cha 6

Spells *none*

Feats Skill Training (Initiative), Toughness (2)

Skills Initiative +11, Perception +10



CRAWLER

Found within the Mythril 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

CL 4

Medium-size Insect 3

Init +8; **Senses** Perception +3

Defences Ref 18 (flat-footed 16), Fort 16, Will 17, Mag 11

Weaknesses Earth

HP 52; **MP** 12; **Threshold** 16

Speed 6 squares

Melee Bite +1 (2d6+1)

Fighting Space 1; **Reach** 1 square

Base Attack +1; **Grp** +1

Special Qualities Darkvision, Spell Resistance (berserk, *no effect*; confu, *no effect*; paralysis, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*)

Abilities Str 11, Dex 14, Con 11, Int 3, Wis 14, Cha 5

Spells Cold Breath

Feats Skill Focus (Spellcasting), Skill Training (Spellcasting)

Skills Initiative +8, Spellcasting +6



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

CL 7

Small Insect 6

Init +9; **Senses** Perception (scent) +17

Defences Ref 25 (flat-footed 22), Fort 21, Will 22, Mag 17

HP 72; **MP** 30; **Threshold** 21

Speed 4 squares

Melee Claw +3 (2d4+3)

Fighting Space 1; **Reach** 1 square

Base Attack +3; **Grp** +3

Special Qualities Blindsight, Spell Resistance (berserk, *no effect*; confu, *no effect*; paralysis, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*)

Abilities Str 10, Dex 17, Con 10, Int 4, Wis 16, Cha 6

Spells none

Feats Improved Critical (18-20), Skill Focus (Perception)

Skills Perception +17



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

CL 3

Small Insect 2

Init +4; **Senses** Perception +2

Defences Ref 15 (flat-footed 15), Fort 14, Will 14, Mag 9

HP 46; **MP** 10; **Threshold** 14

Speed 4 squares

Melee Claw +0 (2d4)

Fighting Space 1; **Reach** 1 square

Base Attack +1; **Grp** +0

Special Qualities Low-light Vision, Spell Resistance (berserk, *no effect*; confu, *no effect*; paralysis, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*)

Abilities Str 9, Dex 17, Con 9, Int 4, Wis 12, Cha 6

Spells Slow

Feats Skill Focus (Spellcasting)

Skills Spellcasting +7



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

CL 3

Small Insect 2

Init +4; **Senses** Perception +1; low-light vision

Defences Ref 17 (flat-footed 14), Fort 12, Will 11, Mag 8

Weakness Ice

HP 34; **MP** 12; **Threshold** 12

Speed 4 squares

Melee Slam +0 (1d4)

Fighting Space 1; **Reach** 1 square

Base Attack +1; **Grp** +0

Special Qualities Low-Light Vision, Spell Resistance



(berserk, *no effect*; confu, *no effect*; paralysis, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*)

Abilities Str 9, Dex 17, Con 9, Int 4, Wis 11, Cha 6

Spells Fire

Feats Skill Focus (Spellcasting)

Skills Spellcasting +7

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

CL 7

Small Insect 6

Init +6; **Senses** Perception +11

Defences Ref 24 (flat-footed 21), Fort 20, Will 22, Mag 16

HP 71; **MP** 30; **Threshold** 20

Speed 4 square

Melee Bite +2 (2d4+2)

Fighting Space 1; **Reach** 1 square

Base Attack +3; **Grp** +2

Special Qualities Low-Light Vision, Spell Resistance

(berserk, *no effect*; confu, *no effect*; paralysis, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*)

Abilities Str 9, Dex 17, Con 9, Int 4, Wis 16, Cha 6

Spells Slow, Stop

Feats Skill Focus (Spellcasting), Skill Training (Perception), Toughness

Skills Perception +11, Spellcasting +9



KIMARA BUG

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

KIMARA BUG

CL 5

Huge Insect 4

Init +3; **Senses** Perception +5

Defences Ref 17 (flat-footed 16), Fort 21, Will 19, Mag 13

HP 105; **MP** 20; **Threshold** 21

Speed 8 squares

Melee Gore +6 (3d6+6)

Fighting Space 2x2; **Reach** 2 squares

Base Attack +2; **Grp** +6

Special Qualities Low-Light Vision, Spell Resistance

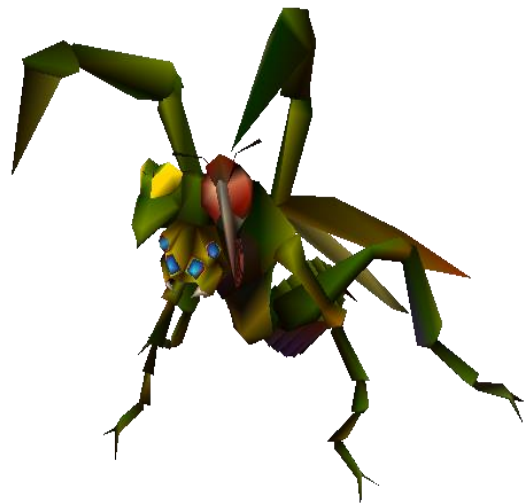
(berserk, *no effect*; confu, *no effect*; gravity, *no effect*; paralysis, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*)

Abilities Str 19, Dex 12, Con 17, Int 4, Wis 16, Cha 6

Spells Slow, Stop

Feats Skill Focus (Spellcasting), Skill Training (Survival)

Skills Spellcasting +8, Survival +10



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

CL 6

Small Insect 5

Init +5; **Senses** Perception +10

Defences Ref 23 (flat-footed 20), Fort 19, Will 20, Mag 14

Weaknesses Fire

HP 60; **MP** 20; **Threshold** 24

Speed 4 squares

Melee Gore +2 (2d4+2)

Fighting Space 1; **Reach** 1 square

Base Attack +2; **Grp** +2

Special Qualities Low-Light Vision, Spell Resistance

(berserk, *no effect*; confu, *no effect*; paralysis, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*)

Abilities Str 10, Dex 17, Con 10, Int 4, Wis 16, Cha 4

Spells none

Feats Improved Damage Threshold, Skill Training (Stealth)

Skills Perception +10, Stealth +10



LAND WORM

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

The Land Worm's cousin, the Sea Worm, is its underwater incarnation. They can be found buried deep within the seabed.

LAND WORM

CL 6

Colossal Insect 5

Init +0; **Senses** Perception +5

Defences Ref 4, Fort 29, Will 12, Mag 8

Weaknesses ice

HP 300; **MP** 16; **Threshold** 29

Speed 4 squares

Melee Slam +9 (3d6+9)

Fighting Space 3x3; **Reach** 4 squares

Base Atk +2; **Grp** +9

Special Qualities Spell Resistance (berserk, *no effect*; earth, *no effect*; fire, *half*; gravity, *half*; paralysis, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*), Swallow Whole

Abilities Str 24, Dex 6, Con 40, Int 2, Wis 16, Cha 3

Spells Quake, Sandstorm

Feats Skill Focus (Spellcasting), Skill Training (Survival)

Skills Spellcasting +6, Survival +10



SEA WORM

CL 6

Colossal Insect 5

Init +0; **Senses** Perception +5

Defences Ref 4, Fort 29, Will 12, Mag 8

Weaknesses ice

HP 300; **MP** 16; **Threshold** 29

Speed 4 squares
Melee Gore +9 (4d6+9)
Fighting Space 3x3; **Reach** 4 squares
Base Atk +2; **Grp** +9
Special Qualities Spell Resistance (berserk, *no effect*; earth, *absorb*; fire, *no effect*; gravity, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*), Swallow Whole

Abilities Str 24, Dex 6, Con 40, Int 2, Wis 16, Cha 3
Spells Quake, Sandstorm
Feats Skill Focus (Spellcasting), Skill Training (Survival)
Skills Spellcasting +6, Survival +10



SLAPS

Slaps are only ever seen in forests or the open grasslands. They always attack in groups, and their attacks are generally synchronised.

SLAPS

CL 7

Tiny Insect 6
Init +12; **Senses** Perception +6

Defences Ref 28 (flat-footed 24), Fort 20, Will 23, Mag 17
Weaknesses Wind
HP 65; **MP** 24; **Threshold** 20

Speed 4 squares (fly; *clumsy*)
Melee Gore +1 (1d6+1; *paralysis**)
Fighting Space 1; **Reach** 1 square
Base Attack +3; **Grp** +1
Special Qualities Low-Light Vision, Spell Resistance (earth, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*)

Abilities Str 6, Dex 19, Con 7, Int 4, Wis 16, Cha 6
Spells *none*
Feats Improved Defences, Skill Training (Stealth), Toughness
Skills Initiative +12, Stealth +12

*Slaps' attack inflicts the *paralysis* status-effect if it exceeds the target's Reflex Defence by 5 or more.



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

CL 9

Medium-size Insect 8
Init +12; **Senses** Perception +11

Defences Ref 27 (flat-footed 24), Fort 25, Will 23, Mag 18
HP 101; **MP** 25; **Threshold** 25

Speed 6 squares
Melee Gore +5 (2d6+5)
Fighting Space 1; **Reach** 1 square
Base Attack +4; **Grp** +5
Special Qualities Low-Light Vision, Spell Resistance (*paralysis*, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*)

Abilities Str 12, Dex 16, Con 12, Int 4, Wis 14, Cha 7



Spells *none*

Feats Skill Focus (Initiative, Perception), Skill Training (Perception)

Skills Initiative +12, Perception +11

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

CL 6

Medium-size Insect 5

Init +10; **Senses** Perception +3

Defences Ref 22 (flat-footed 19), Fort 20, Will 18, Mag 13

HP 65; **MP** 12; **Threshold** 20

Speed 6 squares

Melee Gore +3 (2d6+3)

Fighting Space 1; **Reach** 3 squares

Base Attack +2; **Grp** +3

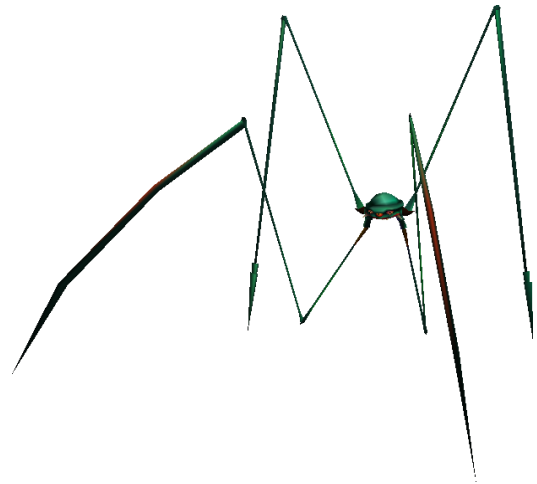
Special Qualities Low-Light Vision, Spell Resistance (berserk, *no effect*; confu, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*)

Abilities Str 12, Dex 16, Con 12, Int 2, Wis 12, Cha 6

Spells *none*

Feats Improved Critical, Pin

Skills Initiative +10



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

CL 7

Small Insect 6

Init +6; **Senses** Perception +12

Defences Ref 25 (flat-footed), Fort 21, Will 20, Mag 16

HP 72; **MP** 15; **Threshold** 21

Speed 4 squares

Melee Bite +3 (2d4+3)

Fighting Space 1; **Reach** 1 square

Base Attack +3; **Grp** +3

Special Qualities Spell Resistance (berserk, *no effect*; confu, *no effect*; paralysis, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*)

Abilities Str 10, Dex 17, Con 10, Int 4, Wis 12, Cha 6

Spells *none*

Feats Skill Focus (Perception), Skill Training (Stealth)

Skills Perception +12, Stealth +11



ZOLKALTER

Zolkalters are pack hunters, living in the darkest of woods or in underground caverns. They will only attack if they feel their kin are under threat.

