WORLD OF MONSTERS

FINAL FANTASY VII
THE ROLEPLAYING GAME

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And to everyone over at the Giant in the Playground forums
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**INTRODUCTION**

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

- **Aberration**: Monsters with extra-terrestrial abilities and alien-like appearances. An example includes JENOVA.
- **Animal**: Monsters that gather in packs and is herbivorous or (rarely) omnivorous. Examples include the behemoth and tornadu.
- **Dragon**: Large lizard monsters that usually dwell in underground caverns or ruins. Examples include the red dragon and the ark dragon.
- **Humanoid**: Monsters that look similar to humans, such as walking on two legs, standing up straight, etc. Examples of humanoid monsters include Shiva and Ramuh.
- **Insect**: Monsters that resemble real world insects, but in a (unusual) larger form. Examples include the stinger and the spiral.
- **Mutant**: Genetically deformed beings that give evidence to Shinra’s immoral experiments. Examples include the ying/yang and the makonoid.
- **Plant**: Monsters that resemble plants or weeds that would normally be found growing out of the ground. Examples include the razor weed and the Malboro.
- **Spirit**: Transparent monsters that can be difficult to spot and near-impossible to attack. Examples include the ghost and the Gispector.

**HOW THIS BOOK WORKS**

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

This book also contains additional material for players, including new playable races, two new character classes, new feats, and a new career path. These material can be found in *Chapter 1*. 
This chapter is dedicated to new content for players to use in the Final Fantasy VII Roleplaying Game. Players can use the content here in addition to those presented in the Core Rulebook, and consists of three new playable races (Magnade, Vajradhara, and Wolfion), two new character classes (Beastmaster and Berserker), new feats, new equipment, and a new career path (Hunter).
NEW RACES

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

MAGNADE

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

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

Play a Magnade if you want...

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

MAGNADE RACE TRAITS

Magnades have the following race traits.

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

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

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

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

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

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

VAJRADHARA

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

Vajradharas are large humanoid beasts that prefer to use primitive weapons, although they are capable of wielding rifles if they come across them.
They have horns and their skin colour ranges from a very light blue to dark purple. Their eye colour is amber, crimson, or brown.

**Play a Vajradhara if you want…**
- To play a hardy and strong hero.
- To be a member of a race that is unique in that they are the only large-sized intelligent creatures on the Planet.
- To be a member of a race that favours the Berserker and Fighter classes.

**Vajradhara Race Traits**

Vajradharas have the following race traits.

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

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

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

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

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

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

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**Wolfion**

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

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

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

**Wolfion Race Traits**

Wolfions have the following race traits.

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

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

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

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

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

**Languages:** Wolfions can speak Cosmoyian and Basic.
NEW FEATS

<table>
<thead>
<tr>
<th>Aggression Initiate</th>
<th>Cha 15</th>
<th>Berserker: Choice of class skill, Rage 1/day</th>
</tr>
</thead>
<tbody>
<tr>
<td>Astro-Blaze</td>
<td>Wolfion</td>
<td>Additional 1d8 fire when making Melee Strike checks</td>
</tr>
<tr>
<td>Axe Mastery</td>
<td>Proficient with axes</td>
<td>+5 to damage rolls with axes</td>
</tr>
<tr>
<td>Beast Killer</td>
<td>--</td>
<td>+5 to attacks against animals</td>
</tr>
<tr>
<td>Bug Killer</td>
<td>--</td>
<td>+5 to attacks against insects</td>
</tr>
<tr>
<td>Companion Combat</td>
<td>Beastmaster, Animal Companion class feature</td>
<td>Animal companion can attack twice as a standard action</td>
</tr>
<tr>
<td>Cosmo Memory</td>
<td>Berserker, Sled Fang technique, 46th level</td>
<td>Gain the Cosmo Memory technique</td>
</tr>
<tr>
<td>Devil Killer</td>
<td>--</td>
<td>+5 to attacks against aberrations</td>
</tr>
<tr>
<td>Dragon Killer</td>
<td>--</td>
<td>+5 to attacks against dragons</td>
</tr>
<tr>
<td>Dreadful Fury</td>
<td>Berserker, Rage class feature</td>
<td>Use Rage one additional time per day</td>
</tr>
<tr>
<td>Fists of Fury</td>
<td>Magnade</td>
<td>+2 to Melee Strike checks and damage rolls</td>
</tr>
<tr>
<td>Improved Hit</td>
<td>--</td>
<td>Increase Hit Rate by 1.</td>
</tr>
<tr>
<td>Magical Potent</td>
<td>--</td>
<td>Gain an additional 2 magic points</td>
</tr>
<tr>
<td>Man Eater</td>
<td>--</td>
<td>+5 to attacks against humans and non-human races</td>
</tr>
<tr>
<td>Mighty Roar</td>
<td>Vajradhara</td>
<td>Target receives a -2 penalty to attacks</td>
</tr>
<tr>
<td>Mutant Slayer</td>
<td>--</td>
<td>+5 to attacks against mutants</td>
</tr>
<tr>
<td>Power Surge</td>
<td>--</td>
<td>Increase Power Rate by 1.</td>
</tr>
<tr>
<td>Rage Awakened</td>
<td>Wolfion</td>
<td>Multi-attack several targets</td>
</tr>
<tr>
<td>Spirit Eater</td>
<td>--</td>
<td>+5 to attacks against spirits</td>
</tr>
<tr>
<td>Student of the Wild</td>
<td>Wis 15</td>
<td>Beastmaster: Ride skill, Track 1/encounter</td>
</tr>
<tr>
<td>Tamer</td>
<td>Magnade</td>
<td>+2 to Ride checks</td>
</tr>
<tr>
<td>Weapon Mastery</td>
<td>Vajradhara</td>
<td>Reroll Melee Strike checks</td>
</tr>
<tr>
<td>Wild Lore</td>
<td>Beastmaster, Wisdom 15, Survival</td>
<td>Make Survival checks in place of Knowledge checks</td>
</tr>
</tbody>
</table>

NEW FEATS

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

AGGRESSION INITIATE

[MULTICLASS BERSERKER]

Charisma 15

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

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

ASTRO-BLAZE

Wolfion race

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

AXE MASTERY

Proficient with axes

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

BEAST KILLER

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

BUG KILLER

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

COMPANION COMBAT

Beastmaster, Animal Companion class feature

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

COSMO MEMORY

Berserker, Sled Fang technique, 46th level

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

<table>
<thead>
<tr>
<th>TECHNIQUE</th>
<th>Time</th>
<th>Range</th>
<th>Check</th>
<th>Hit necrotic damage</th>
</tr>
</thead>
<tbody>
<tr>
<td>COSMO MEMORY</td>
<td>Full-round</td>
<td>All enemy targets in burst 10</td>
<td>Spellcasting vs. Magic</td>
<td>= (your level x 1d4) + number of targets</td>
</tr>
</tbody>
</table>

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

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

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

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

IMPROVED HIT
Increase the Hit Rate of your weapons by 1. You further increase the Hit Rate by 1 at 11th, 21st, 31st, and 41st level.

MAGICAL POTENT
You gain an additional 2 magic points. You gain another additional 2 magic points at 5th, 15th, 25th, 35th, and 45th levels.

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

MIGHTY ROAR
Vajradhara race
At the start of the encounter, you make a Charisma check against the Will Defence of all enemy targets participating in combat. If the check fails, nothing happens. If the check succeeds, enemy targets receive a -2 penalty to all Melee Strike and Ranged Strike checks, and skill checks that target you for the remainder of the encounter. This is a mind-affecting fear effect.

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

POWER SURGE
Increase the Power Rate of your magic by 1. You further increase the Power Rate by 1 at 11th, 21st, 31st, and 41st level.

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

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

STUDENT OF THE WILD [MULTICLASS BEASTMASTER]
Wisdom 15
The Ride skill is considered a class skill for you. In addition, you can use the beastmaster’s Track class feature once per encounter, and you also gain an animal companion.

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

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

WILD LORE
Beastmaster, Wisdom 15, proficient in Survival
You can make Survival checks in place of Knowledge checks to know how to navigate through uncivilised areas and wild lands.
NEW CLASSES
Exclusive for the World of Monsters accessory book, these two character classes are available to choose from at character creation.

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

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

EXAMPLES OF BEASTMASTERS IN FINAL FANTASY VII
Cait Sith.

GAME RULE INFORMATION
Beastmasters have the following game statistics.

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

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

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

CLASS SKILLS
The beastmaster’s list of class skills, along with their associated abilities, are as follows:
- Acrobatics (Dex), Knowledge* (Int), Perception (Wis), Persuasion (Cha), Ranged Strike (Dex), Ride (Dex), Streetwise (Cha), Survival (Wis), Treat Injury (Wis)

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

Skill Points at 1st level: (3 + Int modifier) x 4.
Skill Points at each additional level: 3 + Int modifier.

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

CLASS FEATURES
All of the following are features of the beastmaster class.

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

DEFENCE Bonuses
At 1st level, you receive a +1 class bonus to Reflex, Fortitude, Will, and Magic.
At 11th level, the class bonus to Defences increase to +2 to Reflex, Fortitude, Will, and Magic.
At 21st level, the class bonus to Defences increase to +3 to Reflex, Fortitude, Will, and Magic.
At 31st level, the class bonus to Defences increase to +4 to Reflex, Fortitude, Will, and Magic.
At 41st level, the class bonus to Defences increase to +5 to Reflex, Fortitude, Will, and Magic.

BEASTMASTER SPECIALISATION
At 1st level, you select one of the following specialist abilities and, once selected, cannot be changed.
### THE BEASTMASTER LEVEL CLASS FEATURES

<table>
<thead>
<tr>
<th>LEVEL</th>
<th>CLASS FEATURES</th>
<th>MELEE DAMAGE</th>
<th>RANGED DAMAGE</th>
<th>MAGIC DAMAGE</th>
<th>TRACK</th>
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<tr>
<td>1st</td>
<td>Armour Proficiency, Defence Bonuses, Beastmaster Specialisation, Weapon Proficiency, Enemy Skill Materia, Animal Companion</td>
<td>1d8</td>
<td>1d8</td>
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**SKILL SPECIALIST**

You specialise in using your foes’ attacks against them.

**Effect:** Select five monster skills. You gain a +5 class bonus to skill checks made to use those skills. In addition, you can select one of those skills as a “Priority Skill”, allowing you to reroll checks.
made with that skill, keeping the better of the two rolls.

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

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

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

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

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

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

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

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

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

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

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

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

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

Stuffed animatronic toys are controlled by megaphones (see “New Equipment”, below) and
are considered an “animal companion” for purposes of Beastmaster techniques.

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

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

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

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

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

- **Time:** Standard.
- **Range:** One enemy target in range 8.
- **Check:** Ranged Strike vs. Reflex
- **Hit:** Target takes damage equal to 2d8 + one-half your level (rounded-down). All allies adjacent to your animal companion are granted a +2 bonus to Reflex Defence until the start of your next turn.
  - Special: 11th level: Bonus to Reflex Defence increases to +4.
  - 21st level: Bonus to Reflex Defence increases to +6.
  - 31st level: Bonus to Reflex Defence increases to +8.
  - 41st level: Bonus to Reflex Defence increases to +10.

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

- **Time:** Full-round.
- **Range:** One enemy target in close burst 6.
- **Check:** Ranged Strike vs. Reflex.
- **Hit:** 2d10 + your level damage. All enemy targets close burst 4 from your animal companion are infected with the deafened and confuse conditions (save ends).
  - Special: 11th level: Damage increases to 4d10.
  - 21st level: Damage increases to 6d10.
  - 31st level: Damage increases to 8d10.

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

- **Time:** Standard.
- **Range:** One enemy target in close burst 6.
- **Check:** Ranged Strike vs. Reflex.
- **Hit:** 2d10 damage. Your animal companion can shift 2 squares. This does not provoke an attack of opportunity.
  - Special: 11th level: Damage increases to 3d10.
  - 21st level: Damage increases to 4d10.
  - 31st level: Damage increases to 5d10.
  - 41st level: Damage increases to 6d10.

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

- **Time:** Full-round.
- **Range:** One enemy target in range 10.
- **Check:** Ranged Strike vs. Reflex.
- **Hit:** 2d8 damage. Your animal companion can make an attack against the nearest enemy target.
  - Special: 11th level: Damage increases to 3d8.
  - 21st level: Damage increases to 4d8.
  - 31st level: Damage increases to 5d8.
  - 41st level: Damage increases to 6d8.

**Ability Score Increase**
Starting at 4th level, you can choose to either permanently increase one ability score of your choice by 2 points or permanently increase two ability scores of your choice by 1 each.

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

**Starting Gil**
Beastmasters begin play with 1d6 x 175 gil.

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

**Playing a Berserker**
As a berserker, you are at your best when at the front of the action; intimidating your enemies and laying down the law with your own hands. Many
berserkers disregard other people’s safety, thinking of themselves and caring only about number one.

EXAMPLES OF BERSERKERS IN FINAL FANTASY VII
Red XIII, Seto.

GAME RULE INFORMATION
Berserkers have the following game statistics.

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

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

MAGIC POINTS
Berserkers begin play at 1st level with a number of magic points equal to their Intelligence score. At each level after 1st, berserkers gain magic points equal to 1d4 + their Intelligence modifier.

CLASS SKILLS
The berserker’s list of class skills, along with their associated abilities, are as follows:
- Athletics (Str)
- Knowledge* (Int)
- Melee Strike (Str)
- Perception (Wis)
- Persuasion (Cha)
- Survival (Wis)
- Treat Injury (Wis)

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

CLASS FEATURES
All of the following are features of the berserker class.

ARMOUR PROFICIENCY
As a berserker, you gain proficiency with the following types of armour: Armlets, Bangles, and Headdresses.
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<th>Melee Damage</th>
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DEFENCE BONUSES
At 1st level, you receive a +1 class bonus to Reflex Defence and Will Defence, and a +2 class bonus to Fortitude Defence.

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

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

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

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

BERSERKER SPECIALISATION
At 1st level, you select one of the following specialist abilities and, once selected, cannot be changed.

WEAPON SPECIALIST
You have learnt how to use the weapon you wield affectively.

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

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

Special: 11th Level: Penalty is reduced to -7.

21st Level: Penalty is reduced to -5.

31st Level: Penalty is reduced to -2.