ZOLKALTER

CL 7

Small Insect 6

Init +6; **Senses** Perception +9

Defences Ref 25 (flat-footed), Fort 21, Will 20, Mag 16

HP 77; **MP** 23; **Threshold** 21

Speed 4 squares

Melee Bite +3 (2d4+3)

Fighting Space 1; **Reach** 1 square

Base Attack +3; **Grp** +3

Special Qualities Low-Light Vision, Spell Resistance

(berserk, *no effect*; confu, *no effect*; paralysis, *no effect*;
petrify, *no effect*; poison, absorb; silence, *no effect*;
sleep, *no effect*; slow, *no effect*; small, *no effect*; stop,
no effect)

Abilities Str 10, Dex 17, Con 10, Int 4, Wis 12, Cha 6

Spells Bio

Feats Skill Focus (Spellcasting), Skill Training (Perception),
Toughness

Skills Perception +9, Spellcasting +9



CHAPTER VI

MUTANTS

This chapter contains stats for all mutant monsters seen across The Compilation of Final Fantasy VII.

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

CL 5

Large Mutant 4

Init +11; **Senses** Perception +8

Defences Ref 20* (flat-footed 19), Fort 21, Will 18, Mag 17

HP 56; **MP** 17; **Threshold** 21

Speed 4 squares

Melee Claw +6 (2d4+5)

Ranged Sewer** +1 (2d6-2; *recoil*)

Fighting Space 2x2; **Reach** 2 squares

Base Attack +3; **Grp** +6

Special Qualities Low-Light Vision, Spell Resistance

(berserk, *no effect*; confu, *no effect*; paralysis, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*),

Terrifying Presence

Abilities Str 16, Dex 12, Con 14, Int 6, Wis 13, Cha 12

Feats Improved Defences, Skill Focus (Initiative)

Skills Endurance +9, Initiative +11, Perception +8

* +3 natural armour bonus

** Sewer is a special attack that causes a tidal wave to hit all targets in a 6-square radius



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

CL 11

Medium-size Mutant 10

Init +8; **Senses** Perception +12

Defences Ref 27 (flat-footed 24), Fort 28, Will 26, Mag 24

HP 100; **MP** 50; **Threshold** 28

Speed 6 squares

Melee Claw +9 (1d8+7)

Fighting Space 1; **Reach** 1 square

Base Attack +7; **Grp** +9

Special Qualities Low-Light Vision, Spell Resistance (slow, *no effect*; stop, *no effect*)

Abilities Str 14, Dex 16, Con 12, Int 5, Wis 15, Cha 14

Spells Death

Feats Dodge, Improved Critical (18-20), Skill Focus (Spellcasting)



Skills Endurance +11, Perception +12, Spellcasting +12

DOORBULL

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.

DOORBULL

CL 8

Large Mutant 7

Init +12; **Senses** Perception +10

Defences Ref 26* (flat-footed 25), Fort 29, Will 23, Mag 21

HP 112; **MP** 38; **Threshold** 29

Speed 6 squares

Melee Bite +9 (2d8+7) and
Claw +9 (2d4+7)

Fighting Space 2x2; **Reach** 1 square

Base Attack +5; **Grp** +9

Special Qualities Low-Light Vision, Spell Resistance
(berserk, *no effect*; confu, *no effect*; fire, *absorb*; gravity,
no effect; paralysis, *no effect*; petrify, *no effect*; silence,
no effect; sleep, *no effect*; slow, *no effect*; small, *no effect*;
stop, no effect), Terrifying Presence

Abilities Str 18, Dex 12, Con 22, Int 6, Wis 14, Cha 16

Spells Fire

Feats Improved Defences, Skill Focus (Initiative, Spellcasting)

Skills Initiative +12, Perception +10, Spellcasting +14

*+5 natural armour bonus



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

CL 10

Medium-size Mutant 9

Init +7; **Senses** Perception +14; *Darkvision*

Defences Ref 26 (30**) (flat-footed 23), Fort 28
(32**), Will 25, Mag 23

HP 99; **MP** 8; **Threshold** 28 (32**)

Speed *none* (immobile)*

Melee Bite +8 (2d6+6)

Fighting Space 1; **Reach** 1 square

Base Attack +6; **Grp** +8

Special Qualities Darkvision, Spell Resistance
(berserk, *no effect*; confu, *no effect*; paralysis, *no effect*; petrify, *no effect*; silence, *no effect*; sleep,
no effect; slow, *no effect*; small, *no effect*; stop,
no effect)

Abilities Str 15, Dex 16, Con 17, Int 6, Wis 15, Cha 14

Spells Break, LV5 Death

Feats Immunity (limit breaks), Skill Focus (Perception,
Spellcasting, Stealth)

Skills Perception +14, Spellcasting +14, Stealth +15

*Gargoyle is temporarily stoned for the first number of rounds of combat equal to 1d3 + his Constitution modifier.

**While stoned, Gargoyle gains a temporary +4 bonus to Reflex and Fortitude Defence



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

CL 10

Huge Mutant 9

Init +13; **Senses** Perception +17; *Darkvision*

Defences Ref 31* (flat-footed 30), Fort 35, Will 29, Mag 24

Weaknesses Water

HP 209; **MP** 79; **Threshold** 35

Speed 8 squares

Melee Greatsword +16 (+14)

Fighting Space 3x3; **Reach** 3 squares

Base Attack +6; **Grp** +16

Special Qualities Darkvision, Spell Resistance (berserk, *no effect*; confu, *no effect*; earth, *half*; fire, *half*; ice, *half*; paralysis, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*), Terrifying Presence

Abilities Str 30, Dex 12, Con 28, Int 6, Wis 20, Cha 20

Spells none

Feats Improved Defences, Skill Focus (Initiative, Perception), Toughness

Skills Endurance +18, Initiative +13, Perception +17

*+8 natural armour bonus



LIMIT FORMS

The Following section details stats for Hojo, Sephiroth, and Vincent's limit forms.

BIZARRO SEPHIROTH

CL 13

Huge Mutant 12

Init +13; **Senses** Perception +16

Defences Ref 39** (flat-footed 37), Fort 39, Will 32, Mag 28

HP 275 (65, torso; 75, core; 45, head; 45, left magic; 45, right magic); **MP** 99; **Threshold** 40

Speed none (*immobile*)

Melee Gore +18 (2d8+15)

Fighting Space 4x4; **Reach** 3 squares

Base Attack +9; **Grp** +18

Special Qualities Spell Resistance (berserk, *no effect*; confu, *no effect*; earth, *absorb*; fire, *absorb*; gravity, *no effect*; ice, *absorb*; paralysis, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*; thunder, *absorb*)

Abilities Str 29, Dex 15, Con 28, Int 6, Wis 20, Cha 19

Spells Bizarro Energy*, Blizzard, Fire, Heartless Angel*, Quake, Thunder

Feats Toughness (4)

Skills Initiative +13, Perception +16, Spellcasting +15

*Sephiroth possesses the ability of retaining two of his Extraordinary Powers while in this form.

**+12 natural armour bonus



DEATH GIGAS

CL 8

Medium-size Mutant 7

Init +10; **Senses** Perception +11

Defences Ref 22 (flat-footed 20), Fort 25, Will 23, Mag 20

HP 82*; **MP** 45; **Threshold** 25

Speed 6 squares

Melee Gore +7 (2d4+5)

Fighting Space 1; **Reach** 1 square

Base Attack +5; **Grp** +7

Special Qualities Low-Light Vision

Abilities Str 14, Dex 15, Con 17, Int 6, Wis 16, Cha 17

Spells Thunder

Feats Skill Focus (Spellcasting), Toughness

Skills Initiative +10, Perception +11, Spellcasting +14

*Vincent applies his own hit points to Death Gigas' hit points.



GALIAN BEAST

CL 6

Medium-size Mutant 5

Init +9; **Senses** Perception +10

Defences Ref 19 (flat-footed 17), Fort 22, Will 20, Mag 17

HP 55*; **MP** 33; **Threshold** 22

Speed 6 squares

Melee Claw +4 (1d8+5) and

Bite +4 (2d6+5)

Fighting Space 1; **Reach** 1 square

Base Attack +3; **Grp** +4

Special Qualities Low-Light Vision

Abilities Str 13, Dex 15, Con 17, Int 6, Wis 16, Cha 14

Spells Flare

Feats Skill Focus (Spellcasting)

Skills Initiative +9, Perception +10, Spellcasting +12

*Vincent applies his own hit points to Galian Beast's hit points.



HELLETIC HOJO

CL 12

Large Mutant 11

Init +12; **Senses** Perception +13

Defences Ref 26 (flat-footed), Fort 34, Will 28, Mag 26

HP 183; **MP** 69; **Threshold** 34

Speed 4 squares

Melee Claw +13 (2d4+10)

Fighting Space 3x3; **Reach** 3 squares

Base Attack +8; **Grp** +13

Special Qualities Spell Resistance (*gravity, no effect*)

Abilities Str 21, Dex 15, Con 23, Int 6, Wis 16, Cha 17

Spells none

Feats Toughness (3)

Skills Initiative +12, Perception +13, Survival +13



HELLMASKER

CL 14

Medium-size Mutant 13

Init +14; **Senses** Perception +14

Defences Ref 31 (flat-footed 28), Fort 35, Will 31, Mag 29

HP 152*; **MP** 81; **Threshold** 35

Speed 6 squares

Melee Chainsaw +12 (3d6+9) or

Melee Chainsaw +7/+7 (3d6+9) with Double Attack

Fighting Space 1; **Reach** 1 square

Base Attack +9; **Grp** +12

Special Qualities Low-Light Vision

Abilities Str 16, Dex 16, Con 18, Int 6, Wis 16, Cha 17

Spells Nightmare**

Feats Double Attack, Toughness (3)

Skills Initiative +14, Perception +14, Spellcasting +14

*Vincent applies his own hit points to Hellmasker's hit points.

**Nightmare is a special ability that inflicts a single target within line of sight with the *confu*, *silence*, *sleep*, and *small* status-effects (costs 5 magic points and the target's Fortitude Defence sets the DC).



LIFEFORM HOJO

CL 13

Medium-size Mutant 12

Init +14; **Senses** Perception +14

Defences Ref 30 (flat-footed 27), Fort 34, Will 30, Mag 28

HP 164; **MP** 75; **Threshold** 34

Speed 4 squares (fly; *perfect*)

Melee Gore (tentacle) +12 (2d4+9; *poison/silence/slow*) and Gore (combo) +12 (2d4+9; *berserk/confu/small*)

Fighting Space 1; **Reach** 1 square

Base Attack +9; **Grp** +12

Special Qualities Spell Resistance (gravity, *no effect*; slow, *no effect*)

Abilities Str 16, Dex 16, Con 18, Int 6, Wis 16, Cha 18

Spells *none*

Feats Toughness (4)

Skills Initiative +14, Perception +14, Stealth +14



SAFER SEPHIROTH

CL 19

Large Mutant 18

Init +18; **Senses** Perception +18

Defences Ref 55** (flat-footed 51), Fort 45, Will 39, Mag 37

HP 296; **MP** 99; **Threshold** 45

Speed 6 squares (fly, *perfect*)

Melee Gore +20 (2d6+16)

Fighting Space 3x3; **Reach** 3 squares

Base Attack +13; **Grp** +20

Special Qualities Spell Resistance (berserk, *no effect*; confu, *no effect*; earth, *no effect*; gravity, *no effect*; paralysis, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*)

Abilities Str 24, Dex 18, Con 23, Int 6, Wis 19, Cha 18

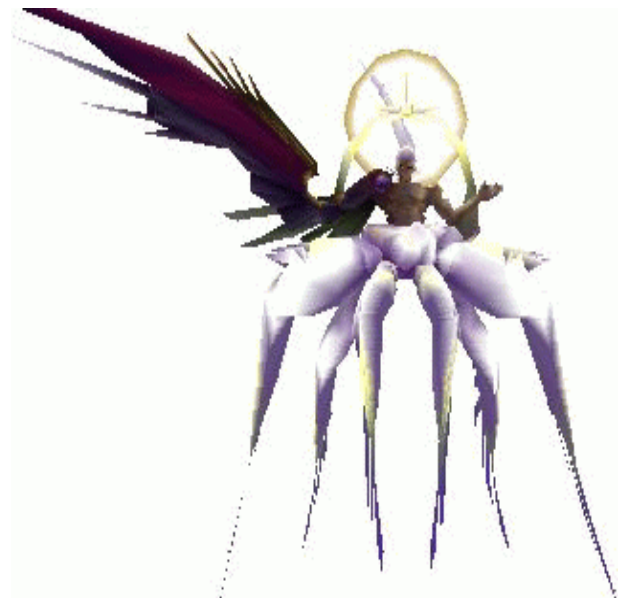
Spells Deen, Dispel, Heartless Angel*, Pale Horse, Shadow Flare, Supernova*, Wall

Feats Toughness (6)

Skills Initiative +18, Perception +18, Spellcasting +18

*Sephiroth possesses the ability of retaining two of his Extraordinary Powers while in this form.

**+17 natural armour bonus



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

CL 19

Medium-size Mutant 18

Init +17; **Senses** Perception +17

Defences Ref 38 (flat-footed 35), Fort 42, Will 38, Mag 37

HP 198; **MP** 99; **Threshold** 42

Speed 6 squares

Melee Claw +16 (1d8+21) and
Bite +16 (2d6+21)

Fighting Space 1; **Reach** 1 square

Base Attack +13; **Grp** +16

Special Qualities Spell Resistance (sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*)

Abilities Str 17, Dex 17, Con 17, Int 6, Wis 16, Cha 16

Spells *none*

Feats Skill Focus (Acrobatics, Jump), Skill Training (Acrobatics, Climb, Jump, Perception)

Skills Acrobatics +20, Climb +17, Initiative +17, Jump +20, Perception +17, Stealth +17, Survival +17



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

CL 6

Medium-size Mutant 5

Init +2; **Senses** Perception +3

Defences Ref 18, Fort 22, Will 19, Mag 18

Weaknesses Poison

HP 50; **MP** 23; **Threshold** 18

Speed 6 squares

Melee Slam +3 (1d8+2)

Fighting Space 1; **Reach** 1 square

Base Atk +3; **Grp** +3

Special Qualities Spell Resistance (ice, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; stop, *no effect*)

Abilities Str 10, Dex 11, Con 14, Int 6, Wis 12, Cha 12

Spells Blizzard, Fascination

Feats Improved Defences, Skill Focus (Spellcasting)

Skills Spellcasting +11, Stealth +7, Survival +8



POLLENSALTA

CL 9

Medium-size Mutant 8

Init +5; **Senses** Perception +5

Defences Ref 23 (flat-footed 22), Fort 27, Will 23, Mag 23

HP 80; **MP** 35; **Threshold** 27

Speed 6 squares

Melee Slam +6 (1d8+4)

Fighting Space 1; **Reach** 1 square

Base Atk +6; **Grp** +6

Special Qualities Spell Resistance (fire, *absorb*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; stop, *no effect*)

Abilities Str 10, Dex 12, Con 14, Int 6, Wis 13, Cha 12



Spells Angel Whisper, Blizzard, Fascination, Fire
Feats Improved Defences, Skill Focus (Spellcasting)
Skills Spellcasting +13, Stealth +10, Survival +10

SNOW

CL 8

Medium-size Mutant 7

Init +5; **Senses** Perception +5

Defences Ref 21, Fort 25, Will 22, Mag 21

Weaknesses Fire

HP 70; **MP** 31; **Threshold** 25

Speed 6 squares

Melee Slam +5 (1d8+3)

Fighting Space 1; **Reach** 1 square

Base Atk +5; **Grp** +5

Special Qualities Spell Resistance (ice, *absorb*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; stop, *no effect*)

Abilities Str 10, Dex 11, Con 14, Int 6, Wis 12, Cha 12

Spells Blizzard, Fascination

Feats Improved Defences, Skill Focus (Spellcasting)

Skills Spellcasting +12, Stealth +8, Survival +9



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 I

CL 13

Small Mutant 12

Init +15; **Senses** Perception +12

Defences Ref 32 (flat-footed 28), Fort 31, Will 28, Mag 28

Weaknesses Gravity

HP 128; **MP** 58; **Threshold** 31

Speed 4 squares

Melee Bite +11 (2d4+8) or

Melee Bite +6 (2d4+8) and
Gore +6 (1d8+8)

Fighting Space 1; **Reach** 4 squares

Base Attack +9; **Grp** +11

Special Qualities Low-Light Vision, Spell Resistance
(berserk, *no effect*; confu, *no effect*; fire, *absorb*; paralysis,
no effect; petrify, *no effect*; silence, *no effect*; sleep,
no effect; slow, *no effect*; small, *no effect*; stop, *no effect*)

Abilities Str 14, Dex 18, Con 13, Int 6, Wis 12, Cha 12

Spells *none*

Feats Toughness (4)

Skills Initiative +15, Perception +12, Survival +12



UNKNOWN II

CL 13

Medium-size Mutant 12

Init +13; **Senses** Perception +12

Defences Ref 30 (flat-footed 28), Fort 34, Will 29, Mag 28

Weaknesses Gravity

HP 147; **MP** 58; **Threshold** 34

Speed 6 squares

Melee Gore +12 (2d4+9)
Fighting Space 1; **Reach** 3 squares
Base Attack +9; **Grp** +12
Special Qualities Low-Light Vision, Spell Resistance
 (berserk, *no effect*; confu, *no effect*; paralysis, *no effect*; petrify, *no effect*; poison, *absorb*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*)

Abilities Str 16, Dex 15, Con 17, Int 6, Wis 12, Cha 14
Spells 10 Needles, Abnormal Breath
Feats Improved Defences, Toughness (3)
Skills Initiative +13, Perception +12, Spellcasting +12



UNKNOWN III CL 13

Large Mutant 12
Init +14; **Senses** Perception +13

Defences Ref 29 (flat-footed 26), Fort 34, Will 29, Mag 28
Weaknesses Gravity
HP 176; **MP** 58; **Threshold** 34

Speed 4 squares (fly; *good*)
Melee Gore +13 (2d6+10) or
Melee Gore +8 (2d6+10) and
 Bite +8 (2d6+10/*poison*)
Fighting Space 2x2; **Reach** 4 squares
Base Attack +9; **Grp** +13
Special Qualities Low-Light Vision, Spell Resistance
 (berserk, *no effect*; confu, *no effect*; paralysis, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*; thunder, *absorb*)

Abilities Str 18, Dex 16, Con 19, Int 6, Wis 14, Cha 10
Spells Creepy Touch, Thunder
Feats Toughness (4)
Skills Initiative +14, Perception +13, Spellcasting +13



VALRON

The Valron surveys the planet from above; attacking any unsuspecting adventurer that unluckily walks into its nesting zone. They may swarm targets in small groups but they are usually encountered individually.

VALRON CL 6

Medium-size Mutant 5
Init +9; **Senses** Perception +4

Defences Ref 19 (flat-footed 17), Fort 22, Will 19, Mag 17
HP 72; **MP** 28; **Threshold** 22

Speed 4 squares (fly; *good*)
Melee Claw +5 (1d8+4) and
 Gore +5 (2d4+4)
Fighting Space 1; **Reach** 1 square
Base Attack +3; **Grp** +5
Special Qualities Spell Resistance (berserk, *no effect*;
 confu, *no effect*; paralysis, *no effect*; petrify, *no effect*;
 silence, *no effect*; sleep, *no effect*; slow, *no effect*; small,
no effect; stop, *no effect*)

Abilities Str 14, Dex 15, Con 17, Int 6, Wis 14, Cha 15
Spells MBarrier



Feats Skill Focus (Spellcasting)

Skills Initiative +9, Spellcasting +12, Survival +9

YING/YANG

A scientific experiment born from the JENOVA project that went horribly wrong, Ying/Yang reside in the cellar of the Shinra mansion; being kept imprisoned and guarded by the fake townspeople of Nibelheim.