41st Level: Penalty is reduced to +0.

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

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

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

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

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

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

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

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

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

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

You can use this ability a number of times per encounter equal to 1 + your Intelligence modifier.

You cannot use this ability while in a fit of rage.

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

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

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

Can only be used when bloodied.

Time: Full-round.

Range: One enemy target in range 12.
You and your allies are filled with a certain urgency.

Time: Standard.
Range: You and all allies in close burst 8.
Check: Spellcasting vs. Will.
Effect: Targets are infected with the haste condition until the start of your next turn.
Sustain Move: The condition lasts until the end of the encounter.

You enhance your battle prowess when in dire need.

Can only be used with bloodied.
Time: Full-round.
Range: You.
Effect: You gain a +2 bonus to melee attacks on your next turn. In addition, you gain a +1 bonus to defences.

Special: 11th Level: Bonuses increase to +4 and +2 respectively.
21st Level: Bonuses increase to +6 and +3 respectively.
31st Level: Bonuses increase to +8 and +4 respectively.
41st Level: Bonuses increase to +10 and +5 respectively.

You move adjacent to the target and deal force damage equal to 4d10 + your level. If the check exceeds by 5 or more, you restore hit points equal to the amount of damage dealt to the target.

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

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

Time: Full-round.
Range: One enemy target in range 12.
Check: Melee Strike vs. Reflex.
Hit: You move adjacent to the target and deal force damage equal to 4d10 + your level.
Special: You ignore any difficult terrain that may stand in between you and your target.

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

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

Berserkers begin play with 1d6 x 200 gil.

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

**AXES**

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

**SLED FANG**

<table>
<thead>
<tr>
<th>NAME</th>
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</tr>
</tbody>
</table>
NEW EQUIPMENT

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

AXES

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

MEGAPHONES

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

NEW CAREER PATHS

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

HUNTER

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

<table>
<thead>
<tr>
<th>TIER</th>
<th>RANK POINTS REQUIRED</th>
<th>FEATURES</th>
</tr>
</thead>
<tbody>
<tr>
<td>Novice</td>
<td>0</td>
<td>Hunter’s Style</td>
</tr>
<tr>
<td>Adept</td>
<td>4</td>
<td>Favoured Target</td>
</tr>
<tr>
<td>Trained</td>
<td>8</td>
<td>Target Track</td>
</tr>
<tr>
<td>Skilled</td>
<td>12</td>
<td>Favoured Weapon</td>
</tr>
<tr>
<td>Master</td>
<td>20</td>
<td>Hunter’s Mastery</td>
</tr>
</tbody>
</table>

PREREQUISITES

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

CAREER BENEFITS

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

TIERS

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

HUNTER’S STYLE

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

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

FAVOURITED TARGET

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

TARGET TRACK

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

FAVOURITED WEAPON

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

HUNTER’S MASTERY

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

- +5 bonus to any one Defence score.
- +3 bonus to Melee Strike and Ranged Strike checks.
- +5 to Constitution saving throws.
CHAPTER II — MONSTERS

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

Monsters come in many forms. Although most monster information uses the same rules and format as for characters, monster entries include some additional rules, unique to monsters. These additional rules are explained below.
CLIMATE
The natural environment in which a monster lives grants it certain bonuses and penalties. These climates and the associated bonuses/penalties are as follows.

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

MONSTER CHARACTERISTICS
Monsters have the following characteristics.

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

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

- **Burrow**: The monster can tunnel through dirt, but not through rock (unless the descriptive text says otherwise).
- **Climb**: Monsters with climb speeds gain a +5 species bonus on Athletics checks. The monster must make an Athletics check to climb any wall or slope with a DC of more than 0. If it chooses an accelerated climb, it moves at double the listed climb speed (or its normal land speed, whichever is less) and makes a single Athletics check at a -5 penalty.
- **Fly**: The monster can fly at the listed speed if carrying no more than a medium load. All fly speeds include a note indicating manoeuvrability, as follows.
  - **Perfect**: The monster can perform almost any aerial manoeuvre it wishes. It moves through the air as well as a Human can move over solid ground.
  - **Good**: The monster is very agile in the air (like a housefly or hummingbird), but cannot change direction as readily as those with perfect manoeuvrability.
  - **Average**: The monster can fly as adroitly as a small bird.
  - **Poor**: The monster can fly as well as a large bird. Monsters that fly can make dive attacks. A dive attack works just like a charge, but the diving monster must move a minimum of 4 squares. It can make claw attacks, but these deal double max damage (a critical hit will deal triple max damage).
- **Swim**: A monster with a swim speed can move through water without making Athletics checks. It gains a +5 species bonus on any Athletics check to perform some special action or avoid a hazard.

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

- **Aberrations**: 1d12 + Constitution modifier.
- **Animals**: 1d10 + Constitution modifier.
- **Dragons**: 1d12 + Constitution modifier.
- **Humanoids**: 1d8 + Constitution modifier.
- **Insects**: 1d6 + Constitution modifier.
- **Mutants**: 1d10 + Constitution modifier.
- **Plants**: 1d8 + Constitution modifier.
- **Spirits**: 1d6 + Wisdom modifier.

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

ATTACKS
This entry gives all the monster’s physical attacks.

- **Natural Attacks**: A monster has one or more natural attacks. The Hit Rate is based on their type (see the “Natural Attacks for Monsters” table, for
more information). If a monster has two or more natural weapons, it may make attacks with all of them at no penalty when using the full attack action.

### Damage Die

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

### Special Qualities

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

- **Breathe Underwater**: The monster can breathe underwater normally and cannot drown in water. It has a +4 species bonus on Athletics checks made to swim.
- **Camouflage**: The monster blends in with its surroundings, granting a circumstance bonus on Stealth checks in its native environment. See details with each entry.
- **Invisibility (spirits only)**: The monster can make itself temporarily invisible after being hit by an attack for a number of rounds equal to 1 + its Wisdom modifier. While invisible, all weapon, natural, or unarmed attacks directed at the invisible monster receive a -10 penalty to the skill checks.
- **Multiattack**: The monster can make multiple attacks with their natural weapons once per encounter. Depending on their level, they may have additional uses per encounter. This ability does not stack with feats that grant additional attacks.
- **Spawn**: The monster is able to spawn other monsters with the same type. The number of monsters spawned equal to one-half the spawning monster’s Wisdom score (rounded down, minimum of 1) and can do this a number of times per encounter equal to its Intelligence modifier (minimum of 1). The spawned monster’s levels must be equal or less than the spawning monster’s level (a level 15 monster, for example, can only spawn monsters whose total level equals 15 or less).
- **Spell Absorption**: The monster absorbs the listed element (energy, fire, force, ice, necrotic, poison, radiant, thunder, wind, or water); restoring the rolled damage to hit points.
- **Spell Immunity**: The monster is not affected by the listed elemental damage type or condition (berserk, blind, confuse, instant death, haste, paralysis, petrify, poison, silence, sleep, slow, small, stop, or zombie).
- **Spell Resistance**: The monster can resist a certain number from the listed type of damage. The number follows the word “resist”, such as Resist 10 or Resist 20.
- **Spell Susceptibility**: The monster takes double damage of the listed element.
- **Visionary**: The monster has a special way of perceiving things around them, which are described below. A monster cannot have more than one vision type.
- **Blindsight**: Using non-visual senses, such as sensitivity to vibrations, scent, acute hearing, or echolocation, the monster manoeuvres and fights as well as a sighted monster. Invisibility and darkness is irrelevant.
- **Darkvision**: The monster can see up to 8 squares in total darkness. Darkvision is black-and-white only, but it is otherwise like normal sight.
- **Low-Light Vision**: A monster with low-light vision can see twice as far as normal in poor lighting situations. The monster can still distinguish colours, even in dim light.

### MONSTER SIZE MODIFIERS

<table>
<thead>
<tr>
<th>SIZE (EXAMPLE)</th>
<th>REFLEX DEFENCE MODIFIER</th>
<th>DIMENSIONS</th>
<th>WEIGHT</th>
<th>HIT POINTS (at 1st level)</th>
<th>HIT RATE MODIFIER*</th>
</tr>
</thead>
<tbody>
<tr>
<td>Colossal (Ruby WEAPON)</td>
<td>-10</td>
<td>5x5 squares</td>
<td>113,637 kg or more</td>
<td>x8</td>
<td>+7</td>
</tr>
<tr>
<td>Gargantuan (JENOVA --birth--)</td>
<td>-7</td>
<td>4x4 squares</td>
<td>14,529 to 113,636 kg</td>
<td>x6</td>
<td>+5</td>
</tr>
<tr>
<td>Huge (Behemoth)</td>
<td>-5</td>
<td>3x3 squares</td>
<td>1,817 to 14,528 kg</td>
<td>x4</td>
<td>+3</td>
</tr>
<tr>
<td>Large (Malboro)</td>
<td>-2</td>
<td>2x2 squares</td>
<td>228 to 1,816 kg</td>
<td>x2</td>
<td>+1</td>
</tr>
<tr>
<td>Medium-size (Gagighandi)</td>
<td>+0</td>
<td>1 square</td>
<td>28 to 227 kg</td>
<td>-</td>
<td>+0</td>
</tr>
<tr>
<td>Small (Tornadu)</td>
<td>+2</td>
<td>1 square</td>
<td>3.7 to 27 kg</td>
<td>½</td>
<td>-1</td>
</tr>
<tr>
<td>Tiny (Razor Weed)</td>
<td>+5</td>
<td>1 square</td>
<td>2.3 to 3.6 kg</td>
<td>¾</td>
<td>-2</td>
</tr>
</tbody>
</table>

*A Hit Rate number cannot fall below 1.

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

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

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

### MONSTER DEFENCE BONUSES

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

### FACE/REACH
A monster’s size and shape determines its face and reach.

### ABILITIES
This entry gives all six of the monster’s ability scores, in order: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. Most abilities work exactly as described in Chapter One, with the following exceptions.
**Strength:** Quadrupeds can carry heavier loads than bipedal characters can. To determine a quadruped’s carrying capacity limits, take its Strength score and square it. You then multiply it by the appropriate modifier for the monster’s size: Tiny ¾, Small 1, Medium-size 1 ½, 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 x 17 x 3).

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

**Ability Scores**

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

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

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

**Skills**

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

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

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

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

**Skill Proficiency Bonuses**

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

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:

<table>
<thead>
<tr>
<th>QUALITY</th>
<th>AREA</th>
</tr>
</thead>
<tbody>
<tr>
<td>Poor</td>
<td>Midgar marshlands</td>
</tr>
<tr>
<td>Mediocre</td>
<td>Junon grasslands</td>
</tr>
<tr>
<td>Average</td>
<td>Rocket Town grasslands</td>
</tr>
<tr>
<td>Fair</td>
<td>Gold Saucer grasslands</td>
</tr>
<tr>
<td>Good</td>
<td>Wutai grasslands</td>
</tr>
<tr>
<td>Great</td>
<td>Mideel grasslands</td>
</tr>
<tr>
<td>Wonderful</td>
<td>Icicle Lodge snowfields</td>
</tr>
</tbody>
</table>

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

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

USING GREENS

Catching wild Chocobos can be a lot less daunting when using their favourite food in order to distract them. When encountering a Chocobo amongst monsters found in the wild, the player’s character have to be careful not to make the Chocobo scared, otherwise it will automatically run off the edge of the battle map and any attempts to catching it will be lost. When a random encounter is initiated, the players must first distract the Chocobo by making a Persuasion check against the Chocobo’s Will Defence. The player character that makes the check must be within range of the Chocobo (4 squares) in order to do the check without drawbacks (if the player character is more than 4 squares away from the Chocobo, they receive a -5 penalty to the check). The “Greens and their Properties” table states what bonus you gain to the skill check when using the listed green.

Using greens are a means of distracting the wild Chocobo. While the Chocobo is feeding, it is completely oblivious to the battle that is happening around it. The type of green used determines how long the Chocobo is distracted for (given in rounds), which is shown on the “Greens and their Properties” table under the column titled “Distracted”.

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

GREENS AND THEIR PROPERTIES

<table>
<thead>
<tr>
<th>GREEN</th>
<th>COST (per kg)</th>
<th>BONUS TO PERSUASION CHECK</th>
<th>DISTRacted (in rounds)</th>
<th>ABILITY SCORE INCREASE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gysahl</td>
<td>100</td>
<td>+1</td>
<td>1</td>
<td>+1</td>
</tr>
<tr>
<td>Krakka</td>
<td>250</td>
<td>+1</td>
<td>2</td>
<td>+1</td>
</tr>
<tr>
<td>Tantal</td>
<td>400</td>
<td>+2</td>
<td>4</td>
<td>+1</td>
</tr>
<tr>
<td>Pahsana</td>
<td>800</td>
<td>+2</td>
<td>4</td>
<td>+2</td>
</tr>
<tr>
<td>Curiel</td>
<td>1,000</td>
<td>+5</td>
<td>6</td>
<td>+2</td>
</tr>
<tr>
<td>Mimett</td>
<td>1,500</td>
<td>+5</td>
<td>8</td>
<td>+3</td>
</tr>
<tr>
<td>Reagen</td>
<td>3,000</td>
<td>+10</td>
<td>8</td>
<td>+3</td>
</tr>
<tr>
<td>Sylkis</td>
<td>5,000</td>
<td>+10</td>
<td>10</td>
<td>+3</td>
</tr>
</tbody>
</table>

TRAINING CHOCCOBOS

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
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 another 45 kg of the Tantal green, the green has no effect and the Chocobo receives no further ability score increases from the Tantal green. The “Greens and their Properties” table show how much an ability score is increased by. What ability score is increased is the player’s choice.

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

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

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

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

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

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

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

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

---

### THE CHOCOBO CLASS

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

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

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

---

### HIT POINTS

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

### CLASS SKILLS

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

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

**Skill Points per Level:** 4 + Intelligence score

---

### CLASS FEATURES

Chocobos gain the following class features at 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 has a melee damage die of 1d10 at 1st level. If a Chocobo has two or more natural weapons, it may make attacks with all of them at no penalty when making an attack as a full round action.

A Chocobo is proficient with its own natural weapons, but not with any other weapon group. The most common natural weapon attacks for Chocobos are summarised here:

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

### BREED TRAITS

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

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

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

### THE CHOCOBO

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

### HIT RATE INCREASE

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

### B CLASS

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

### A CLASS

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

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

### S CLASS

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

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

### CHOCOBO BREED MODIFIERS

<table>
<thead>
<tr>
<th>BREED</th>
<th>ABILITY MODIFIERS</th>
<th>MODIFIER TO REFLEX DEFENCE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Sky</td>
<td>+8 Str, +8 Dex, +10 Con</td>
<td>+10</td>
</tr>
<tr>
<td>Ocean</td>
<td>+6 Str, +6 Dex, +5 Con</td>
<td>+7</td>
</tr>
<tr>
<td>River-Mountain</td>
<td>+4 Str, +4 Dex, +2 Con</td>
<td>+5</td>
</tr>
<tr>
<td>Mountain</td>
<td>+2 Str, +2 Dex, +1 Con</td>
<td>+2</td>
</tr>
<tr>
<td>River</td>
<td>+1 Str, +1 Dex</td>
<td>+1</td>
</tr>
<tr>
<td>Common</td>
<td>None</td>
<td>+0</td>
</tr>
</tbody>
</table>

### BREED MODIFIERS

Chocobos gain modifiers to their ability scores and Reflex Defence, as shown on the “Chocobo Breed Modifiers” table.
APPENDIX A: ANIMAL COMPANIONS

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

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

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

ALLEMAGNE

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

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

BAGNARADA

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

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

**Black Bat**

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

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

COKATOLIS

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

**Large Animal 1**

<table>
<thead>
<tr>
<th>DEFENCES</th>
<th>Ref 11; Fort 19; Will 16; Mag 9</th>
</tr>
</thead>
<tbody>
<tr>
<td>HIT POINTS</td>
<td>44</td>
</tr>
<tr>
<td>MAGIC POINTS</td>
<td>4</td>
</tr>
</tbody>
</table>

**SPEED** 6 squares

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>20 (+5)</td>
<td>12 (+1)</td>
<td>22 (+6)</td>
<td>4 (-3)</td>
<td>16 (+3)</td>
<td>6 (-2)</td>
</tr>
</tbody>
</table>

**SKILLS** Melee Strike +7, Perception +4, Stealth +3, Survival +4

**Attacks**

- **Gore**: Melee Attack: +7 to hit; Hit Rate: 3; one target; Hit: 3d8; piercing damage.
- **Slam**: Melee Attack: +7 to hit; Hit Rate: 3; one target; Hit: 3d8; bludgeoning damage.

**Spell Immunity**

Cokatolis has no effect against the following: berserk, confuse, force damage, paralysis, petrify, silence, sleep, slow, small, and stop.

**Bird Kick**

If Cokatolis moves 4 squares straight towards a creature and then hits it with a gore attack on the same turn, that target is inflicted with the paralysis condition if the attack exceeds its Reflex Defence by 5 or more. If the target is paralysed, Cokatolis can make one slam attack against it as a swift action.

**Petrify Smog**

Cokatolis can select a single target in Range 8 from its position. The target must make a DC 13 Dexterity saving throw. On a failed saving throw, the target is infected with the petrify condition. On a successful saving throw, the target can shift 1 square and the Cokatolis must end its turn.

**DARK NATION**

**Medium Animal 1**

<table>
<thead>
<tr>
<th>DEFENCES</th>
<th>Ref 14; Fort 16; Will 10; Mag 8</th>
</tr>
</thead>
<tbody>
<tr>
<td>HIT POINTS</td>
<td>18</td>
</tr>
<tr>
<td>MAGIC POINTS</td>
<td>4</td>
</tr>
</tbody>
</table>

**SPEED** 6 squares

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>16 (+3)</td>
<td>17 (+3)</td>
<td>18 (+4)</td>
<td>4 (-3)</td>
<td>16 (+3)</td>
<td>6 (-2)</td>
</tr>
</tbody>
</table>

**SKILLS** Athletics +3, Melee Strike +5, Perception +4, Spellcasting +6, Stealth +4

**Attacks**

- **Bite**: Melee Attack: +5 to hit; Hit Rate: 2; one target; Hit: 2d8; piercing damage.
- **Claw**: Melee Attack: +5 to hit; Hit Rate: 1; one target; Hit: 1d8; slashing damage.

**Spell Immunity**

Dark Nation has no effect against the following: berserk, confuse, paralysis, petrify, silence, sleep, slow, small, stop, and thunder damage.

**Barrier (1/encounter)**

Dark Nation can cast barrier on a single ally in Range 6 from its position. At the cost of 4 magic points, the ally is granted total cover for 1d6 rounds.

At 16th, 31st, and 46th level, the MP Cost increases by 4 as the number of rounds the spell remains in effect for increases to 1d10, 2d8, and 2d12 respectively.

**Thunder**

- **Magic Attack**: +4 to hit; Power Rate: 2; MP Cost: 4; Range: 6; one enemy target in blast 1; Hit: 2d6; thunder damage.

At 11th and 21st level, Thunder upgrades to Thundara and Thundaga respectively. MP Cost doubles each time, and the Power Rate increases by 2 each time as well. At 31st and 41st level, the Power Rate further increases by 1.

**ELFADUNK**

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

**Elfadunk**

<table>
<thead>
<tr>
<th>DEFENCES</th>
<th>16; 16; 15; 8</th>
</tr>
</thead>
<tbody>
<tr>
<td>HIT POINTS</td>
<td>19; 19; 16; 9</td>
</tr>
<tr>
<td>MAGIC POINTS</td>
<td>4</td>
</tr>
<tr>
<td>BLOODIED:</td>
<td>4</td>
</tr>
<tr>
<td>INITIATIVE:</td>
<td>+3</td>
</tr>
<tr>
<td>SPEED</td>
<td>4 squares</td>
</tr>
<tr>
<td>STR</td>
<td>12 (+1)</td>
</tr>
<tr>
<td>DEX</td>
<td>17 (+3)</td>
</tr>
<tr>
<td>CON</td>
<td>18 (+4)</td>
</tr>
<tr>
<td>INT</td>
<td>4 (-3)</td>
</tr>
<tr>
<td>WIS</td>
<td>16 (+3)</td>
</tr>
<tr>
<td>CHA</td>
<td>6 (-2)</td>
</tr>
</tbody>
</table>

**SKILLS**

- Melee Strike +3, Perception +4, Stealth +5, Survival +4

**MELEE DIE**

- 1d8

**RANGED DIE**

- 1d4

**MAGIC DIE**

- 1d6

**FEATS**

- Improved Hit

**ATTACKS**

- Slam: *Melee Attack*: +3 to hit; Hit Rate: 2; one target; Hit: 2d8; bludgeoning damage.

**Spell Immunity**

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

**Shower (1/encounter)**

Elfadunk can eject a burst of water from its trunk in a Range 8 from its position and hit all enemy targets in a blast 4. The targets must succeed at DC 13 Dexterity saving throw. If the saving throw fails, the target takes 4d4 water damage (the target takes half damage on a successful saving throw). Can use one additional time per encounter every fifth level (5th, 10th, 15th, 20th, etc.).

At 11th, 21st, 31st, and 41st level, the damage die increases by 1 step (d4 to d6, d6 to d8, d8 to d10, and d10 to d12).

**Epiolnis**

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

**Elfadunk**

<table>
<thead>
<tr>
<th>DEFENCES</th>
<th>16; 16; 15; 8</th>
</tr>
</thead>
<tbody>
<tr>
<td>HIT POINTS</td>
<td>19; 19; 16; 9</td>
</tr>
<tr>
<td>MAGIC POINTS</td>
<td>4</td>
</tr>
<tr>
<td>BLOODIED:</td>
<td>22</td>
</tr>
<tr>
<td>INITIATIVE:</td>
<td>+1</td>
</tr>
<tr>
<td>SPEED</td>
<td>6 squares</td>
</tr>
<tr>
<td>STR</td>
<td>20 (+5)</td>
</tr>
<tr>
<td>DEX</td>
<td>12 (+1)</td>
</tr>
<tr>
<td>CON</td>
<td>22 (+6)</td>
</tr>
<tr>
<td>INT</td>
<td>4 (-3)</td>
</tr>
<tr>
<td>WIS</td>
<td>16 (+3)</td>
</tr>
<tr>
<td>CHA</td>
<td>6 (-2)</td>
</tr>
</tbody>
</table>

**SKILLS**

- Melee Strike +7, Perception +4, Stealth +3, Survival +4

**MELEE DIE**

- 1d8

**RANGED DIE**

- 1d4

**MAGIC DIE**

- 1d6

**FEATS**

- Improved Defences

**ATTACKS**

- Gore: *Melee Attack*: +7 to hit; Hit Rate: 3; one target; Hit: 3d8; piercing damage.

**Spell Absorption**

Epiolnis absorbs poison damage. Any damage that has poison as its damage type restores Epiolnis’ health.

**Acid Rain (1/encounter)**

Epiolnis makes a ranged attack against all enemy targets in range 8 of its position. If the attack equals or exceeds the targets’ Fortitude Defence, the targets take 5d4 poison damage. The targets are infected with the poison condition if the attack exceeds by 5 or more. Can use one additional time per encounter every fifth level (5th, 10th, 15th, 20th, etc.).

At 11th, 21st, 31st, and 41st level, the damage die increases by 1 step (d4 to d6, d6 to d8, d8 to d10, and d10 to d12).

**Needle Kiss**

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

**NEEDLE KISS**

**Small Animal 1**

| DEFENCES | Ref 16; Fort 16; Will 15; Mag 8 |
| MAGIC POINTS | 4 |
| HIT POINTS | 9 |

**TOXIC FROG**

**Small Animal 1**

| DEFENCES | Ref 16; Fort 16; Will 15; Mag 8 |
| MAGIC POINTS | 4 |
| HIT POINTS | 9 |

**SPEED**
- Needle Kiss: 6 squares (fly; good)
- Toxic Frog: 4 squares

**STR** | DEX | CON | INT | WIS | CHA
---|---|---|---|---|---
12 (+1) | 17 (+3) | 18 (+4) | 4 (-3) | 16 (+3) | 6 (-2)

**SKILLS**
- Needle Kiss: Melee Strike +5, Perception +4, Spellcasting +6, Stealth +4
- Toxic Frog: Frog Song +6, Melee Strike +3, Perception +4, Spellcasting +5, Survival +4

**MELEE DIE** | RANGED DIE | MAGIC DIE
---|---|---
1d8 | 1d4 | 1d6

**FEATS**
- Needle Kiss: Magic Training (Constitution)
- Toxic Frog: Magic Training (Constitution)

**.attacks**

**Needle Kiss**
- **Gore**: Melee Attack: +5 to hit; Hit Rate: 1; one target; Hit: 1d8; piercing damage.
- **Spell Immunity**
  - Needle Kiss has no effect against the following: *force* damage, *paralysis*, *stop*, and *thunder* damage.
- **Spell Susceptibility**
  - Needle Kiss receives double damage when hit by the following damage types: *wind*.

**Thunder Kiss (1/encounter)**
- **Magic Attack**: +6 to hit; Power Rate: 3; MP Cost: 4; Range: 6; one enemy target in blast 1; Hit: 3d6; *thunder* damage.
  - At 11th and 21st level, Thunder Kiss’ MP Cost doubles each time, and the Power Rate increases by 2 each time as well. At 31st and 41st level, the Power Rate further increases by 1.

**Spell Susceptibility**
- Needle Kiss receives double damage when hit by the following damage types: *ice*.

**Spell Immunity**
- Toxic Frog has no effect against the following: *berserk*, *confuse*, *petrify*, *silence*, *sleep*, *slow*, *small*, and *stop*.

**Spell Absorption**
- Whenever Toxic Frog is dealt *force* damage, the damage is absorbed instead.

**Spell Susceptibility**
- Toxic Frog receives double damage when hit by the following damage types: *ice*.

**Frog Song**
- Toxic Frog gains the Frog Song monster skill for free, and it is considered a class skill.

**Bio**
- **Magic Attack**: +5 to hit; Power Rate: 2; MP Cost: 4; Range: 6; one enemy target in blast 1; Hit: 2d6; *poison* damage.
  - At 11th and 21st level, Bio upgrades to Biora and Bioga respectively. MP Cost doubles each time, and the Power Rate increases by 2 each time as well. At 31st and 41st level, the Power Rate further increases by 1.
APPENDIX B: MONSTER STATISTICS

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

2-FACED

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

---

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.

---

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.
**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.

**Bad Raps**

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

Medium Aberration 19

<table>
<thead>
<tr>
<th>DEFENCES</th>
<th>HIT POINTS 216 (18d12 + 90)</th>
<th>MAGIC POINTS 57</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ref; Fort 27; Will 23; Mag 22</td>
<td>BLOODIED: 108</td>
<td>INITIATIVE: +3</td>
</tr>
<tr>
<td>SPEED 4 squares (fly; good)</td>
<td>FIGHTING SPACE 1</td>
<td></td>
</tr>
<tr>
<td>STR 12 (+1)</td>
<td>DEX 12 (+1)</td>
<td>CON 18 (+4)</td>
</tr>
<tr>
<td>SKILLS</td>
<td>Melee Strike +19, Perception +13, Spellcasting +19, Stealth +10</td>
<td></td>
</tr>
<tr>
<td>MELEE DIE</td>
<td>RANGED DIE</td>
<td>MAGIC DIE</td>
</tr>
<tr>
<td>2d8</td>
<td>1d12</td>
<td>1d10</td>
</tr>
</tbody>
</table>

**FEATS**

- Improved Initiative, Magic Training (Constitution), Melee Training (Constitution), Skill Focus (Melee Strike, Spellcasting, Stealth)

**ATTACKS**

- **Gore:** Melee Attack: +19 to hit; Hit Rate: +4; one target; Hit: 8d8 (15); piercing damage.

**Spell Immunity**

Bad Rap has no effect against the following: *berserk, confuse, petrify, silence,* and *small.*

**Spell Absorption**

Whenever Bad Rap is dealt poison damage, the damage is absorbed instead.

**Multiattack (4/encounter)**

- Can use its gore attack twice as a full-round action. Can use one additional time per encounter every fifth level (20th, 25th, 30th, 35th, etc.).

**Bioga**

- **Magic Attack:** +19 to hit; Power Rate: 4; MP Cost: 8; Range: 6; one enemy target in blast 1; Hit: 8d10 (17); *poison* damage.
- At 21st level, Bioga upgrades to Bioga. MP Cost doubles and the Power Rate increases by 2 as well. At 31st and 41st level, the Power Rate further increases by 1.