YING/YANG

CL 6

Large Mutant 5

Init +4; **Senses** Perception +9

Defences Ref 19 (flat-footed 17), Fort 26, Will 20, Mag 18

HP 84; **MP** 28; **Threshold** 26

Speed 6 squares

Melee none

Fighting Space 1x2; **Reach** 1 square

Base Attack +3; **Grp** +8

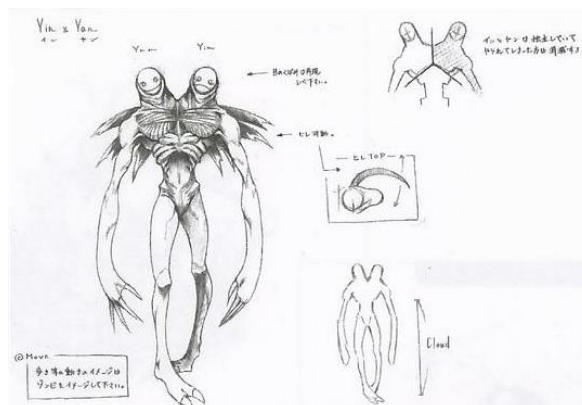
Special Qualities Spell Resistance (berserk, *no effect*; confu, *no effect*; gravity, *no effect*; paralysis, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*)

Abilities Str 20, Dex 14, Con 23, Int 6, Wis 14, Cha 16

Spells Blizzard, Thunder

Feats Improved Defences

Skills Perception +9, Spellcasting +10, Survival +9



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.

ZENENE

CL 4

Medium-size Mutant 3

Init +8; **Senses** Perception +8

Defences Ref 17 (flat-footed 15), Fort 19, Will 17, Mag 14

Weaknesses Holy

HP 48; **MP** 18; **Threshold** 19

Speed 6 squares

Melee Bite +3 (2d6+2) and
Claw +3 (1d8+2)

Fighting Space 1; **Reach** 1 square

Base Attack +2; **Grp** +3

Special Qualities Spell Resistance (berserk, *no effect*; confu, *no effect*; paralysis, *no effect*; petrify, *no effect*; poison, *absorb*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*)

Abilities Str 13, Dex 15, Con 17, Int 6, Wis 14, Cha 13

Spells none

Feats Skill Focus (Stealth)

Skills Initiative +8, Perception +8, Stealth +11



CHAPTER VII

PLANTS

This chapter contains stats for all plant monsters seen across The Compilation of Final Fantasy VII.

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

CL 6

Small Plant 5

Init +11; **Senses** Perception +3

Defences Ref 25 (flat-footed 21), Fort 20, Will 19, Mag 14

HP 60; **MP** 15; **Threshold** 20

Speed *none* (immobile)

Ranged Gore (seed shot) +6 (1d8+1)

Fighting Space 1; **Reach** none

Base Attack +2; **Grp** +1

Special Qualities Blindsight, Spell Resistance (confu, *no effect*; small, *no effect*)

Abilities Str 8, Dex 19, Con 10, Int 2, Wis 12, Cha 11

Spells Laser

Feats Improved Defences, Weapon Finesse

Skills Initiative +11, Spellcasting +8



CACTUAR

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

CACTUAR

CL 5

Small Plant 4

Init +12; **Senses** Perception +9

Defences Ref 24 (flat-footed 19), Fort 18, Will 23, Mag 12

HP 53; **MP** 14; **Threshold** 18

Speed 8 squares

Melee Gore +7 (1d8+1)

Fighting Space 1; **Reach** 1 square

Base Attack +2; **Grp** +1

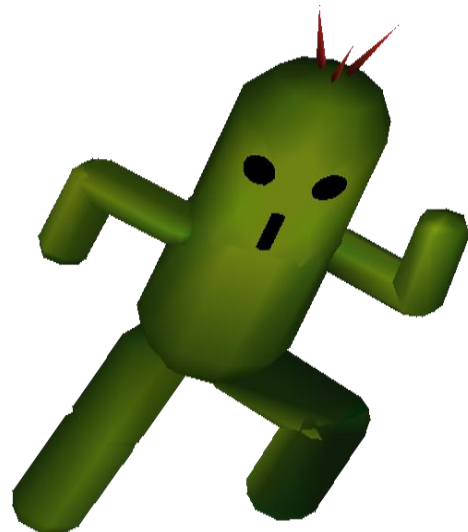
Special Qualities Spell Resistance (berserk, *no effect*; confu, *no effect*; earth, *no effect*; fire, *no effect*; gravity, *no effect*; holy, *no effect*; ice, *no effect*; instant death, *no effect*; paralysis, *no effect*; petrify, *no effect*; silence, *no effect*; sleep, *no effect*; slow, *no effect*; small, *no effect*; stop, *no effect*; thunder, *no effect*; water, *no effect*)

Abilities Str 8, Dex 20, Con 10, Int 2, Wis 24, Cha 11

Spells 10 Needles

Feats Toughness, Weapon Finesse

Skills Initiative +12, Spellcasting +14



FLOWER PRONG

The Flower Prong monster lives within the Gongaga jungles, happily waiting for any unfortunate travellers to walk past their nests. They are the only beast whose stats and form increase as its hit points decrease. Once the Flower Prong's total hit points are reduced by one-third, they grow into their 2nd phase, and they grow again into their 3rd phase once their total hit points are reduced by two-thirds.

FLOWER PRONG (1st Phase)

CL 5

Tiny Plant 4

Init +9; **Senses** Perception +9

Defences Ref 28 (flat-footed 21), Fort 18, Will 19, Mag 13

Weaknesses earth, fire

HP 126; **MP** 14; **Threshold** 18

Speed *none* (immobile)

Melee *none*

Fighting Space 1; **Reach** *none*

Base Attack +2; **Grp** -1

Special Qualities Spell Resistance (*berserk, no effect; confu, no effect; petrify, no effect; poison; absorb; small, no effect*)

Abilities Str 4, Dex 24, Con 8, Int 2, Wis 15, Cha 8

Spells Bio, Drain

Feats Improved Defences, Skill Focus (Spellcasting)

Skills Perception +9, Spellcasting +12



FLOWER PRONG (2nd Phase)

CL 5

Medium-size Plant 4

Init +4; **Senses** Perception +9

Defences Ref 21 (flat-footed 19), Fort 19, Will 19, Mag 13

Weaknesses earth, fire

HP 84; **MP** 14; **Threshold** 19

Speed *none* (immobile)

Ranged Gore (seed shot) +3 (2d4+3)

Fighting Space 1; **Reach** 4 squares

Base Attack +2; **Grp** +3

Special Qualities Spell Resistance (*berserk, no effect; confu, no effect; petrify, no effect; poison; absorb; small, no effect*)

Abilities Str 12, Dex 15, Con 11, Int 2, Wis 15, Cha 8

Spells Seed Shot

Feats Improved Defences, Skill Focus (Spellcasting)

Skills Perception +9, Spellcasting +12



FLOWER PRONG (3rd Phase)

CL 5

Huge Plant 4

Init +2; **Senses** Perception +9

Defences Ref 17, Fort 25, Will 19, Mag 13

Weaknesses earth, fire

HP 42; **MP** 14; **Threshold** 25

Speed 6 squares

Ranged Gore (seed shot) +9 (2d8+9)

Fighting Space 3x3; **Reach** 6 squares

Base Attack +2; **Grp** +9

Special Qualities Spell Resistance (*berserk, no effect; confu, no effect; petrify, no effect; poison; absorb; small, no effect*)



Abilities Str 25, Dex 11, Con 22, Int 2, Wis 15, Cha 8
Spells Bio, Laser
Feats Improved Defences, Skill Focus (Spellcasting)
Skills Perception +9, Spellcasting +12

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

CL 10

Large Plant 9

Init +5; **Senses** echolocation; Perception +11

Defences Ref 17 (flat-footed 15), Fort 19, Will 17, Mag 11

Weaknesses water

HP 112; **MP** 20; **Threshold** 24

Speed 4 squares

Melee Gore +7 (2d6+4)

Fighting Space 4x4; **Reach** 2 squares

Base Atk +4; **Grp** +7

Special Qualities Blindsight, Spell Resistance
(gravity, no effect; poison, absorb)

Abilities Str 16, Dex 12, Con 14, Int 1, Wis 15, Cha 8

Spells Abnormal Breath, Bio, Blizzard

Feats Diamond Dust, Improved Damage

Threshold, Improved Defences, Skill Focus
 (Spellcasting)

Skills Perception +11, Spellcasting +7



MANDRAGORA

Mandradora, as well as their cousins the Razor Weed, lives in the open grasslands. Because they resemble weeds, they are capable of blending in to their environment.

MANDRAGORA

CL 3

Small Plant 2

Init +5; **Senses** Perception +8

Defences Ref 20 (flat-footed 16), Fort 15, Will 15, Mag 9

HP 30; **MP** 12; **Threshold** 15

Speed 4 squares

Melee Slam -1 (1d6-1)

Fighting Space 1; **Reach** 1 square

Base Attack +1; **Grp** -1

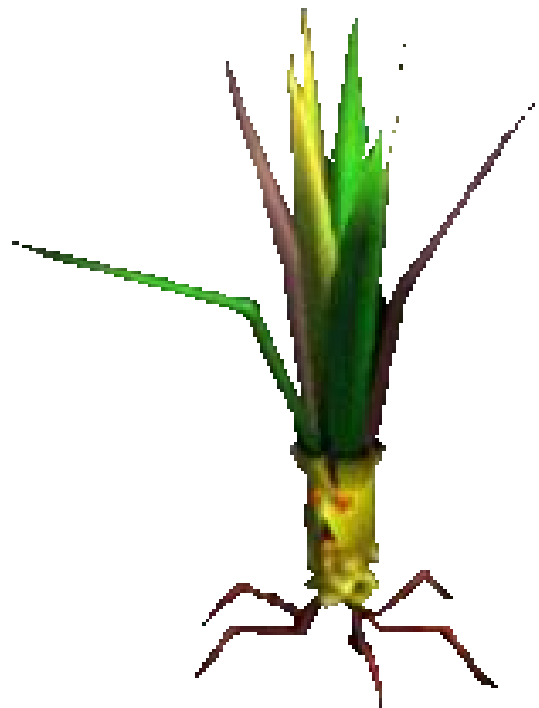
Special Qualities Camouflage

Abilities Str 7, Dex 19, Con 10, Int 2, Wis 15, Cha 10

Spells Slow

Feats Immunity (magic attacks)

Skills Perception +8, Spellcasting +8



RAZOR WEED

CL 6

Small Plant 5

Init +10; **Senses** Perception +4

Defences Ref 24 (flat-footed 21), Fort 19, Will 20, Mag 13

HP 60; **MP** 15; **Threshold** 18

Speed 4 squares

Melee Gore +0 (1d8)

Fighting Space 1; **Reach** 1 square

Base Attack +2; **Grp** +0

Special Qualities Camouflage

Abilities Str 6, Dex 18, Con 8, Int 1, Wis 15, Cha 8

Spells Magic Hammer, Silence

Feats Improved Defences, Toughness

Skills Initiative +10, Spellcasting +9



CHAPTER VIII

SPIRITS

This chapter contains stats for all spirit monsters seen across The Compilation of Final Fantasy VII.