**Challenge Code** D (2,000 XP)

---

**BATTERY CAP**

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

<table>
<thead>
<tr>
<th>DEFENCES</th>
<th>HIT POINTS 44 (7d8 + 5)</th>
<th>MAGIC POINTS 16</th>
</tr>
</thead>
<tbody>
<tr>
<td>Ref; Fort 16; Will 16; Mag 11</td>
<td>BLOODIED: 22</td>
<td>INITIATIVE: +4</td>
</tr>
<tr>
<td>SPEED None (immobile)</td>
<td>FIGHTING SPACE 1</td>
<td></td>
</tr>
<tr>
<td>STR 5 (-3)</td>
<td>DEX 19 (+4)</td>
<td>CON 10 (+0)</td>
</tr>
<tr>
<td>SKILLS</td>
<td>Perception +8, Ranged Strike +14, Spellcasting +9</td>
<td></td>
</tr>
<tr>
<td>MELEE DIE</td>
<td>RANGED DIE</td>
<td>MAGIC DIE</td>
</tr>
<tr>
<td>1d4</td>
<td>1d10</td>
<td>1d4</td>
</tr>
</tbody>
</table>

**FEATS**

- Improved Hit, Magic Training (Dexterity), Skill Focus (Ranged Strike)

**ATTACKS**

- **Gore (Seed Shot):** Ranged Attack: +14 to hit; Hit Rate: 2; Range: 8 squares; one target; Hit: 2d10 (11); piercing damage.

**Spell Immunity**

Battery Cap has no effect against the following: *confuse* and *small.*

**Four Laser**

- **Magic Attack:** +9 to hit; Power Rate: 8; MP Cost: 8; Range: 4; one enemy target in blast 1; Hit: 8d4 (11); *energy* damage.

**Challenge Code** B (500 XP)

---

**BEACHPLUG**

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

**BEACHPLUG**

Medium Aberration 8

<table>
<thead>
<tr>
<th>DEFENCES</th>
<th>BLOODIED: 55</th>
</tr>
</thead>
<tbody>
<tr>
<td>HIT POINTS 110 (7d12 + 55)</td>
<td></td>
</tr>
<tr>
<td>MAGIC POINTS 24</td>
<td></td>
</tr>
<tr>
<td>SPEED 6 squares (ground); 4 squares (swim)</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>18 (+4)</td>
<td>15 (+3)</td>
<td>20 (+5)</td>
<td>8 (-1)</td>
<td>15 (+2)</td>
<td>4 (-3)</td>
</tr>
</tbody>
</table>

**SKILLS** Athletics +11, Big Guard +12, Melee Strike +10, Spellcasting +12

**FEATS** Magic Training (Constitution), Skill Focus (Big Guard, Melee Strike)

**ATTACKS**

- **Bite**: Melee Attack: +10 to hit; Hit Rate: 3; one target; Hit: 3d10 (12); piercing damage.
- **Breath Underwater**
  Beachplug can breathe underwater normally and cannot drown in water. It has a +4 species bonus on Athletics checks made to swim.
- **Spell Resistance**
  Beachplug has Resist 10 ice.
- **Visionary**
  Beachplug has darkvision (4 squares).
- **Blizzard**
  Magic Attack: +12 to hit; Power Rate: 2; MP Cost: 4; Range: 6; one enemy target in blast 1; Hit: 2d12 (13); ice damage.
  At 11th and 21st level, Blizzard upgrades to Blizzara and Blizzaga respectively. MP Cost doubles each time, and the Power Rate increases by 2 each time as well. At 31st and 41st level, the Power Rate further increases by 1.

**Challenge Code** B (500 XP) *+11 natural armour bonus*
**BIZARRE BUG**

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

---

**BIZARRE BUG**

Small Insect 14

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

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

**MAGIC POINTS** 56

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

**STR** (12 (+1))

**DEX** (17 (+3))

**CON** (9 (-1))

**INT** (4 (-3))

**WIS** (16 (+3))

**CHA** (6 (-2))

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

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

**ATTACKS**

<table>
<thead>
<tr>
<th>Melee Die</th>
<th>Ranged Die</th>
<th>Magic Die</th>
</tr>
</thead>
<tbody>
<tr>
<td>1d4</td>
<td>1d4</td>
<td>1d4</td>
</tr>
</tbody>
</table>

**CODE**

**DEFENCES**

- **Ref**: 18
- **Fort**: 18
- **Will**: 18
- **Mag**: 12

**HIT POINTS**

- 47 (8d6 + 15)

**MAGIC POINTS**

- 27

**SPEED**

- 4 squares (fly; average)

**FIGHTING SPACE**

- 1

**SKILLS**

- Perception +9, Ranged Strike +9, Spellcasting +10

**FEATS**

- Improved Hit, Improved Initiative, Magic Training (Strength)

**Toxic Powder (3/encounter)**

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

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

---

**BOMB**

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

---

**BOMB**

Medium Spirit 9

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

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

**MAGIC POINTS** 27

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

**FIGHTING SPACE** 1

**STR** 15 (+3)

**DEX** 14 (+2)

**CON** ---

**INT** 2 (-4)

**WIS** 15 (+2)

**CHA** 11 (+0)

**SKILLS**

- Perception +9, Ranged Strike +9, Spellcasting +10

**FEATS**

- Improved Hit, Improved Initiative, Magic Training (Strength)

**ATTACKS**

- **Slam**: Melee Attack: +9 to hit; Hit Rate: 2; Range: 8 squares;
  - 1d6 damage.

**Spell Immunity**

Bombs have no effect against the following: berserk, confuse, fire damage, force damage, paralysis, small, and stop

**Bomb Blast**

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

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

**Fire**

- **Magic Attack**: +10 to hit; Power Rate: 2; MP Cost: 4; Range: 6;
  - 1d6 damage.

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

**Challenge Code** B (500 XP)

---

**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.
CACTUAR

CASTANETS

CACTUAR

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

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 scattering movements can be heard echoing around the caverns.

BOTTOMSWELL

Huge Animal 11

DEFENCES Ref 19; Fort 23; Will 20; Mag 13
HIT POINTS 208 (10d10 + 148)
MAGIC POINTS 44
SPEED 8 squares (swim)

STR DEX CON INT WIS CHA
26 (+8) 17 (+3) 22 (+6) 4 (-3) 16 (+3) 6 (-2)

SKILLS Melee Strike +18, Perception +16, Spellcasting +13, Survival +13

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

FEATS Improved Hit, Improved Initiative, Magic Training (Strength), Skill Focus (Perception)

ATTACKS
Gore: Melee Attack: +18 to hit; Hit Rate: 7; one target; Hit: 7d8 (14); piercing damage.
Slam: Melee Attack: +18 to hit; Hit Rate: 7; one target; Hit: 7d8 (14); bludgeoning damage.

Spell Immunity
Bottomswell has no effect against the following: berserk, confuse, fire damage, force damage, ice damage, paralysis, petrify, radiant damage, silence, sleep, slow, small, stop, thunder damage, and water damage

100 Needles (1/encounter)
Bottomswell can fire an array of needles at all enemy targets in a close burst 8 of its position, dealing 100 points of piercing damage on a successful Ranged Strike check.

Challenge Code D (2,000 XP)
*Reflex is 42 if the average party level is 30 or higher.

CACTUAR

Small Plant 20

DEFENCES Ref 29 (42*); Fort 22; Will 28; Mag 17
HIT POINTS 96 (19d8 + 5)
MAGIC POINTS 160
INITIATIVE: +5

SPEED 8 squares

STR DEX CON INT WIS CHA
10 (+0) 20 (+5) 10 (+0) 2 (-4) 24 (+7) 7 (-1)

SKILLS Melee Strike +22, Perception +22, Ranged Strike +14, Survival +19

MELEE DIE 1d8
RANGED DIE 2d8
MAGIC DIE 1d8

FEATS Improved Hit, Melee Training (Wisdom), Skill Focus (Melee Strike, Perception, Ranged Strike)

ATTACKS
Gore: Melee Attack: +22 to hit; Hit Rate: 3; one target; Hit: 3d8 (10); bludgeoning damage.

Spell Immunity
Cactuar has no effect against the following: berserk, confuse, fire damage, force damage, ice damage, paralysis, petrify, radiant damage, silence, sleep, slow, small, stop, thunder damage, and water damage

100 Needles (1/encounter)
Cactuar can fire an array of needles at all enemy targets in a close burst 8 of its position, dealing 100 points of piercing damage on a successful Ranged Strike check.

Challenge Code D (2,000 XP)
*Reflex is 42 if the average party level is 30 or higher.

CACTUAR

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

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

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

DEATH CLAW
Mutilated corpses that roam the northern crater, Death Claws don’t attack in groups; choosing instead to hunt for themselves on their own.
DEATH CLAW
Medium Mutant 25

DEFENCES Ref 27; Fort 26; Will 26; Mag 22
HIT POINTS 180 (24d10 + 36)
MAGIC POINTS 75

SPEED 6 squares

STR 20 (+5) DEX 16 (+3) CON 12 (+1) INT 5 (-3) WIS 15 (+2) CHA 8 (-1)

SKILLS Melee Strike +23, Perception +20, Spellcasting +17, Stealth +10

MELEE DIE 1d12 RANGE DIE 1d12 MAGIC DIE 1d12

FEATS Improved Defences, Improved Hit, Improved Initiative, Skill Focus (Melee Strike, Perception, Stealth, Spellcasting)

ATTACKS
Claw: Melee Attack: +23 to hit; Hit Rate: 4; one target; Hit: 4d12 (15); slashing damage.

Spell Immunity
Death Claw has no effect against the following: slow, and stop

Visionary
Death Claw has low-light vision.

Multiattack (6/encounter)
Can use its claw attack twice as a full-round action. Can use one additional time per encounter every fifth level (30th, 35th, 40th, etc.).

Death
Magic Attack: +17 to hit; MP Cost: 20; Range: 8; one enemy target; Hit: Drops target’s hit points to 0; target is dying and is helpless.

Challenge Code E (4,000 XP)

DEMON’S GATE

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

DEMON’S GATE
Gargantuan Aberration 22

DEFENCES Ref 27; Fort 29; Will 25; Mag 21
HIT POINTS 470 (21d12 + 240)
MAGIC POINTS 66

INITIATIVE: +2

SPEED None (immobile)

STR 20 (+5) DEX 8 (-1) CON 20 (+5) INT 4 (-3) WIS 15 (+2) CHA 13 (+1)

SKILLS Melee Strike +23, Perception +20, Spellcasting +23

MELEE DIE 2d8 RANGE DIE 1d12 MAGIC DIE 1d10

FEATS Improved Defences, Improved Initiative, Magic Training (Constitution), Skill Focus (Melee Strike, Perception, Spellcasting), Toughness

ATTACKS
Claw: Melee Attack: +23 to hit; Hit Rate: 7; one target; Reach: 8 squares; Hit: 1d4d8 (21); slashing damage.

Spell Immunity
Demon’s Gate has no effect against the following: berserk, confuse, paralysis, petrify, poison damage, silence, sleep, slow, small, and stop.

Spell Resistance
Demon’s Gate has Resist 10 to force damage.

Visionary
Demon’s Gate has darkvision (7 squares).

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

Break
Magic Attack: +23 to hit; MP Cost: 8; Range: 6; one enemy target; Hit: 8d10 (17); target is inflicted with petrify if Spellcasting check exceeds Magic Defence by 5 or more.

Cave-In
Magic Attack: +23 to hit; MP Cost: 12; Range: 8; all enemy targets in blast 8; Hit: 10d10 (19); ice damage.

Rock Drop
Magic Attack: +23 to hit; MP Cost: 12; Range: 8; all enemy targets in blast 8; Hit: 8d10 (17); force damage; target is inflicted with confuse if Spellcasting check exceeds Magic Defence by 5 or more.

Challenge Code E (4,000 XP)

*+12 natural armour bonus
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.

<table>
<thead>
<tr>
<th>DEFENCES Ref</th>
<th>Large Mutant 17</th>
</tr>
</thead>
<tbody>
<tr>
<td>HIT POINTS</td>
<td>236 (16d10 + 140)</td>
</tr>
<tr>
<td>MAGIC POINTS</td>
<td>51</td>
</tr>
<tr>
<td>SPEED</td>
<td>8 squares</td>
</tr>
<tr>
<td>FIGHTING SPACE</td>
<td>2x2</td>
</tr>
</tbody>
</table>

**SKILLS**
- Melee Strike +16, Perception +17, Spellcasting +14

**FEATS**
- Improved Defences, Improved Hit, Improved Initiative, Skill Focus (Perception, Spellcasting)

**ATTACKS**
- **Bite**: Melee Attack: +16 to hit; Hit Rate: 6; one target; Hit: 6d12 (17); piercing damage.
- **Claw**: Melee Attack: +16 to hit; Hit Rate: 4; one target; Hit: 4d12 (15); slashing damage.

**Spell Immunity**

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

**Spell Absorption**

Whenever Doorbull is dealt fire damage, the damage is absorbed instead.

**Terrifying Presence**

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

**Visionary**

Doorbull has low-light vision.

**Fira**

*Magic Attack*: +14 to hit; Power Rate: 4; MP Cost: 8; Range: 6; one enemy target in blast 1; Hit: 4d12 (15); fire damage.

At 21st level, Fira upgrades to Firaga. MP Cost doubles, and the Power Rate increases by 2 as well. At 31st and 41st level, the Power Rate further increases by 1.

**Challenge Code** D (2,000 XP)

*+8 natural armour bonus

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.

<table>
<thead>
<tr>
<th>DEFENCES Ref</th>
<th>Small Spirit 12</th>
</tr>
</thead>
<tbody>
<tr>
<td>HIT POINTS</td>
<td>58 (11d6 + 17)</td>
</tr>
<tr>
<td>MAGIC POINTS</td>
<td>24</td>
</tr>
<tr>
<td>SPEED</td>
<td>4 squares (fly; poor)</td>
</tr>
<tr>
<td>FIGHTING SPACE</td>
<td>1</td>
</tr>
</tbody>
</table>

**SKILLS**
- Melee Strike +14, Spellcasting +14, Stealth +14

**FEATS**
- Improved Defences, Improved Hit, Skill Focus (Melee Strike, Spellcasting)

**ATTACKS**
- **Claw**: Melee Attack: +11 to hit; Hit Rate: 3; one target; Hit: 3d6 (8); slashing damage.

**Invisibility**

As a reaction, Dorky Face can make itself temporarily invisible after being hit by an attack for a number of rounds equal to 1 + its Wisdom modifier. While invisible, all weapon, natural, or unarmed attacks directed at Dorky Face receive a -10 penalty to the skill checks.