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.

Bombs have a close relative called Grenades. These creatures are similar in appearance to Bombs, with the exception of their charcoal-grey colour, and they pose more of a threat as well.

BOMB

CL 4

Medium-size Spirit 3

Init +8; **Senses** Perception +6

Defences Ref 18 (flat-footed 16), Fort 15, Will 15, Mag 12

HP 40; **MP** 13; **Threshold** 15

Speed 4 squares (fly; *clumsy*)

Melee Gore +1 (2d4+1)

Fighting Space 1; **Reach** 1 square

Base Atk +1; **Grp** +1

Special Qualities Spell Resistance (berserk, *no effect*; confu, *no effect*; earth, *no effect*; fire, *absorb*; paralysis, *no effect*; small, *no effect*; stop, *no effect*)

Abilities Str 10, Dex 14, Con --, Int 2, Wis 11, Cha 12

Spells Bomb Blast, Fire

Feats Skill Focus (Spellcasting), Skill Training (Perception)

Skills Initiative +8, Perception +6, Spellcasting +9



GRENADE

CL 5

Medium-size Spirit 4

Init +9; **Senses** Perception +8

Defences Ref 20 (flat-footed 18), Fort 16, Will 17, Mag 15

HP 43; **MP** 14; **Threshold** 15

Speed 4 squares (fly; *clumsy*)

Melee Gore +2 (2d4+2)

Fighting Space 1; **Reach** 1 square

Base Atk +2; **Grp** +2

Special Qualities Spell Resistance (berserk, *no effect*; confu, *no effect*; earth, *no effect*; fire, *absorb*; paralysis, *no effect*; small, *no effect*; stop, *no effect*)

Abilities Str 10, Dex 14, Con --, Int 4, Wis 12, Cha 12

Spells Bomb Blast, Fire

Feats Skill Focus (Spellcasting), Skill Training (Perception)

Skills Initiative +9, Perception +8, Spellcasting +11



DORKY FACE

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.

DORKY FACE

CL 6

Small Spirit 5

Init +6; **Senses** Perception +3

Defences Ref 24 (flat-footed 20), Fort 16, Will 18, Mag 16

HP 60; **MP** 15; **Threshold** 16

Speed 4 squares (fly; *clumsy*)

Melee Claw +1 (1d6+1)

Fighting Space 1; **Reach** 1 square

Base Attack +2; **Grp** +1

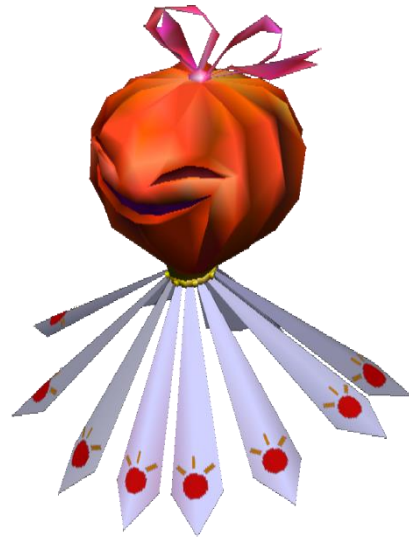
Special Qualities Blindsight, Invisibility

Abilities Str 8, Dex 19, Con --, Int 4, Wis 12, Cha 12

Spells Funny Breath, Silence

Feats Immunity (unarmed strikes), Skill Focus (Spellcasting)

Skills Spellcasting +11, Stealth +11



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

CL 3

Small Spirit 2

Init +4; **Senses** Perception +2

Defences Ref 19 (flat-footed 16), Fort 12, Will 14, Mag 11

Weaknesses Fire, Holy (causes *instant death*)

HP 28; **MP** 12; **Threshold** 12

Speed 4 squares

Melee Claw +0 (1d6)

Fighting Space 1; **Reach** 1 square

Base Attack +1; **Grp** +0

Special Qualities Invisibility, Spell Resistance (earth, *no effect*; ice, *half*; paralysis, *no effect*; silence, *no effect*; stop, *no effect*; water, *no effect*)

Abilities Str 8, Dex 18, Con --, Int 3, Wis 12, Cha 8

Spells Drain, Fire

Feats Skill Focus (Spellcasting)

Skills Spellcasting +10, Stealth +9



GI SPECTOR

Gi Spectors are trapped souls that haunt the Cave of the Gi beneath Cosmo Canyon. They were once warriors fighting against the Wolfions for land supremacy; however they were sealed away in the cave by a brave and noble Wolfion, and over time began to fade away.

GI SPECTOR

CL 7

Medium-size Spirit 6

Init +10; **Senses** *darkvision*; Perception +3

Defences Ref 23 (flat-footed 21), Fort 20, Will 19, Mag 18

Weaknesses fire, holy (causes *instant death*)

HP 70; **MP** 16; **Threshold** 20

Speed 6 squares

Melee Spear +4 (1d8+4)

Fighting Space 1; **Reach** 1 square

Base Attack +3; **Grp** +4

Special Qualities *Darkvision* (4 squares), Spell Resistance



(poison, no effect)

Abilities Str 12, Dex 15, Con --, Int 4, Wis 11, Cha 12

Spells Death

Feats Skill Focus (Spellcasting), Toughness

Skills Initiative +10, Spellcasting +11

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.

HUNGRY

CL 8

Medium-size Spirit 7

Init +5; **Senses** Perception +11

Defences Ref 25 (flat-footed 23), Fort 22, Will 21, Mag 20

HP 84; **MP** 17; **Threshold** 22

Speed 6 squares

Melee Slam +4 (1d8+4)

Fighting Space 1; **Reach** 1 square

Base Attack +3; **Grp** +4

Special Qualities Spell Resistance (confu, *no effect*),
Swallow Whole

Abilities Str 12, Dex 15, Con --, Int 4, Wis 11, Cha 10

Spells Frog Song

Feats Improved Defences, Skill Focus (Perception),
Toughness

Skills Perception +11, Spellcasting +8



MONO DRIVE

Mono Drives are spirits that are usually found within a mako reactor. They tend to bounce as they fly through the air, giving the impression that they are lost or confused.

MONO DRIVE

CL 3

Small Spirit 2

Init +10; **Senses** Perception +2

Defences Ref 20 (flat-footed 16), Fort 11, Will 14, Mag 12

Weaknesses Wind

HP 30; **MP** 12; **Threshold** 11

Speed 4 squares (fly; *good*)

Melee Gore +5 (1d8-1)

Fighting Space 1; **Reach** 1 square

Base Attack +1; **Grp** -1

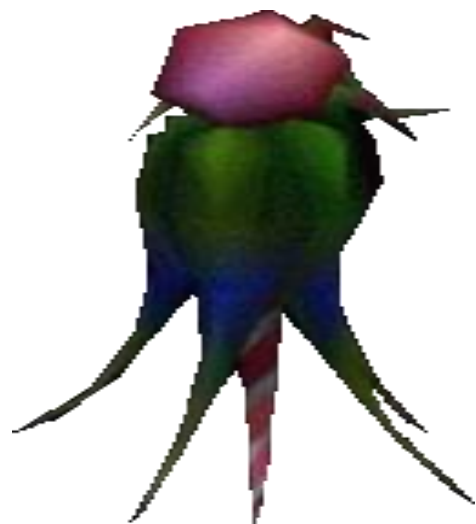
Special Qualities Spell Resistance (earth, *no effect*; paralysis,
no effect; small, *no effect*; stop, *no effect*)

Abilities Str 7, Dex 19, Con --, Int 4, Wis 12, Cha 10

Spells Fire

Feats Weapon Finesse

Skills Initiative +10, Spellcasting +7



CHAPTER IX – MONSTER SPELLS



Monsters possess a wide range of magical abilities to use at their disposal. This chapter details all known monster spells in alphabetical order; what type the spell is, how many Magic Points (MP) it costs to activate the spell, and what effects the spell causes.

Unless noted otherwise, all spells require a standard action to cast. Monsters cast spells by first making a Spellcasting check against the target's Magic Defence (some spells require the monster to make the Spellcasting check against the target's Will Defence instead). Table 9-1: Monster Spells give an at-a-glance view of all the spells and spell-like abilities available to monsters, which are further detailed in this chapter.

?????

Type: Non-Elemental.

MP Cost: 2.

Effect: The monster deals damage to a single target within its line of sight equal to its current hit points plus its monster level.

Special: By spending an additional 2 Magic Points the monster instead deals damage equal to 2 x its current hit points plus its monster level.

10 NEEDLES

Type: Non-Elemental.

MP Cost: 5.

Effect: The monster launches a barrage of needles at a single target within its line of sight, dealing 1d6 x 10 points of piercing damage.

ABNORMAL BREATH

Type: Status-effect.

MP Cost: 3

Effect: The monster has such an appalling breath that when it breathes it makes all enemy targets fall ill. The monster makes a Spellcasting check against the target's Magic Defence. If the check succeeds, the target is inflicted with the *blind*, *poison*, *silence*, and *zombie* status-effects. If the check succeeds by 5 or more, the target is inflicted with 2d12 points of damage to their hit points.

Special: By spending an additional Magic Point (up to the monster's Wisdom modifier) the target receives 1d12 points of damage to their hit points on a successful check and a +1 die of damage if the check succeeds by 5 or more.