**Visionary**

Dorky Face has blindsight.

**Funny Breath (3/encounter)**

Dorky Face can exhale a horrendous stench upon all enemy targets in a close burst 10, inflicting them with the confuse condition on a successful Spellcasting check. Can use one additional time per encounter every fifth level (15th, 20th, 25th, 30th, etc.).

**Silence**

*Magic Attack*: +14 to hit; MP Cost: 10; Range: 8; one enemy target; Hit: target is inflicted with the silence condition.

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

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

---

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

---

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

**Gargantuan Dragon 16**

**DEFENCES** Ref 20; Fort 30; Will 21; Mag 18

**HIT POINTS** 429 (15d12 + 330)

**MAGIC POINTS** 48

**INITIATIVE:** +2

**SPEED** 4 squares

**FIGHTING SPACE** 4x5

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>40 (+15)</td>
<td>10 (+0)</td>
<td>30 (+10)</td>
<td>7 (-2)</td>
<td>14 (+2)</td>
<td>10 (+0)</td>
</tr>
</tbody>
</table>

**SKILLS** Flamethrower +13, Melee Strike +27, Perception +17, Persuasion +9, Survival +11

**MELEE DIE** 2d10

**RANGED DIE** 1d10

**MAGIC DIE** 2d8

**FEATS** Improved Initiative, Skill Focus (Flamethrower, Perception, Survival)

**ATTACKS**

**Bite:** *Melee Attack:* +27 to hit; Hit Rate: 9; one target; Hit: 18d10 (27); piercing damage.

**Spell Immunity**

- Dragon has no effect against the following: *confuse, paralysis, petrify, small,* and *stop.*

**Spell Absorption**

- Whenever Dragon is dealt *fire* damage, the damage is absorbed instead.

**Visionary**

- Dragon has darkvision (8 squares).

**Terrifying Presence**

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

**Multiattack (4/encounter)**

Can use its bite attack twice as a full-round action. Can use one additional time per encounter every fifth level (20th, 25th, 30th, 35th, etc.).

**Challenge Code** D (2,000 XP)

*+8 natural armour bonus

---

**RED DRAGON**

**Gargantuan Dragon 19**

**DEFENCES** Ref 22; Fort 33; Will 23; Mag 21

**HIT POINTS** 552 (18d12 + 426)

**BLOODIED:** 276

**MAGIC POINTS** 76

**INITIATIVE:** +2

**SPEED** 4 squares

**FIGHTING SPACE** 4x5

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>40 (+15)</td>
<td>11 (+0)</td>
<td>35 (+12)</td>
<td>10 (+0)</td>
<td>16 (+3)</td>
<td>10 (+0)</td>
</tr>
</tbody>
</table>

**SKILLS** Flamethrower +15, Melee Strike +27, Perception +18, Persuasion +9, Survival +12

**MELEE DIE** 2d10

**RANGED DIE** 1d10

**MAGIC DIE** 2d8

**FEATS** Improved Hit, Improved Initiative, Skill Focus (Flamethrower, Perception, Persuasion, Survival)

**ATTACKS**

**Bite:** *Melee Attack:* +27 to hit; Hit Rate: 11; one target; Hit: 22d10 (31); piercing damage.

**Slam:** *Melee Attack:* +27 to hit; Hit Rate: 9; one target; Hit: 18d10 (27); bludgeoning damage.

**Spell Immunity**

- Red Dragon has no effect against the following: *berserk, confuse, paralysis, petrify, silence, sleep,* and *small.*

**Spell Absorption**

- Whenever Red Dragon is dealt *fire* damage, the damage is absorbed instead.

**Visionary**

- Red Dragon has darkvision (8 squares).

**Terrifying Presence**

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

**Multiattack (4/encounter)**

- Can use both its bite and slam attacks as a full-round action. Can use one additional time per encounter every fifth level (20th, 25th, 30th, 35th, etc.).

**Challenge Code** D (2,000 XP)

*+9 natural armour bonus
**Dual Horn**

Dual Horns, so rightly named for their two oversized 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.

**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.

**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.
**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**

<table>
<thead>
<tr>
<th>DEFENCES Ref</th>
<th>24 (29*); Fort 25 (30*); Will 23; Mag 20</th>
</tr>
</thead>
<tbody>
<tr>
<td>HIT POINTS</td>
<td>200 (20d10 + 80)</td>
</tr>
<tr>
<td>MAGIC POINTS</td>
<td>63</td>
</tr>
<tr>
<td>INITIATIVE</td>
<td>+6</td>
</tr>
<tr>
<td>SPEED</td>
<td>None (immobile)*; 6 squares (fly; good)</td>
</tr>
<tr>
<td>STR</td>
<td>15 (+2)</td>
</tr>
<tr>
<td>DEX</td>
<td>16 (+3)</td>
</tr>
<tr>
<td>CON</td>
<td>17 (+3)</td>
</tr>
<tr>
<td>INT</td>
<td>6 (-2)</td>
</tr>
<tr>
<td>WIS</td>
<td>15 (+2)</td>
</tr>
<tr>
<td>CHA</td>
<td>8 (-1)</td>
</tr>
<tr>
<td>MELEE DIE</td>
<td>1d12</td>
</tr>
<tr>
<td>RANGED DIE</td>
<td>1d12</td>
</tr>
<tr>
<td>MAGIC DIE</td>
<td>1d12</td>
</tr>
</tbody>
</table>

**FEATS**

- Improved Hit, Improved Initiative, Skill Focus (LV5 Death, Melee Strike, Perception, Stealth)

**ATTACKS**

- **Bite**:
  - Melee Attack: +20 to hit; Hit Rate: 6; one target; Hit: 6d12 (17); piercing damage.

**Spell Immunity**

- Gargoyle has no effect against the following: berserk, confuse, paralysis, petrify, silence, sleep, and small.

**Visionary**

- Gargoyle has darkvision (7 squares).

**Multiattack (5/encounter)**

- Can use its bite attack twice as a full-round action. Can use one additional time per encounter every fifth level (20th, 25th, 30th, 35th, etc.).

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

*Gargoyle’s stats while in its statue form. It remains in its statue form in the first 1d4 rounds of combat.*

---

**Ghost**

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

---

**Ghost**

<table>
<thead>
<tr>
<th>DEFENCES Ref</th>
<th>20; Fort 13; Will 15; Mag 10</th>
</tr>
</thead>
<tbody>
<tr>
<td>HIT POINTS</td>
<td>31 (4d6 + 15)</td>
</tr>
<tr>
<td>MAGIC POINTS</td>
<td>19</td>
</tr>
<tr>
<td>INITIATIVE</td>
<td>+4</td>
</tr>
<tr>
<td>SPEED</td>
<td>4 squares</td>
</tr>
<tr>
<td>STR</td>
<td>10 (+0)</td>
</tr>
<tr>
<td>DEX</td>
<td>18 (+4)</td>
</tr>
<tr>
<td>CON</td>
<td>---</td>
</tr>
<tr>
<td>INT</td>
<td>3 (-4)</td>
</tr>
<tr>
<td>WIS</td>
<td>15 (+2)</td>
</tr>
<tr>
<td>CHA</td>
<td>8 (-1)</td>
</tr>
<tr>
<td>MELEE DIE</td>
<td>1d6</td>
</tr>
<tr>
<td>RANGED DIE</td>
<td>1d12</td>
</tr>
<tr>
<td>MAGIC DIE</td>
<td>1d8</td>
</tr>
</tbody>
</table>

**FEATS**

- Magical Potent, Skill Focus (Spellcasting)

**Spell Immunity**

- Ghost has no effect against the following: force damage, paralysis, silence, stop, and water damage.

**Spell Resistance**

- Ghost has Resist 10 to force, ice, and water damage.

**Spell Susceptibility**

- Ghost receives double damage when hit by the following damage types: fire. Radiant damage automatically drops Ghost’s hit points to 0.

**Invisibility**

- As a reaction, Ghost can make itself temporarily invisible after being hit by an attack for a number of rounds equal to 1 + its Wisdom modifier. While invisible, all weapon, natural, or unarmed attacks directed at Ghost receive a -10 penalty to the skill checks.

**Fire**

- *Magic Attack*: +7 to hit; Power Rate: 2; MP Cost: 4; Range: 6; one enemy target in blast 1; Hit: 2d8 (9); fire damage.

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

**Drain**

- *Magic Attack*: +7 to hit; Power Rate: 5; MP Cost: 12; Range: 8; one enemy target in blast 1; Hit: 5d8 (12); Ghost absorbs the damage.

**Challenge Code** A (250 XP)
Grashtrikes are one of the most common creatures found on any grassland territory, and they tend to hunt in groups rather than individually.

**Grashtrike**

Small Insect 4

**Defences**
- Ref: 19
- Fort: 15
- Will: 16
- Mag: 9

**Hit Points**
- 24 (3d6 + 9)

**Magic Points**
- 16

**Initiative**: +3

**Speed**: 4 squares

**Defences**
- Ref: 18
- Fort: 24
- Will: 15
- Mag: 16

**Hit Points**: 24 (3d6 + 9)

**Bloodied**: 12

**Defences**
- Ref: 19
- Fort: 15
- Will: 16
- Mag: 9

**Hit Points**: 24 (3d6 + 9)

**Bloodied**: 12

**Skills**
- Melee Strike +4, Perception +8, Ranged Strike +8, Survival +8

**Melee Die**: 1d4

**Ranged Die**: 1d4

**Magic Die**: 1d4

**Feats**
- Improved Hit, Skill Focus (Ranged Strike)

**Attacks**
- **Claw**: Melee Attack: +4 to hit; Hit Rate: 2; one target; Hit: 2d4 (5); slashing damage.
- **Spell Immunity**
- **Visionary**
- **Silk**

**Challenge Code**: A (250 XP)

---

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

**Griffin**

Large Animal 10

**Defences**
- Ref: 18
- Fort: 24
- Will: 21
- Mag: 13

**Hit Points**: 147 (9d10 + 98)

**Magic Points**: 40

**Initiative**: +3

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

**Defences**
- Ref: 18
- Fort: 24
- Will: 21
- Mag: 13

**Hit Points**: 147 (9d10 + 98)

**Bloodied**: 73

**Defences**
- Ref: 19
- Fort: 21
- Will: 16
- Mag: 12

**Hit Points**: 147 (9d10 + 98)

**Bloodied**: 73

**Skills**
- Melee Strike +15, Perception +10, Persuasion +7, Survival +10

**Melee Die**: 1d8

**Ranged Die**: 1d4

**Magic Die**: 1d6

**Feats**
- Improved Defences, Improved Hit, Skill Focus (Melee Strike, Persuasion)

**Attacks**
- **Claw**: Melee Attack: +15 to hit; Hit Rate: 3; one target; Hit: 3d8 (10); slashing damage.
- **Spell Immunity**
- **Terrifying Presence**

**Challenge Code**: B (500 XP)
**HARPY**

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

**DEFENCES** Ref 16; Fort 22; Will 19; Mag 11

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

**MAGIC POINTS** 36

**DEFENCES** Ref 1; Fort 2; Will 19; Mag 1

**MAGIC** 11

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

**BLOODIED:** 70

**MAGIC POINTS** 36

**INITIATIVE:** +3

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

**FIGHTING SPACE** 2x2

**STR** 20 (+5)

**DEX** 17 (+3)

**CON** 22 (+6)

**INT** 3 (-4)

**WIS** 16 (+3)

**CHA** 12 (+1)

**BLADE** Claw: Melee Attack: +15 to hit; Hit Rate: 2; one target; Hit: 2d8 (9); slashing damage.

**FEATS** Improved Defences, Skill Focus (Aqualung, Persuasion)

**ATTACKS**

- **Slam**

**SPELL IMMUNITY**

Harpies have no effect against the following: *paralysis, petrify, small* and *stop*.

**TERRIFYING PRESENCE**

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

**POISON STORM (2/encounter)**

Harpies can breathe a dark mist over all enemy targets in range 8 from its position, inflicting the poison condition. The targets in range of this attack must succeed on a DC 10 Constitution saving throw to prevent being inflicted with the condition.

**Challenge Code** B (500 XP)

---

**HEDGEHOG PIE**

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

**DEFENCES** Ref 18; Fort 12; Will 15; Mag 9

**HIT POINTS** 16 (2d6 + 4)

**MAGIC POINTS** 12

**DEFENCES** Ref 1; Fort 1; Will 15; Mag 1

**HIT POINTS** 16 (2d6 + 4)

**BLOODIED:** 8

**MAGIC POINTS** 12

**INITIATIVE:** +3

**SPEED** 4 squares

**FIGHTING SPACE** 1

**STR** 9 (-1)

**DEX** 17 (+3)

**CON** 9 (-1)

**INT** 4 (-3)

**WIS** 11 (+3)

**CHA** 6 (-2)

**BLADE** Slam: Melee Attack: +4 to hit; Hit Rate: 2; one target; Hit: 2d4 (5); bludgeoning damage.

**SPELL IMMUNITY**

Hedgehog Pie receives double damage when hit by the following damage types: *ice*.

**VISIONARY**

Hedgehog Pie has low-light vision.

**FIRE**

Magic Attack: +8 to hit; Power Rate: 2; MP Cost: 4; Range: 6; one enemy target in blast 1; Hit: 2d4 (5); fire damage.

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

**Challenge Code** A (250 XP)
HOUNDS
Hounds are wild dogs with an almost feline body shape. Their menacing features include a droop jaw and a long tentacle protruding from its back. Blood Taste, Dark Nation, and Guard Hound are the more common breeds of Hounds, however the Dark Nation is the more tamed of the family and make good pets.