TABLE 9-1: MONSTER SPELLS

SPELL NAME	TYPE	MP COST	SPELL NAME	TYPE	MP COST
?????	Non-Elemental	2	Cave-In	Elemental (ice)	2
10 Needles	Non-Elemental	5	Cold Breath	Elemental (ice)	3
Abnormal Breath	Status-Effect	3	Comet	Non-Elemental	6
Acid Rain	Elemental (poison)	3	Creepy Touch	Status-Effect	3
Aire Tam Storm	Non-Elemental	7	Crystal Cubes	Non-Elemental	5
Angel Whisper	Healing	2	Cure	Healing	1
Aqualung	Elemental (water)	2	Dark Mist	Protective	2
Atomic Ray	Non-Elemental	4	Death	Status-Effect	7
Bad Breath	Status-Effect	4	Deen	Non-Elemental	5
Barrier	Protective	1	Demi	Elemental (gravity)	1
Beta	Elemental (fire)	2	Dispel	Healing	1
Big Guard	Protective	2	Dragon Breath	Elemental (fire/ice/thunder)	4
Bio	Elemental (poison)	1	Dragon Force	Protective	2
Blind	Status-Effect	1	Drain	Healing	1
Blizzard	Elemental (ice)	1	Emerald Beam	Elemental (gravity)	7
Blue Flame	Elemental (water)	2	Emerald Shoot	Non-Elemental	5
Blue Impulse	Non-Elemental	4	Esuna	Healing	1
Blue Light	Elemental (water)	2	Fascination	Status-Effect	3
Bomb Blast	Non-Elemental	None	Fire	Elemental (fire)	1
Break	Non-Elemental	4	Flamethrower	Elemental (fire)	2

ACID RAIN

Type: Elemental (poison).

MP Cost: 3.

Effect: The monster showers a single enemy target within its line of sight with poisonous liquid that deals 1d6 points of damage. The monster's Strength score applies.

Special: By spending an additional Magic Point (up to the monster's Wisdom modifier) the target receives 1d12 points of damage to their hit points on a successful check. If the Spellcasting check succeeds the target's Magic Defence by 5 or more, the target is also inflicted with the *poison* status-effect.

AIRE TAM STORM

Type: Non-Elemental

MP Cost: 7

Effect: All enemy targets within a 12-square radius from the monster's position is dealt energy damage equal to 1d8 times the total number of materia equipped by all enemy targets.

Special: If enemy targets have no equipped materia, the damage is 1d8 + the monster's Wisdom modifier.

ANGEL WHISPER

Type: Healing.

MP Cost: 2.

Effect: All status-effects, except *unconscious*, that are currently in place on all allies within a 6-square radius from the monster are removed.

TABLE 9-1: MONSTER SPELLS (Cont.)

SPELL NAME	TYPE	MP COST	SPELL NAME	TYPE	MP COST
Flare	Non-Elemental	2	Regenerate	Healing	3
Flash	Non-Elemental	5	Revenge Stamp	Non-Elemental	None
Frog Song	Status-Effect	2	Rock-Drop	Elemental (earth)	2
Funny Breath	Status-Effect	2	Sandstorm	Elemental (earth)	3
Haste	Status-Effect	1	Sapphire Beam	Elemental (gravity)	3
Homing Projectile	Non-Elemental	4	Shadow Flare	Non-Elemental	2
Laser	Non-Elemental	3	Silence	Status-Effect	1
Lifestream Absorb	Protective	7	Slow	Status-Effect	1
LV4 Suicide	Status-Effect	2	Snowstorm	Elemental (ice)	5
LV5 Death	Status-Effect	2	Stare Down	Status-Effect	2
Magic Breath	Elemental (fire/ice/thunder)	2	Stop	Status-Effect	1
Magic Hammer	Status-Effect	2	Thunder	Elemental (thunder)	1
Matra Magic	Non-Elemental	2	Tornado	Elemental (wind)	2
Mbarrier	Protective	1	Trine	Elemental (thunder)	2
Mimic	Status-Effect	2	Ultima	Non-Elemental	3
Pale Horse	Non-Elemental	3	Viper Breath	Elemental (ice/water)	3
Pandora's Box	Non-Elemental	2	Wall	Protective	4
Quake	Elemental (earth)	1	Whirlsand	Elemental (earth)	5
Red Light	Elemental (fire)	2	White Wind	Healing	2

AQUALUNG

Type: Elemental (water).

MP Cost: 2.

Effect: The monster deals 2d8 points of water damage to all targets within a 6-square radius from it.

Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

ATOMIC RAY

Type: Non-Elemental.

MP Cost: 4.

Effect: The monster rains down a barrage of atomic bolts on a single enemy target within its line of sight, dealing 3d8 points of damage.

Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

BAD BREATH

Type: Status-Effect.

MP Cost: 4.

Effect: All enemy targets within an 8-square radius from the monster is inflicted with the *poison*, *confu*, *sleep*, *silence*, and *small* status-effects.

BARRIER

Type: Protective.

MP Cost: 1.

Effect: For a number of rounds equal to 1d6, all weapon damage received is halved (rounded down).

Special: By spending an additional 1 Magic Point (up to the monster's Wisdom modifier), the monster can apply a +2 bonus to the die result.

BETA

Type: Elemental (fire).

MP Cost: 2.

Effect: The monster deals 2d10 points of fire damage to all targets within a 6-square radius from it.

Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

BIG GUARD

Type: Protective.

MP Cost: 2.

Effect: For a number of rounds equal to 1d4, all weapon and magic/summon damage received is reduced to 0 and the monster is infected with the *haste* status-effect.

Special: By spending an additional 1 Magic Point the monster can apply a +2 bonus to the die result.

BIO

Type: Elemental (poison).

MP Cost: 1.

Effect: A single target within line of sight of the monster receives 2d6 points of damage to HP, and then loses 1d8 points of HP per round after infection. The target's Constitution modifier applies to each. If the Spellcasting check exceeds the target's Magic Defence by 5 or more, the target becomes infected and is moved -1 along the condition track. The target also receives 1d6 points of secondary damage to HP every round after infection.

Special: The monster can spend a number of additional Magic Points to increase the primary and secondary damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure (to a maximum equal to the monster's Wisdom modifier), the monster increases the damage by +1 die.

BLIND

Type: Status-Effect.

MP Cost: 1.

Effect: A single target within line of sight of the monster is inflicted with the *Blind* status-effect.

BLIZZARD

Type: Elemental (ice).

MP Cost: 1.

Effect: A single target within line of sight of the monster receives 1d10 points of ice damage.

Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

BLUE FLAME

Type: Elemental (water).

MP Cost: 2.

Effect: The monster strikes a single enemy target within its line of sight with a stream of blue fire; inflicting 2d10 points of water damage.

Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

BLUE IMPULSE

Type: Non-Elemental.

MP Cost: 4.

Effect: The monster inflicts 4d8 points of energy damage to all enemy targets within an 8-square radius from its position.

Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

BLUE LIGHT

Type: Elemental (water).

MP Cost: 2.

Effect: The monster strikes a single enemy target within its line of sight with a piercing, cold light; inflicting 2d10 points of water damage.

Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

BOMB BLAST

Type: Non-Elemental.

MP Cost: *none* (reaction).

Effect: The monster self-destructs after being successfully attacked three times with a ranged or melee weapon; causing all enemy targets within a 12-square radius from its position to receive 3d8 points of energy damage and are moved -3 steps down the condition track.

Special: Player characters do not receive XP for the encounter if the monster self-destructs by the effects of this spell-like ability.

BREAK

Type: Non-Elemental.

MP Cost: 4.

Effect: A single target within line of sight of the monster is infected with the *petrify* status-effect (see Status-Effects on pg. 26 of the *Gamemaster's Guide*).

CAVE-IN

Type: Elemental (ice).

MP Cost: 2.

Effect: The monster inflicts 1d8 points of ice damage to all enemy targets within its range.

Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

COLD BREATH

Type: Elemental (ice).

MP Cost: 3.

Effect: The monster inflicts 2d6 points of ice damage to a single target within its line of sight.

Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

COMET

Type: Non-Elemental.

MP Cost: 6.

Effect: The monster summons a barrage of comets from space that deal damage to all enemy targets within a 10-square radius from the monster equal $3d8 +$ the monster's Wisdom score.

Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

CREEPY TOUCH

Type: Status-effect.

MP Cost: 3.

Effect: The monster casts a curse on a single target so severe, the target instantly falls to the bottom of the condition track after $1d8$ rounds from casting the curse. The monster must first make a successful Spellcasting check against the target's Fortitude Defence (if the check fails, the curse misses and the monster's turn ends immediately).

Special: By spending an additional Magic Point, the dice used to determine how long the curse takes effect is reduced from a $d8$ to a $d6$. A further expenditure of a Magic Point reduces the die even further ($d6$ to $d4$).

CRYSTAL CUBES

Type: Non-Elemental.

MP Cost: 5.

Effect: The monster first makes a Spellcasting check against DC 15. If the check equals or exceeds the DC, the monster produces a shield of energy cubes that surrounds him and grants him a +4 temporary bonus to Reflex Defence and Magic Defence. On the monster's next turn, he makes another Spellcasting check against a single target's Magic Defence. The target must be within line of sight of the monster. If the check fails, nothing happens and the monster's turn ends immediately (the crystal cubes also disappear and the temporary bonus to Reflex and Magic Defences are lost). If the check equals or exceeds the target's Magic Defence, the crystal cubes attack the target, dealing $6d8$ points of damage.

CURE

Type: Healing.

MP Cost: 1.

Effect: The monster/one target within line of sight of the monster restores $1d8$ points of hit points. The target's Constitution modifier applies. If the target of this spell has been pushed down the condition track, he is also moved +1 up the condition track as well.

Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the amount of hit points the spell restores. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the healing roll by +1 die.

DARK MIST

Type: Protective.

MP Cost: 2.

Effect: The monster can conceal itself in a dark shroud, giving it total cover from all attacks until the start of its next turn.

Special: By spending an additional Magic Point (up to the monster's Wisdom modifier), the monster gains total cover for one additional round of combat.

DEATH

Type: Status-Effect.

MP Cost: 7.

Effect: One target within the monster's line of sight is instantly moved to the bottom of the condition track and is unconscious (the target doesn't actually die). The target cannot move back up the condition track until a phoenix down (or the Revive spell) has been used to revive him.

DEEN

Type: Non-Elemental.

MP Cost: 5

Effect: The monster inflicts 4d6 points of damage to all enemy targets within a 6-square radius from its position.

Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

DEMI

Type: Elemental (gravity).

MP Cost: 1.

Effect: A single target within the monster's line of sight loses one-quarter of his/her current HP.

DISPEL

Type: Healing.

MP Cost: 1.

Effect: *Mbarrier*, *barrier*, and/or *shield* are removed from the monster/one target within the monster's line of sight.

DRAGON BREATH

Type: Elemental (fire, ice, thunder).

MP Cost: 4.

Effect: A single enemy target within line of sight of the monster casting this spell is inflicted with 2d10 points of elemental damage.

Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

DRAGON FORCE

Type: Protective.

MP Cost: 2.

Effect: The monster gains a +3 temporary bonus to all its Defences. The bonus remains in effect for a number of rounds equal to 1d4.

DRAIN

Type: Healing.

MP Cost: 1.

Effect: The monster drains 2d8 points of hit points from a single target within its line of sight and the same amount replenishes its own hit points.

Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

EMERALD BEAM

Type: Elemental (gravity).