Blood Taste

Medium Animal 4
DEFENCES Ref 18; Fort 17; Will 17; Mag 10
MAGIC POINTS 16
INITIATIVE: +5
SPEED 6 squares
FIGHTING SPACE 1x2
STR 14 (+2) DEX 20 (+5) CON 16 (+3) INT 4 (-3) WIS 16 (+3) CHA 6 (-2)
SKILLS Melee Strike +10, Perception +8, Stealth +10, Survival +8
MELEE DIE 1d8 RANGED DIE 1d4 MAGIC DIE 1d6

FEATS Skill Focus (Melee Strike, Survival)
ATTACKS
Bite: Melee Attack: +10 to hit; Hit Rate: 2; one target; Hit: 2d8 (9); piercing damage.
Claw: Melee Attack: +10 to hit; Hit Rate: 1; one target; Hit: 1d8 (4); slashing damage.

Challenge Code A (250 XP)

Guard Hound

Medium Animal 1
DEFENCES Ref 14; Fort 16; Will 15; Mag 8
MAGIC POINTS 4
INITIATIVE: +3
SPEED 6 squares
FIGHTING SPACE 1x2
STR 14 (+2) DEX 17 (+3) CON 18 (+4) INT 4 (-3) WIS 16 (+3) CHA 6 (-2)
SKILLS Melee Strike +10, Perception +8, Stealth +8, Survival +8

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

FEATS Skill Focus (Melee Strike, Survival)
ATTACKS
Bite: Melee Attack: +10 to hit; Hit Rate: 2; one target; Hit: 2d8 (9); piercing damage.
Claw: Melee Attack: +10 to hit; Hit Rate: 1; one target; Hit: 1d8 (4); slashing damage.
Challenge Code A (250 XP)

Hungry

Medium Spirit 16
DEFENCES Ref 24; Fort 20; Will 19; Mag 17
MAGIC POINTS 48
INITIATIVE: +4
SPEED 6 squares
FIGHTING SPACE 1
STR 13 (+1) DEX 15 (+2) CON INT 4 (-3) WIS 14 (+2) CHA 10 (+0)
SKILLS Frog Song +15, Perception +17, Spellcasting +15

MELEE DIE 1d10 RANGED DIE 2d10 MAGIC DIE 1d12

FEATS Improved Initiative, Power Surge, Skill Focus (Frog Song, Perception, Spellcasting)

Blizzara

Magic Attack: +15 to hit; Power Rate: 6; MP Cost: 8; Range: 6; one enemy target in blast 1; Hit: 6d12 (17); ice damage.

At 21st level, Blizzara upgrades to Blizzaga. MP Cost doubles, and the Power Rate increases by 2 as well. At 31st and 41st level, the Power Rate further increases by 1.

Challenge Code D (2,000 XP)
**Iron Man**

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

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**Iron Man**

**Huge Humanoid 23**

<table>
<thead>
<tr>
<th>DEFENCES Ref</th>
<th>Hit Points</th>
<th>Magic Points</th>
<th>Speed</th>
<th>SAVING SPACE</th>
<th>Bloodied: 210</th>
<th>Initiative: +3</th>
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<tbody>
<tr>
<td>30; Fort 32; Will 28; Mag 20</td>
<td>420 (22d8 + 310)</td>
<td>138</td>
<td>6 squares</td>
<td>3x3</td>
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</tbody>
</table>

**Skills**

- Melee +28, Perception +23, Persuasion +15, Survival +23

**Feats**

- Improved Defences, Improved Initiative, Improved Hit, Skill Focus

**Attacks**

- **Sword:** Melee Attack: +28 to hit; Hit Rate: 9; one target; Hit: 9d10 (18); slashing damage.

- **Spell Immunity**

- **Spell Resistance**

- **Spell Susceptibility**

- **Visionary**

- **Multia ttack (5/encounter)**

- **Terrorizing Presence**

**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**

**Small Insect 14**

<table>
<thead>
<tr>
<th>Defences Ref</th>
<th>Hit Points</th>
<th>Magic Points</th>
<th>Speed</th>
<th>Fighting Space</th>
<th>Bloodied: 41</th>
<th>Initiative: +5</th>
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</thead>
<tbody>
<tr>
<td>24; Fort 21; Will 21; Mag 14</td>
<td>82 (13d6 + 33)</td>
<td>56</td>
<td>4 squares</td>
<td>1</td>
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</tbody>
</table>

**Skills**

- Melee +12, Perception +16, Stealth +11, Survival +16

**Feats**

- Improved Initiative, Improved Hit, Skill Focus (Perception, Stealth, Survival)

**Attacks**

- **Bite:** Melee Attack: +12 to hit; Hit Rate: 4; one target; Hit: 4d4 (7); piercing damage.

- **Silk (3/encounter)**

- **Thread (3/encounter)**

- **Visionary**

**Challenge Code**

C (1,000 XP)
JENOVA --birth--

| DEFENCES | Ref 11; Fort 26; Will 20; Mag 18 |
| MAGIC POINTS | 36 |
| SPEED | None (immobile) |
| MELEE DIE | 1d10 |
| RANGED DIE | 1d8 |
| MAGIC DIE | 1d12 |

**FEATS** Improved Defences, Improved Initiative, Magic Training (Constitution), Skill Focus (Spellcasting)

**ATTACKS**
- Tail Laser: Magic Attack: +20 to hit; Power Rate: 9; Range: 8; all enemy targets in blast 4; Hit: 9d12 (20); energy damage; targets are pushed back 3 squares.
- W-Laser: Magic Attack: +20 to hit; Power Rate: 10; Range: 8; one target; Hit: 10d12 (21); energy damage.

**Spell Immunity**
- JENOVA --birth-- has no effect against the following: berserk, confuse, paralysis, petrify, poison damage, silence, sleep, slow, small, and stop.

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

**Gas (3/encounter)**
- JENOVA --birth-- can breathe a green mist over a single target in range 8 from its position, inflicting the poison condition. The target must succeed on a Constitution saving throw to prevent being inflicted with the condition.

**Stop**
- Magic Attack: +20 to hit; MP Cost: 12; Range: 8; one enemy target; Hit: target is inflicted with the stop condition.

Challenge Code: C (1,000 XP)

JENOVA --death--

| DEFENCES | Ref 20; Fort 35; Will 28; Mag 26 |
| MAGIC POINTS | 108 |
| SPEED | None (immobile) |
| MELEE DIE | 2d8 |
| RANGED DIE | 1d12 |
| MAGIC DIE | 2d10 |

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

**ATTACKS**
- Red Light: Magic Attack: +29 to hit; Power Rate: 10; one enemy target; Hit: 20d10 (29); fire damage.

**Spell Immunity**
- JENOVA --death-- has no effect against the following: berserk, confuse, paralysis, petrify, silence, sleep, slow, small, and stop.

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

**Tropic Wind**
- Magic Attack: +29 to hit; Power Rate: 8; MP Cost: 14; Range: 8; all enemy targets in close burst 10; Hit: 16d10 (25); fire damage.

**Silence**
- Magic Attack: +29 to hit; MP Cost: 10; Range: 8; one enemy target; Hit: target is inflicted with the silence condition.

Challenge Code: F (8,000 XP)
**JENOVA --life--**

**DEFENCES** Ref 19; Fort 34; Will 27; Mag 25  
**HIT POINTS** 552 (24d12 + 384)  
**MAGIC POINTS** 100  
**SPEED** None (immobile)  
**ATTACKS**  
- **Absorb (7/encounter)**  
  Hit: target is inflicted with the infected condition.  
- **Choke**  
  Hit: target is immobilised until he succeeds at a Wisdom saving throw (DC 10), which can only be done at the end of his turn. JENOVA --life-- can only make one Persuasion check in a given encounter.  
- **Gore**  
  Hit: 18d10 (42); bludgeoning damage.  
- **Melee**  
  Hit: target is immobilised when hit by the following damage types: force.  
- **Melee Strike**  
  Hit: target is immobilised when hit by the following damage types: force.  
- **Persuasion**  
  Hit: target is immobilised when hit by the following damage types: force.  
- **Ranged**  
  Hit: target is immobilised when hit by the following damage types: force.  
- **Sleep**  
  Hit: target is immobilised when hit by the following damage types: force.

**FEATS** Improved Defences, Improved Initiative, Magic Training (Constitution), Power Surge, Skill Focus (Aqualung, Persuasion, Spellcasting)  
**SKILLS**  
- Aqualung +18, Persuasion +16, Spellcasting +27  
- **Berserk**  
  Hit: target is inflicted with the berserk condition.  
- **Choke**  
  Hit: target is immobilised until he succeeds at a Wisdom saving throw (DC 10), which can only be done at the end of his turn. JENOVA --life-- can only make one Persuasion check in a given encounter.  
- **Gore**  
  Hit: 18d10 (42); bludgeoning damage.  
- **Melee**  
  Hit: target is immobilised when hit by the following damage types: force.  
- **Melee Strike**  
  Hit: target is immobilised when hit by the following damage types: force.  
- **Persuasion**  
  Hit: target is immobilised when hit by the following damage types: force.  
- **Ranged**  
  Hit: target is immobilised when hit by the following damage types: force.  
- **Sleep**  
  Hit: target is immobilised when hit by the following damage types: force.

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

---

**Gargantuan Aberration 25**

**DEFENCES** Ref 12; Fort 30; Will 25; Mag 28  
**HIT POINTS** 1126 (30d12 + 916)  
**MAGIC POINTS** 217  
**SPEED** 4 squares (fly; good)  
**ATK**  
- **Absorb (7/encounter)**  
  Hit: the opponent becomes a single target in range 8. The number of hit points absorbed equal 6d10.  
- **Choke**  
  Hit: target is immobilised until he succeeds at a Wisdom saving throw (DC 10), which can only be done at the end of his turn. JENOVA --life-- can only make one Persuasion check in a given encounter.  
- **Gore**  
  Hit: 18d10 (42); bludgeoning damage.  
- **Melee**  
  Hit: target is immobilised when hit by the following damage types: force.  
- **Melee Strike**  
  Hit: target is immobilised when hit by the following damage types: force.  
- **Persuasion**  
  Hit: target is immobilised when hit by the following damage types: force.  
- **Ranged**  
  Hit: target is immobilised when hit by the following damage types: force.  
- **Sleep**  
  Hit: target is immobilised when hit by the following damage types: force.

**FEATS** Improved Defences, Improved Initiative, Magic Training (Constitution), Power Surge, Skill Focus (Melee Strike, Perception, Persuasion, Spellcasting, Survival)  
**SKILLS**  
- **Berserk**  
  Hit: target is inflicted with the berserk condition.  
- **Choke**  
  Hit: target is immobilised until he succeeds at a Wisdom saving throw (DC 10), which can only be done at the end of his turn. JENOVA --life-- can only make one Persuasion check in a given encounter.  
- **Gore**  
  Hit: 18d10 (42); bludgeoning damage.  
- **Melee**  
  Hit: target is immobilised when hit by the following damage types: force.  
- **Melee Strike**  
  Hit: target is immobilised when hit by the following damage types: force.  
- **Persuasion**  
  Hit: target is immobilised when hit by the following damage types: force.  
- **Ranged**  
  Hit: target is immobilised when hit by the following damage types: force.  
- **Sleep**  
  Hit: target is immobilised when hit by the following damage types: force.

**Challenge Code** G (16,000 XP)
**JOKER**

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

**SKILLS**
- Melee Strike +12, Perception +12, Survival +9

**MELEE DIE** 1d10

**RANGED DIE** 1d8

**MAGIC DIE** 1d12

**FEATS**
- Melee Training (Dexterity), Skill Focus (Melee Strike, Perception)
- Improved Defences, Improved Initiative, Skill Focus (Melee Strike)

**ATTACKS**
- **Gore (spinning cards):** Melee Attack: +12 to hit; Hit Rate: 4; one target; Hit: 4d10 (13); bludgeoning damage.
- **Cure:** Heals a single enemy target’s hit points in range 8 of its position by 2d12 (13).
- **Melee Attack: Gore (spinning cards):** Melee Attack: +12 to hit; Hit Rate: 4; one target; Hit: 4d10 (13); bludgeoning damage.
- **Instant KO:** A single enemy target in range 10 of the Joker’s position instantly drops to 0 hit points and is unconscious.
- **Quake:** Deals 2d12 (13) force damage to all enemy targets in close burst 10.

**Stop Web (2/encounter)**

- Gore: Melee Attack: +11 to hit; Hit Rate: 5; one target; Hit: 5d4 (8); piercing damage.

**Visionary**

- Kimara Bug has low-light vision.

**Challenge Code** B (500 XP)

---

**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.

**SKILLS**
- Melee Strike +11, Perception +10, Survival +10

**MELEE DIE** 1d4

**RANGED DIE** 1d4

**MAGIC DIE** 1d4

**FEATS**
- Improved Defences, Improved Initiative, Skill Focus (Melee Strike)

**ATTACKS**
- **Gore:** Melee Attack: +11 to hit; Hit Rate: 5; one target; Hit: 5d4 (8); piercing damage.

**Stop Web (2/encounter)**

- Kimara Bug shoots a line of web from its mouth to a single target in range 8 of its position, inflicting the stop condition (save ends).

**Visionary**

- Kimara Bug has low-light vision.

**Challenge Code** B (500 XP)

---

**KYUVILDUNS**

Kyuvilduns are pack monsters, living in the open grasslands of the Eastern continent. They will attack any unwary traveller and may seem imposing when initially encountered.
KYUVILDUNS  Small Insect 12  

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

LAND WORM  Gargantuan Insect 11  

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

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

MAGIC POT  
Magic Pots can be found in deep caverns, posing as innocent treasure pots for unwavering travellers, only to begin mugging them and demanding potions. At first, nothing seems to affect them, but this may be ruse.
MAGIC POT
Small Aberration 20
DEFENCES Ref 26; Fort 22; Will 25; Mag 21
HIT POINTS 147 (19d12 + 20) BLOODIED: 73
MAGIC POINTS 100 INITIATIVE: +5
SPEED None (immobile) FIGHTING SPACE 1
STR DEX CON INT WIS cha
11 (+0) 17 (+3) 11 (+0) 8 (-1) 19 (+4) 2 (-4)
SKILLS Perception +19, Stealth +18, Survival +19
MELEE DIE RANGED DIE MAGIC DIE
2d8 1d12 2d10
FEATS Improved Defences, Improved Initiative, Skill Focus (Perception, Stealth, Survival), Toughness
Spell Immunity
Magic Pot has no effect against the following: berserk, confuse and small.
Visionary
Magic Pot has darkvision (4 squares).
Immune
Magic Pot is immune to magic attacks, melee attacks, and ranged attacks until it is fed a potion.
Challenge Code D (2,000 XP)

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

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

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

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.
Mandragora

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

**Mandragora**

<table>
<thead>
<tr>
<th>Small Plant 5</th>
</tr>
</thead>
<tbody>
<tr>
<td>DEFENCES Ref 20; Fort 14; Will 15; Mag 9</td>
</tr>
<tr>
<td>HIT POINTS 21 (4d6 + 5)</td>
</tr>
<tr>
<td>MAGIC POINTS 15</td>
</tr>
<tr>
<td>SPEED 4 squares</td>
</tr>
<tr>
<td>MELEE DIE 1d4</td>
</tr>
<tr>
<td>RANGED DIE 1d10</td>
</tr>
<tr>
<td>MAGIC DIE 1d4</td>
</tr>
<tr>
<td>FEATS Improved Hit, Magic Training (Dexterity)</td>
</tr>
<tr>
<td>SKILLS Melee Strike +3, Perception +7, Spellcasting +9</td>
</tr>
</tbody>
</table>

**ATTACKS**

- **Slam:** Melee Attack: +4 to hit; Hit Rate: 2; one target; Hit: 2d4 (5); bludgeoning damage.

**Slow Dance (2/encounter)**

Mandragora can perform a special dance around a single target in range 8 of its position. The target is inflicted with the slow condition on a successful Spellcasting check.

**Challenge Code A (250 XP)**

---

**Materia Keeper**

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

**Materia Keeper**

Gargantuan Dragon 19

- **DEFENCES Ref 23; Fort 36; Will 24; Mag 21**
- **HIT POINTS 620 (18d12 + 494)**
- **MAGIC POINTS 76**
- **INITIATIVE: +2**
- **SPEED 4 squares**
- **FIGHTING SPACE 4x4**

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
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</thead>
<tbody>
<tr>
<td>47 (+18)</td>
<td>11 (+0)</td>
<td>38 (+14)</td>
<td>8 (-1)</td>
<td>16 (+3)</td>
<td>14 (+2)</td>
</tr>
</tbody>
</table>

**SKILLS**

- **Melee Strike +30, Persuasion +11, Spellcasting +26, Trine +14**

**FEATS**

Improved Defences, Improved Initiative, Magic Training (Constitution), Power Surge, Skill Focus (Persuasion, Trine)

**ATTACKS**

- **Gore:** Melee Attack: +30 to hit; Hit Rate: 6; one target; Hit: 1d10 (21); piercing damage.

**Spell Immunity**

Materia Keeper has no effect against the following: berserk, confuse, paralysis, silence, sleep, slow, small, and stop.

**Spell Absorption**

Whenever Materia Keeper is dealt fire damage, the damage is absorbed instead.

**Visionary**

Materia Keeper has low-light vision.

**Terrifying Presence**

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

**Multiattack (4/encounter)**

Can use its gore attack twice as a full-round action. Can use one additional time per encounter every fifth level (20th, 25th, 30th, 35th, etc.).

**Cura**

- **Magic Attack:** +26 to hit; Power Rate: 5; MP Cost: 10; Range: personal; Hit: 10d8 (17); healing.

  At 21st level, Cura upgrades to Curaga. MP Cost doubles, and the Power Rate increases by 2 as well. At 31st and 41st level, the Power Rate further increases by 1.

**Challenge Code D (2,000 XP)**

*+9 natural armour bonus*
**MIDGAR ZOLOM**

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

---

**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.

---

**MIDGAR ZOLOM**

*Gargantuan Animal 13*

| DEFENCES Ref 13; Fort 34; Will 21; Mag 14 | BLOODED: 258 |
| HIT POINTS 516 (12d10 + 444) | INITIATIVE: +3 |
| MAGIC POINTS 52 | SPEED 8 squares |
| FIGHTING SPACE 8x4 |

**SKILLS** Beta +10, Melee Strike +24, Perception +16, Persuasion +6

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

**FEATS** Improved Hit, Skill Focus (Beta, Perception, Persuasion)

**ATTACKS**

- **Bite**: Melee Attack: +24 to hit; Hit Rate: 9; one target; Hit: 9d8 (16); piercing damage.

**Spell Immunity**

Midgar Zolom has no effect against the following: berserk, confuse, petrify, paralysis, silence, slow, small, and stop.

**Terrifying Presence**

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

**Multiattack (3/encounter)**

Can use its bite attack twice as a full-round action. Can use one additional time per encounter every fifth level (15th, 20th, 25th, 30th, etc.).

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

---

**PARASITE**

*Small Aberration 25*

| DEFENCES Ref 29; Fort 25; Will 25; Mag 24 | BLOODED: 50 |
| HIT POINTS 101 (24d6 + 5) | INITIATIVE: +3 |
| MAGIC POINTS 50 | SPEED 4 squares |
| FIGHTING SPACE 1 |

**SKILLS** LV5 Death +18, Magic Breath +17, Melee Strike +21, Perception +11

**MELEE DIE** 2d8 | RANGED DIE 1d12 | MAGIC DIE 2d10

**FEATS** Improved Defences, Improved Hit, Melee Training (Dexterity), Skill Focus (LV5 Death, Magic Breath, Melee Strike, Perception)

**ATTACKS**

- **Gore**: Melee Attack: +21 to hit; Hit Rate: 6; one target; Hit: 12d8 (19); piercing damage.

**Spell Immunity**

Parasite has no effect against the following: force damage.

**Spell Susceptibility**

Parasite receives double damage when hit by the following damage types: radiant and wind.

**Visionary**

Parasite has low-light vision.

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

---

**RAPPS**

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

**Huge Dragon 19**

**DEFENCES** Ref 16; Fort 30; Will 25; Mag 19

**HIT POINTS** 400 (18d12 + 274)

**MAGIC POINTS** 114

**INITIATIVE**: +3

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

**SKILLS** Melee Strike +27, Perception +20, Spellcasting +19

<table>
<thead>
<tr>
<th>MELEE DIE</th>
<th>RANGED DIE</th>
<th>MAGIC DIE</th>
</tr>
</thead>
<tbody>
<tr>
<td>2d10</td>
<td>1d10</td>
<td>2d8</td>
</tr>
</tbody>
</table>

**FEATS** Improved Hit, Improved Initiative, Power Surge, Skill Focus (Melee Strike, Perception, Spellcasting)

**ATTACKS**

- **Claw**: Melee Attack: +27 to hit; Hit Rate: 10; one target; Hit: 20d10 (29); slashing damage.
- **Aeroga**
  - **Magic Attack**: +19 to hit; Power Rate: 7; MP Cost: 20; Range: 6; one enemy target in blast 1; Hit: 14d8 (21); wind damage.
  - At 21st, 31st and 41st level, the Power Rate further increases by 1.

**Challenge Code** D (2,000 XP)

---

SCHIZO

**Gargantuan Dragon 21**

**DEFENCES** Ref 24*; Fort 34; Will 24; Mag 19

**HIT POINTS** 590 (20d12 + 450)

**MAGIC POINTS** 84

**INITIATIVE**: +3

**SPEED** 4 squares

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
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<tbody>
<tr>
<td>40 (+15)</td>
<td>11 (+0)</td>
<td>35 (+12)</td>
<td>4 (-3)</td>
<td>17 (+3)</td>
<td>10 (+0)</td>
</tr>
</tbody>
</table>

**SKILLS** Melee Strike +30, Perception +21, Persuasion +10, Spellcasting +27

<table>
<thead>
<tr>
<th>MELEE DIE</th>
<th>RANGED DIE</th>
<th>MAGIC DIE</th>
</tr>
</thead>
<tbody>
<tr>
<td>2d10</td>
<td>1d10</td>
<td>2d8</td>
</tr>
</tbody>
</table>

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

**ATTACKS**

- **Claw**: Melee Attack: +30 to hit; Hit Rate: 11; one target; Hit: 22d10 (31); slashing damage.
- **Spell Immunity**
  - Schizo has no effect against the following: berserk, confuse, petrify, paralysis, silence, sleep, slow, small, and stop.
- **Spell Absorption**
  - Whenever Schizo (left head) is dealt ice damage, the damage is absorbed instead. Whenever Schizo (right head) is dealt fire damage, the damage is absorbed instead.
- **Terrifying Presence**
  - Schizo has an extremely fierce, intimidating presence; causing its opponents to freeze in fear. When Schizo first attacks, it can make a Persuasion check as a swift action to attempt to awe its opponent. The opponent must make an opposed Wisdom saving throw. If the opponent fails the saving throw by 10 or more, he is considered immobilised. The opponent continues to be immobilised until he succeeds at a Wisdom saving throw (DC 10), which can only be done at the end of his turn. Schizo can only make one Persuasion check in a given encounter.
- **Multiattack (5/encounter)**
  - Can use its claw attack twice as a full-round action. Can use one additional time per encounter every fifth level (20th, 25th, 30th, 35th, etc.).
- **Cold Breath (left head)**
  - **Magic Attack**: +27 to hit; Power Rate: 6; MP Cost: 8; Range: 6; one enemy target in blast 1; Hit: 12d8 (19); ice damage.
- **Fire Breath (Right head)**
  - **Magic Attack**: +27 to hit; Power Rate: 6; MP Cost: 8; Range: 6; one enemy target in blast 1; Hit: 12d8 (19); fire damage.
- **Lightning Breath**
  - **Magic Attack**: +27 to hit; Power Rate: 8; MP Cost: 12; Range: 6; one enemy target in blast 1; Hit: 16d8 (23); thunder damage.
  - Schizo will only use this attack upon its death as a Final Attack.
- **Tremor**
  - **Magic Attack**: +27 to hit; Power Rate: 6; MP Cost: 8; Range: 6; one enemy target in blast 1; Hit: 12d8 (19); force damage.

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

*+10 natural armour bonus

---

**SHADOW CREEPER**

Shadow Creepers are monsters created out of pure negative lifestyle. These creatures can be summoned at will by the Remnants of Sephiroth during the film Advent Children.
**SHADOW CREEPER**  
Large Aberration 17

**DEFENCES** Ref 27*; Fort 28; Will 21; Mag 19  
**HIT POINTS** 302 (16d12 + 190)  
**MAGIC POINTS** 51  
**SPEED** 8 squares

**SKILLS** Athletics +25, Melee Strike +22, Perception +17

**MELEE DIE** 1d8  
**RANGED DIE** 1d12  
**MAGIC DIE** 2d10

**FEATS** Improved Hit, Improved Initiative, Skill Focus (Athletics, Perception), Toughness

**ATTACKS**  
**Bite:** Melee Attack: +22 to hit; Hit Rate: 6; one target; Hit: 12d8 (19); piercing damage.  
**Claw:** Melee Attack: +22 to hit; Hit Rate: 5; one target; Hit: 10d8 (17); slashing damage.

**Spell Susceptibility**  
Shadow Creeper receives double damage when hit by the following damage types: radiant.

**Multiattack (4/encounter)**  
Can use both its bite and claw attacks as a full-round action. Can use one additional time per encounter every fifth level (20th, 25th, 30th, 35th, etc.).

**Visionary**  
Shadow Creeper has low-light vision.

**Challenge Code** D (2,000 XP)

**SKEESKEE**

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

**SKEESKEE**  
Small Animal 10

**DEFENCES** Ref 25; Fort 20; Will 20; Mag 15  
**HIT POINTS** 74 (9d10 + 25)  
**MAGIC POINTS** 40  
**SPEED** 4 squares

**SKILLS**  
**MELEE DIE** 1d6  
**RANGED DIE** 1d4  
**MAGIC DIE** 1d6

**FEATS** Improved Defences, Improved Hit, Skill Focus (Melee Strike, Stealth)

**ATTACKS**  
**Gore:** Melee Attack: +11 to hit; Hit Rate: 2; one target; Hit: 2d8 (9); piercing damage.

**Spell Immunity**  
Skeeskee has no effect against the following: small.

**Rage Bomber (2/encounter)**  
When Skeeskee is blooded, it can make a melee attack against an adjacent enemy target. If the attack succeeds the target’s Reflex Defence by 2 or more, the target is inflicted with the berserk condition (save ends).

**Challenge Code** B (500 XP)

**SPIRAL**

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

**SPIRAL**

Medium Insect 19

**DEFENCES** Ref 24; Fort 22; Will 22; Mag 17  
**HIT POINTS** 102 (18d6 + 30)  
**MAGIC POINTS** 57  
**SPEED** 6 squares

**SKILLS**  
**MELEE DIE** 1d8  
**RANGED DIE** 1d8  
**MAGIC DIE** 1d8

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

**ATTACKS**  
**Gore:** Melee Attack: +18 to hit; Hit Rate: 4; one target; Hit: 4d8 (11); bludgeoning damage.

**Spell Immunity**  
Spiral has no effect against the following: berserk, confuse, and small.

**Visionary**  
Spiral has low-light vision.

**Challenge Code** D (2,000 XP)
**STINGER**

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

**STINGER**

Large Insect 12

**DEFENCES** Ref: 19; Fort: 19; Will: 18; Mag: 13

**HIT POINTS** 76 (11d6 + 35)

**MAGIC POINTS** 24

**SPEED** 6 squares

**DEFENCES** Ref: 19
Fort: 19
Will: 18
Mag: 13

**HIT POINTS** 76 (11d6 + 35)

**BLOODIED:** 38

**MAGIC POINTS** 28

**INITIATIVE:** +3

**SPEED** 4 squares

**FIGHTING SPACE** 1

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

**SKILLS**
- Acrobatics +16
- Melee Strike +16
- Perception +14

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

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

**ATTACKS**
- **Gore**
  - Melee Attack: +16 to hit; Hit Rate: 4; one target; Hit: 4d4 (7); piercing damage.

**MULTIATTACK (3/ENCOUNTER)**
- Can use its gore attack twice as a full-round action. Can use one additional time per encounter every fifth level (15th, 20th, 25th, 30th, etc.).