MP Cost: 7.

Effect: The monster unleashes an energy beam that reduces all enemy targets' hit points, which are currently participating in the encounter, by three-quarters (rounded-down). For example, a target with 60 hit points are reduced to 15 hit points.

EMERALD SHOOT

Type: Non-Elemental.

MP Cost: 5.

Effect: The monster unleashes a series of emerald projectiles that hit a single enemy target within its line of sight, inflicting 5d8 points of damage.

Special: If the Spellcasting check exceeds the target's Magic Defence by 5 or more, that target is also cleansed of all positive status-effects (if any). Positive status-effects are: *barrier*, *berserk*, *haste*, *mbarrier*, *regen*, and *shield*.

ESUNA

Type: Healing.

MP Cost: 1.

Effect: Blind, poison, slow, stop, and/or silence are removed from the monster/ one target within the monster's line of sight.

FASCINATION

Type: Status-Effect.

MP Cost: 3.

Effect: Make a Spellcasting check against a single enemy target's Will Defence that is within the monster's line of sight. If the check fails, nothing happens. If the check succeeds, the target becomes infatuated with the monster and is unable to attack it. The effect lasts for a number of rounds equal to the target's Wisdom modifier. This spell is a mind-affecting ability.

Special: The spell only works on targets that are of the opposite gender of the monster.

FIRE

Type: Elemental (fire).

MP Cost: 1.

Effect: A single target within the monster's line of sight receives 1d10 points of fire damage.

Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

FLAMETHROWER

Type: Elemental (fire).

MP Cost: 2.

Effect: The monster deals 2d12 points of fire damage to all targets within a 6-square radius.

Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

FLARE

Type: Non-Elemental.

MP Cost: 2.

Effect: A single target within the monster's line of sight receives 2d12 points of damage.

Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +2 die.

FLASH

Type: Non-Elemental

MP Cost: 5

Effect: All enemy targets within a 10-square radius from the monster receives 4d10 points of energy damage (the monster's Wisdom score applies to the damage roll).

Special: If the monster has less than half its total hit points remaining, the damage inflicted by this spell is doubled.

FROG SONG

Type: Status-Effect.

MP Cost: 2.

Effect: One target within the monster's line of sight is infected with the *Small* Status-Effect.

Special: This is a persistent condition that can only be removed by the effects of the Full Cure spell or if the target becomes unconscious.

FUNNY BREATH

Type: Status-Effect.

MP Cost: 2.

Effect: Inflicts a single target within line of sight of the monster with the *confu* status-effect.

HASTE

Type: Status-Effect.

MP Cost: 1.

Effect: The monster infects a single target within its line of sight with the *haste* status-effect.

HOMING PROJECTILE

Type: Non-Elemental.

MP Cost: 4.

Effect: The monster fires a number of energy projectiles towards a single target, dealing 4d8 points of damage.

Special: By spending an additional Magic Point (up to the monster's Wisdom modifier) you increase the damage dealt by this spell-like ability by +1 die.

LASER

Type: Non-elemental.

MP Cost: 3.

Effect: A monster can make ranged attack against a single target or a group of targets within a 6-square radius from itself. If the attack succeeds, the monster can fire a laser from its eyes, hand, or tail, dealing 1d10 points of energy damage to the target(s) hit points.

Special: By spending an additional Magic Point (up to the monster's Wisdom modifier) you increase the damage dealt by this spell-like ability by +1 die.

LIFESTREAM ABSORB

Type: Protective.

MP Cost: 7.

Effect: The Monster makes a Spellcasting check against DC 20. If the check fails, nothing happens and the monster's turn ends immediately. If the check equals or exceeds the DC, the monster absorbs a litre of

pure Lifestream energy and gains a number of temporary hit points equal to its level x its Wisdom modifier. Any damage the monster receives is first subtracted from the temporary hit points.

Special: For every point of the Spellcasting check that exceeds the DC, the monster receives additional temporary hit points equal to one-half its level (rounded-down).

LV4 SUICIDE

Type: Status-Effect.

MP Cost: 2.

Effect: For a number of rounds, equal to 1d6, after casting this spell, the monster automatically rolls a critical hit against one enemy target of its choice whose level is a multiple of 4 (4th, 8th, 12th, 16th, and 20th).

Special: This spell automatically fails if the selected target's level is not a multiple of 4.

LV5 DEATH

Type: Status-Effect.

MP Cost: 2.

Effect: One enemy target within the monster's line of sight, whose character level is a multiple of 5 (5th, 10th, 15th, or 20th) is moved to the bottom of the condition track and is unconscious.

Special: The spell automatically fails if the selected target's level is not a multiple of 5.

MAGIC BREATH

Type: Elemental (fire/ice/thunder).

MP Cost: 2.

Effect: The monster deals 2d10 points of elemental damage to all targets within a 6-square radius from it.

Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

MAGIC HAMMER

Type: Status-Effect.

MP Cost: 2.

Effect: The monster drains 1d6 Magic Points from each enemy target within a 6-square radius from its position. The drained Magic Points then replenish the monster's current Magic Points.

Special: The Magic Points received by this spell cannot exceed the monster's total number of Magic Points.

MATRA MAGIC

Type: Non-Elemental.

MP Cost: 2.

Effect: The monster deals 2d8 points of non-elemental damage to all targets within an 8-square radius from its position.

Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

MBARRIER

Type: Protective.

MP Cost: 1.

Effect: For a number of rounds equal to 1d6, all magic/summon damage received is halved (rounded down).

Special: By spending an additional 1 Magic Point (up to the monster's Wisdom modifier), the monster can apply a +2 bonus to the die result.

MIMIC

Type: Status-effect.

MP Cost: 2

Effect: The monster can mimic a talent (not mind-affecting talents) or a feat an opponent has used in the current round (the monster must meet the prerequisites of the feat before it can use it).

PALE HORSE

Type: Non-Elemental.

MP Cost: 3.

Effect: The monster deals 2d8 points of damage to a single target within its line of sight.

Special: If the monster's Spellcasting check exceeds the target's Magic Defence by 5 or more, the target is also inflicted with the *small* status-effect.

PANDORAS BOX

Type: Non-Elemental.

MP Cost: 2.

Effect: The monster deals 3d10 points of non-elemental damage to all targets within a 10-square radius from its position.

Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

QUAKE

Type: Elemental (earth).

MP Cost: 1.

Effect: A single target within the monster's line of sight receives 1d12 points of earth damage.

Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

RED LIGHT

Type: Elemental (fire).

MP Cost: 2.

Effect: The monster strikes a single enemy target within its line of sight with a piercing, burning light; inflicting 2d10 points of fire damage.

Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

REGENERATE

Type: Healing.

MP Cost: 3.

Effect: The Monster can re-grow a severed body part at will as a swift action. The body part must be within close proximity (adjacent) of the monster in order for it to regenerate. The monster heals a number of hit points equal to 1d10 x its level, and can resume its round straight away afterwards.

REVENGE STAMP

Type: Non-Elemental.

MP Cost: None.

Effect: As a reaction to a target's weapon attack or magic attack (excluding limit breaks and Bahamut's Mega Flare ability), the monster can assault all participating enemy targets with a barrage of energy shots that deals 2d8 points of damage to each.

Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

ROCK-DROP

Type: Elemental (earth).

MP Cost: 2.

Effect: The monster deals 2d6 points of earth damage to all enemy targets within its reach.

Special: If the Spellcasting check succeeds by 5 or more, the monster also inflicts the targets with the *confu* status-effect.

The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

SANDSTORM

Type: Elemental (earth).

MP Cost: 3.

Effect: The monster summons a gigantic dust storm that inflicts 3d8 points of earth damage to all enemy targets within an 8-square radius from the monster's position.

Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

SAPPHIRE BEAM

Type: Elemental (gravity).

MP Cost: 3.

Effect: The monster fires a beam of radiated crystal light at a single target within its line of sight, dealing 3d8 points of gravity damage.

Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

SHADOW FLARE

Type: Non-Elemental.

MP Cost: 2.

Effect: The monster deals 2d12 points of non-elemental damage to all targets within a 6-square radius from its position.

Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

SILENCE

Type: Status-Effect.

MP Cost: 1.

Effect: The monster infects a target within its line of sight with the *silence* status-effect.

SLOW

Type: Status-Effect.

MP Cost: 1.

Effect: The monster infects a target within its line of sight with the *slow* status-effect.

SNOWSTORM

Type: Elemental (ice).

MP Cost: 5.

Effect: The monster summons a huge vortex beneath a single enemy target within its line of sight sucking them under the ground and out of the current encounter. The target does not receive any XP award for the encounter.

Special: This spell can only be activated in an arctic region. A monster with this spell cannot have the Whirlsand spell as well.

STARE DOWN

Type: Status-Effect.

MP Cost: 2.

Effect: A single target within the monster's line of sight is infected with the *paralysis* status-effect.

STOP

Type: Status-Effect.

MP Cost: 1.

Effect: The monster infects a target within its line of sight with the *stop* status-effect.

THUNDER

Type: Elemental (thunder).

MP Cost: 1.

Effect: A single target within the monster's line of sight receives 1d10 points of thunder damage.

Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

TORNADO

Type: Elemental (wind).

MP Cost: 2.

Effect: A single target within the monster's line of sight receives 2d10 points of wind damage.

Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +2 die.

TRINE

Type: Elemental (thunder).

MP Cost: 2.

Effect: The monster deals 2d12 points of thunder damage to all targets within a 6-square radius from its position.

Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

ULTIMA

Type: Non-Elemental.

MP Cost: 3.

Effect: A single target within the monster's line of sight receives 4d12 points of damage.

Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +3 die.

VIPER BREATH

Type: Elemental (ice and water).

MP Cost: 3.

Effect: The monster inflicts 3d6 points of elemental damage to a single target within its line of sight.

Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

WALL

Type: Protective.

MP Cost: 4.

Effect: Any attack (weapon, unarmed, natural, spell, or summon attack) against the monster instantly fails for 1d4 rounds.

Special: By spending an additional 1 Magic Point (up to the monster's Wisdom modifier), the monster can apply a +2 bonus to the die result.

WHIRLSAND

Type: Elemental (earth).

MP Cost: 5.

Effect: The monster summons a huge vortex beneath a single enemy target within its line of sight sucking them under the ground and out of the current encounter. The target does not receive any XP award for the encounter.

Special: This spell can only be activated in a desert or a wasteland region. A monster with this spell cannot have the Snowstorm spell as well.

WHITE WIND

Type: Healing.

MP Cost: 2.

Effect: The monster restores hit points to all allies within a 6-square radius from its position equal to its current hit points plus its monster level.

Special: By spending an additional 2 Magic Points the monster instead restores hit points to its allies equal to 2 x the monster's current hit points plus its monster level.

CHAPTER X – 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 Charisma 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). Table 16-1: Greens and their Properties states what bonus you gain to the ability 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 Table 10-1: Greens and their Properties 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).

TABLE 10-1: GREENS AND THEIR PROPERTIES

GREEN	COST (per kg)	BONUS TO CHARISMA 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.

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. Table 10-1: Greens and their Properties 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 week of negligence towards your chocobos, they are pushed -1 step down the condition track. If a chocobo is pushed to the bottom of the chocobo track in this manner, they become starved and light-headed, and are unable to recover until it has consumed at least 20 kg of greens. This is considered a persistent condition. Consuming this amount will only move the chocobo +1 step up the condition track. In order to completely remove this persistent condition, you must continue to feed the chocobo on a daily basis (feeding the chocobo at least 20 kg of greens per day will move it a further +1 up the condition track).

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.

TABLE 10-2: NUTS

NUT	COST	FERTILITY RATE
Pepio	50	+0
Luchile	75	+1
Sahara	100	+2
Lasan	250	+4
Pram	300	+6
Porov	400	+8
Carob	¹	+10
Zeio	²	+12

¹The Carob nut can only be stolen off of Vlakorados (see Chapter VI: Animals).

²The Zeio Nut can only be obtained on Goblin Island, and they're under intense protection by the local Goblins.

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 12, see below) to be mature enough to start breeding. Any level lower than 12 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. Table 10-2: Nuts give details on what nuts are available to use, the cost of purchasing nuts, and what outcome the nut will provide.

FERTILITY

To breed the participating Chocobos, the player must roll a d20 and compare the result to Table 10-3 Fertility Result. The nut that the player uses for breeding provides a bonus to the roll (see Table 13-2: Nuts, for more details). The roll represents one week worth of intense concentration and breeding.

Table 10-3: Fertility Result 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

TABLE 10-3: 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

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.

TABLE 10-4: THE CHOCOBO

LEVEL	BASE ATTACK BONUS	LEVEL	BASE ATTACK BONUS
1 st	+0	11 th	+8
2 nd	+1	12 th	+9
3 rd	+2	13 th	+9
4 th	+3	14 th	+10
5 th	+3	15 th	+11
6 th	+4	16 th	+12
7 th	+5	17 th	+12
8 th	+6	18 th	+13
9 th	+6	19 th	+14
10 th	+7	20 th	+15

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). However, they gain feats normally as they advance in level, as shown in Table 3-1: Experience and Level-Dependent Benefits (page 21 of the *Player's Handbook*). Chocobos can never multiclass into any of the heroic classes or the nonheroic class.

Chocobos do not gain starting feats or limit breaks, do not add their Chocobo class level to their defence scores, and do not gain Mako Points or Magic Points.

GAME RULE INFORMATION

Chocobos have the following game statistics

HIT POINTS

At 1st level, Chocobos receive 10 hit points plus their Constitution modifier. At each level after 1st, Chocobos gain 1d6 hit points (the Chocobo's Constitution modifier applies).

CLASS SKILLS

Chocobos gain three trained skills at 1st level. The class skills (and their associated ability) are as follows:

Acrobatics (Dex), Climb (Str), Endurance (Con), Initiative (Dex), Jump (Str), Perception (Wis), Stealth (Dex), Survival (Wis), Swim (Str).

TABLE 10-5: 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	+5
River-Mountain	+4 Str, +4 Dex, +2 Con	+2
Mountain	+2 Str, +2 Dex, +1 Con	+1
River	None	+0
Common	-2 Str, -2 Dex	-1

CLASS FEATURES

Chocobos gain the following class features at 1st 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 applies its Strength bonus on melee attack rolls made with natural weapons. If a Chocobo has two or more natural weapons, it may make attacks with all of them at no penalty when using the full attack action.

A Chocobo gains a bonus on damage rolls made with its natural weapons equal to one-half its Chocobo class level, rounded down. 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 attack deals an amount of piercing damage determined by the Chocobo's breed: Common, 1d6; River, 1d8; Mountain, 2d4; River-Mountain, 2d6; Ocean, 2d8; Sky, 3d6.

Slam: The Chocobo batters opponents with an appendage, dealing an amount of bludgeoning damage determined by the Chocobo's breed: Common, 1d8; River, 2d4; Mountain, 2d6; River-Mountain, 2d8; Ocean, 3d6; Sky, 3d8.

Stomp: The Chocobo stomps an opponent with its talons, dealing an amount of bludgeoning damage determined by the Chocobo's breed: Common, 1d4; River, 1d6; Mountain, 1d8; River-Mountain, 2d6; Ocean, 2d8; Sky, 3d4.

BREED TRAITS

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

Common: May reroll Initiative checks but must keep the second result, even if it's worse.

River: +2 species bonus on Swim checks; may reroll Initiative checks but must keep the second result, even if it's worse.

Mountain: +2 species bonus on Climb checks; may reroll Initiative checks but must keep the second result, even if it's worse.

River-Mountain: +4 species bonus on Climb and Swim checks; may reroll Initiative checks but must keep the second result, even if it's worse.

Ocean: +4 species bonus on Climb and Swim checks; may reroll Initiative checks but must keep the second result, even if it's worse; +2 species bonus to all Defences.

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

B CLASS

At 7th 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 +2 bonus to any one of its Defences (Reflex, Fortitude, Will, or Magic).

A CLASS

At 12th 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 +2 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 20th 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 +2 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.

BREED MODIFIERS

Chocobos gain modifiers to their ability scores and Reflex Defence, as shown on Table 10-5: Chocobo Breed Modifiers.

CHOCOBO DESCRIPTIONS

The following section describes Chocobos that can be found in the wild.

WILD CHOCOBOS

Wild Chocobos can be found around the world, and are of different quality depending on where you find them.

AVERAGE CHOCOBO

CL 2

Large Chocobo 3

Init +11; **Senses** Perception +11

Defences Ref 9 (flat-footed 8), Fort 11, Will 11, Mag 7

HP 19; **MP** 0; **Threshold** 16

Speed 8 squares

Melee peck +3 (1d6+2) or
slam +3 (1d8+2)

Fighting Space 2x2; **Reach** 1 square

Base Atk +2; **Grp** +3

Abilities Str 12, Dex 13, Con 12, Int 4, Wis 13, Cha 12

Feats Improved Damage Threshold, Running Attack

Skills Initiative +11, Perception +11, Survival +11

FAIR CHOCOBO

CL 3

Large Chocobo 4

Init +12; **Senses** Perception +12

Defences Ref 10 (flat-footed 8), Fort 12, Will 12, Mag 7

HP 25; **MP** 0; **Threshold** 12

Speed 8 squares

Melee peck +5 (1d6+5) or
slam +5 (1d8+5)

Fighting Space 2x2; **Reach** 1 square

Base Atk +3; **Grp** +5

Abilities Str 14, Dex 15, Con 14, Int 4, Wis 15, Cha 14

Feats Chocobo Rush, Running Attack

Skills Initiative +12, Perception +12, Survival +12

GOOD CHOCOBO

CL 4

Large Chocobo 5

Init +13; **Senses** Perception +13

Defences Ref 11 (flat-footed 8), Fort 13, Will 13, Mag 7

HP 34; **MP** 0; **Threshold** 13

Speed 8 squares

Melee peck +6 (1d6+5) or
slam +6 (1d8+5)

Fighting Space 2x2; **Reach** 1 square

Base Atk +3; **Grp** +6

Abilities Str 16, Dex 17, Con 16, Int 5, Wis 17, Cha 16

Feats Chocobo Rush, Running Attack

Skills Initiative +13, Perception +13, Survival +13

GREAT CHOCOBO

CL 5

Large Chocobo 6

Init +14; **Senses** Perception +14

Defences Ref 12 (flat-footed 8), Fort 14, Will 14, Mag 7

HP 45; **MP** 0; **Threshold** 19

Speed 8 squares
Melee peck +8 (1d6+7) or
 slam +8 (1d8+7) or
 stomp +8 (1d4+7)
Fighting Space 2x2; **Reach** 1 square
Base Atk +4; **Grp** +8
Abilities Str 18, Dex 19, Con 18, Int 5, Wis 19, Cha 18
Feats Chocobo Rush, Improved Damage Threshold,
 Running Attack
Skills Initiative +14, Perception +14, Survival +14

MEDIOCRE CHOCOBO **CL 1**

Large Chocobo 2
Init +10; **Senses** Perception +10
Defences Ref 8, Fort 10, Will 10, Mag 7
HP 13; **MP** 0; **Threshold** 15
Speed 8 squares
Melee peck +1 (1d6+2)
Fighting Space 2x2; **Reach** 1 square
Base Atk +1; **Grp** +1
Abilities Str 10, Dex 11, Con 10, Int 4, Wis 11, Cha 10
Feats Improved Damage Threshold
Skills Initiative +10, Perception +10, Survival +10

POOR CHOCOBO **CL 0**

Large Chocobo 1
Init +9; **Senses** Perception +9
Defences Ref 7, Fort 9, Will 9, Mag 7
HP 12; **MP** 0; **Threshold** 14
Speed 8 squares
Melee peck -1 (1d6-1)
Fighting Space 2x2; **Reach** 1 square
Base Atk +0; **Grp** -1
Abilities Str 8, Dex 9, Con 8, Int 4, Wis 9, Cha 8
Feats Improved Damage Threshold
Skills Initiative +9, Perception +9, Survival +9

WONDERFUL CHOCOBO **CL 6**

Large Chocobo 7
Init +15; **Senses** Perception +15
Defences Ref 13 (flat-footed 8), Fort 15, Will 15, Mag 7
HP 58; **MP** 0; **Threshold** 20
Speed 8 squares
Melee peck +10 (1d6+8) or
 slam +10 (1d8+8) or
 stomp +10 (1d4+8)
Fighting Space 2x2; **Reach** 1 square
Base Atk +5; **Grp** +10
Abilities Str 20, Dex 21, Con 20, Int 5, Wis 21, Cha 20
Feats Chocobo Rush, Improved Damage Threshold,
 Running Attack
Skills Initiative +15, Perception +15, Survival +15

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THE GAME JUST CAME ALIVE...

THIS BOOK INCLUDES THE FOLLOWING MATERIAL:

- Rules on monster creation for the Gamemaster, as well as stats for over 100 monsters seen across The Compilation of Final Fantasy VII.
- Chocobo Breeding for the hard-core fans of the original Final Fantasy VII video game.

THIS BOOK IS TO BE USED IN CONJUNCTION WITH THE FINAL FANTASY VII D20 ROLEPLAYING GAME
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