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

---

**TAIL VAULT**

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

**TAIL VAULT**

Small Insect 14

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

**HIT POINTS** 54 (13d6 + 5)

**MAGIC POINTS** 28

**SPEED** 4 squares

**DEFENCES** Ref: 24
Fort: 19
Will: 19
Mag: 13

**HIT POINTS** 54 (13d6 + 5)

**BLOODIED:** 27

**MAGIC POINTS** 28

**INITIATIVE:** +3

**SPEED** 4 squares

**FIGHTING SPACE** 1

**STR** 10 (+0)
**DEX** 17 (+3)
**CON** 10 (+0)
**INT** 4 (-3)
**WIS** 12 (+1)
**CHA** 6 (-2)

**SKILLS**
- Acrobatics +16
- Melee Strike +16
- Perception +14

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

**FEATS**
- Improved Hit
- Skill Focus (Acrobatics, Melee Strike, Perception)

**ATTACKS**
- **Bite**
  - Melee Attack: +16 to hit; Hit Rate: 4; one target; Hit: 4d4 (7); piercing damage.

**MULTIATTACK (3/ENCOUNTER)**
- Can use its bite attack twice as a full-round action. Can use one additional time per encounter every fifth level (15th, 20th, 25th, 30th, etc.).

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

---

**THE FASCINATION SISTERS**

Jemnezmy, Pollensalta, and Snow. They are three sisters who are on the run from Shinra after escaping their captivity and experimented on by Hojo himself. These lovely ladies can easily work their magic and flatter those of the opposite gender.
Jemnezmy
Medium Mutant 12

**DEFENCES** Ref 18; Fort 19; Will 19; Mag 18
**HIT POINTS** 97 (11d10 + 36)
**MAGIC POINTS** 24
**INITIATIVE:** +2
**SPEED** 6 squares **FIGHTING SPACE 1**

**STR** 10 (+0) **DEX** 11 (+0) **CON** 14 (+2) **INT** 8 (-1) **WIS** 12 (+1) **CHA** 12 (+1)

**MELEE DIE** 1d8 **RANGED DIE** 1d8 **MAGIC DIE** 1d8

**SKILLS** Melee Strike +10, Perception +11, Spellcasting +14

**FEATS** Improved Defences, Improved Initiative, Power Surge, Skill Focus (Spellcasting)

**ATTACKS**
Slam: Melee Attack: +10 to hit; Hit Rate: 3; one target; Hit: 3d8 (10); bludgeoning damage.

**Spell Immunity**
Jemnezmy has no effect against the following: berserk, confuse, ice damage, paralysis, sleep, and slow.

**Cold Breath**
Magic Attack: +14 to hit; Power Rate: 5; MP Cost: 8; Range: 6; one enemy target in blast 1; Hit: 5d8 (12); ice damage.

**Fascination (3/encounter)**
Jemnezmy can make a Spellcasting check against a single male enemy target in range 10 of her position. If the check is successful, the target is infected with the confuse condition (save ends).

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

Pol lensalta
Medium Mutant 21

**DEFENCES** Ref 23; Fort 23; Will 23; Mag 22
**HIT POINTS** 174 (20d10 + 54)
**MAGIC POINTS** 42
**INITIATIVE:** +4
**SPEED** 6 squares **FIGHTING SPACE 1**

**STR** 10 (+0) **DEX** 12 (+1) **CON** 14 (+2) **INT** 8 (-1) **WIS** 13 (+1) **CHA** 12 (+1)

**MELEE DIE** 1d8 **RANGED DIE** 1d8 **MAGIC DIE** 1d8

**SKILLS** Angel Whisper +19, Perception +19, Spellcasting +19

**FEATS** Improved Defences, Improved Initiative, Power Surge, Skill Focus (Angel Whisper, Perception, Spellcasting)

**Spell Immunity**
Pollensalta has no effect against the following: confuse and small.

**Spell Absorption**
Whenever Pollensalta is dealt fire damage, the damage is absorbed instead.

**Cold Breath**
Magic Attack: +19 to hit; Power Rate: 6; MP Cost: 8; Range: 6; one enemy target in blast 1; Hit: 6d8 (13); ice damage.

**Firaga**
Magic Attack: +19 to hit; Power Rate: 8; MP Cost: 20; Range: 6; one enemy target in blast 1; Hit: 8d8 (15); fire damage.

At 21st, 31st and 41st level, the Power Rate further increases by 1.

**Fascination (5/encounter)**
Pollensalta can make a Spellcasting check against a single male enemy target in range 10 of her position. If the check is successful, the target is infected with the confuse condition (save ends).

**Challenge Code** E (4,000 XP)
The WEAPONS are monstrous humanoids that were created by the planet as a defence mechanism when JENOLA 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.

### SNOW Medium Mutant 16

<table>
<thead>
<tr>
<th>DEFENCES</th>
<th>Fort 21; Will 23</th>
<th>BLOODIED: 24</th>
</tr>
</thead>
<tbody>
<tr>
<td>HIT POINTS</td>
<td>129 (15d10 + 44)</td>
<td>INITIATIVE: +2</td>
</tr>
<tr>
<td>MAGIC POINTS</td>
<td>32</td>
<td></td>
</tr>
<tr>
<td>SPEED</td>
<td>6 squares</td>
<td></td>
</tr>
</tbody>
</table>

**Skills:** Melee Strike +12, Perception +16, Spellcasting +16

**Feats:** Improved Defences, Improved Initiative, Power Surge, Skill Focus (Perception, Spellcasting)

**Attacks:**
- Slam: Melee Attack: +12 to hit; Hit Rate: 3; one target; Hit: 3d8 (10); bludgeoning damage.
- Magic Attack: +16 to hit; Power Rate: 5; MP Cost: 8; Range: 6; one target in blast 1; Hit: 5d8 (12); ice damage.
- Blizzara: Magic Attack: +16 to hit; Power Rate: 7; MP Cost: 8; Range: 6; one target in blast 1; Hit: 7d8 (14); ice damage.

At 21st level, Blizzara upgrades to Blizzaga. MP Cost doubles, and the Power Rate increases by 2 as well. At 31st and 41st level, the Power Rate further increases by 1.

**Fascination (4/encounter)**
Snow can make a Spellcasting check against a single male enemy target in range 10 of her position. If the check is successful, the target is infected with the "confuse" condition (save ends).

**Challenge Code:** D (2,000 XP)

### DIAMOND WEAPON Colossal Humanoid 50

<table>
<thead>
<tr>
<th>DEFENCES</th>
<th>Fort 50; Will 40</th>
<th>BLOODIED: 602</th>
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<tbody>
<tr>
<td>HIT POINTS</td>
<td>1204 (49d8 + 963)</td>
<td>INITIATIVE: +5</td>
</tr>
<tr>
<td>MAGIC POINTS</td>
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</tr>
<tr>
<td>SPEED</td>
<td>1 square</td>
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</tr>
</tbody>
</table>

**Skills:** Acrobatics +16, Athletics +21, Melee Strike +43, Perception +33, Persuasion +20, Spellcasting +43, Survival +19

**Feats:** Improved Defences, Improved Hit, Improved Initiative, Magic Training (Constitution), Melee Training (Constitution), Power Surge, Skill Focus (Acrobatics, Athletics, Melee Strike, Perception, Persuasion, Spellcasting, Survival), Toughness

**Attacks:**
- Slam: Melee Attack: +43 to hit; Hit Rate: 15; one target; Hit: 30d12 (41); bludgeoning damage.
- Magic Attack has no effect against the following: berserk, confuse, paralysis, petrify, poison damage, silence, sleep, slow, small, and stop.

**Spell Resistance:**
Diamond WEAPON has Resist 25 to fire damage.

**Spell Susceptibility:**
Diamond WEAPON receives double damage when hit by the following damage types: thunder.

**Visionary:**
Diamond WEAPON has low-light vision.

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

**Diamond Fire**
Magic Attack: +43 to hit; Power Rate: 10; MP Cost: 22; Range: 8; one enemy target in blast 1; Hit: 20d12 (31); fire damage.

**Diamond Flash**
Magic Attack: +43 to hit; Power Rate: 12; MP Cost: 22; Range: 8; one enemy target in blast 1; Hit: 24d12 (35); energy damage.

**Challenge Code J (128,000 XP)**
*+25 natural armour bonus
**EMERALD WEAPON**

**Colossal Humanoid 50**

**DEFENCES** 54\*; Fort 51; Will 40; Mag 38

**HIT POINTS** 1399 (49d8 + 1158)

**MAGIC POINTS** 200

**INITIATIVE**: +4

**SPEED** 2 squares (swim)

**FIGHTING SPACE** 5x5

**STR** 27 (+8)  
**DEX** 8 (-1)  
**CON** 43 (+16)  
**INT** 11 (+0)  
**WIS** 17 (+3)  
**CHA** 14 (+2)

**SKILLS**  
- Acrobatics +15, Athletics +24, Melee Strike +46, Perception +33, Persuasion +18, Spellcasting +46, Survival +19

**MELEE DIE** 2d12  
**RANGED DIE** 2d12  
**MAGIC DIE** 2d12

**FEATS**  
- Improved Defences, Improved Hit, Improved Initiative, Melee Training (Constitution), Power Surge, Skill Focus (Acrobatics, Athletics, Melee Strike, Perception, Persuasion, Spellcasting, Survival), Toughness

**ATTACKS**  
- Gore: Melee Attack: +46 to hit; Hit Rate: 15; one target; Hit: 30d12 (41); bludgeoning damage.

**Spell Immunity**  
- Jade WEAPON has no effect against the following: *berserk, confuse, paralysis, petrify, poison, silence, sleep, slow, small*, and stop.

**Spell Absorption**  
- Whenever Jade WEAPON is dealt *ice or water* damage, the damage is absorbed instead.

**Spell Susceptibility**  
- Jade WEAPON receives double damage when hit by the following damage types: thunder.

**Aire Tam Storm (11/encounter)**  
- Jade WEAPON shoots a beam of iridescent light to all enemy targets in blast 10 of its position, dealing damage equal to the total number of equipped materia x 100.

**Emerald Shoot**  
- Magic Attack: +46 to hit; Power Rate: 10; MP Cost: 22; Range: 8; one enemy target in blast 1; Hit: 20d12 (31); energy damage.

**Emerald Beam**  
- Magic Attack: +46 to hit; Power Rate: 12; MP Cost: 22; Range: 8; all enemy targets in blast 5; Hit: 24d12 (35); energy damage.

**Challenge Code** J (128,000 XP)  
*+25 natural armour bonus

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**JADE WEAPON**

**Colossal Humanoid 50**

**DEFENCES** 54\*; Fort 51; Will 40; Mag 38

**HIT POINTS** 1269 (49d8 + 1028)

**MAGIC POINTS** 200

**INITIATIVE**: +6

**SPEED** 6 squares (fly; perfect)

**FIGHTING SPACE** 5x5

**STR** 23 (+6)  
**DEX** 12 (+1)  
**CON** 39 (+14)  
**INT** 11 (+0)  
**WIS** 17 (+3)  
**CHA** 10 (+0)

**SKILLS**  
- Acrobatics +17, Melee Strike +44, Perception +33, Persuasion +16, Ranged Strike +44, Stealth +17, Survival +19

**MELEE DIE** 2d12  
**RANGED DIE** 2d12  
**MAGIC DIE** 2d12

**FEATS**  
- Improved Defences, Improved Hit, Improved Initiative, Melee Training (Constitution), Power Surge, Ranged Training (Constitution), Skill Focus (Acrobatics, Athletics, Melee Strike, Perception, Persuasion, Ranged Strike, Stealth, Survival), Toughness

**ATTACKS**  
- Slam: Melee Attack: +44 to hit; Hit Rate: 15; one target; Hit: 30d12 (41); bludgeoning damage.

**Spell Immunity**  
- Jade WEAPON has no effect against the following: *berserk, confuse, force damage, paralysis, petrify, poison damage, silence, sleep, slow, small*, and stop.

**Spell Susceptibility**  
- Jade WEAPON receives double damage when hit by the following damage types: thunder.

**Homing Projectile (11/encounter)**  
- Jade WEAPON launches a number of projectiles at a single target in blast 8 of its position, dealing 18d12 (29) points of energy damage on a successful Ranged Strike check.

**Dark Mist (11/encounter)**  
- Jade WEAPON can conceal itself in a dark shroud, giving it total cover from all attacks for 2d12 rounds.

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

**Challenge Code** J (128,000 XP)  
*+25 natural armour bonus
**Omega Weapon**

Colossal Humanoid 50

<table>
<thead>
<tr>
<th>DEFENCES Ref</th>
<th>Fort 54; Will 40; Mag 39</th>
</tr>
</thead>
<tbody>
<tr>
<td>HIT POINTS</td>
<td>1529 (49d8 + 1288)</td>
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<tr>
<td>MAGIC POINTS</td>
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<tr>
<td>INITIATIVE</td>
<td>+6</td>
</tr>
<tr>
<td>SPEED</td>
<td>None (immobile)</td>
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</tr>
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**SKILLS**

- Acrobatics +17, Melee Strike +48, Perception +19, Persuasion +16, Ranged Strike +31, Spellcasting +48, Survival +19

**FEATS**

- Improved Defences, Improved Hit, Improved Initiative, Magic Training (Constitution), Melee Training (Constitution), Power Surge, Skill Focus (Acrobatics, Melee Strike, Perception, Persuasion, Ranged Strike, Spellcasting, Survival), Toughness

**ATTACKS**

- **Claw**: Melee Attack: +48 to hit; Hit Rate: 15; one target; Hit: 30d12 (41); slashing damage.
- **Gore (tentacles)**: Melee Attack: +47 to hit; Hit Rate: 15; one target; Hit: 30d12 (41); bludgeoning damage.

**Spell Immunity**

- Ruby Weapon has no effect against the following: berserk, confuse, paralysis, petrify, poison damage, silence, sleep, slow, small, stop, and thunder damage.

**Homing Projectile (1/encounter)**

- Omega Weapon launches a number of projectiles at a single target in blast 8 of its position, dealing 18d12 (29) points of energy damage on a successful Ranged Strike check.

**Crystal Cubes**

- Omega Weapon summons a barrage of crystal cubes that are launched at a single target in blast 10 of its position. If Omega’s Spellcasting check equals or exceeds the target’s Magic Defense, the target takes 22d12 points of damage. On failed check, the target takes half damage.

**Terrifying Presence**

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

**Challenge Code** J (128,000 XP)

* +25 natural armour bonus

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**Ruby Weapon**

Colossal Humanoid 50

<table>
<thead>
<tr>
<th>DEFENCES Ref</th>
<th>Fort 54; Will 42; Mag 39</th>
</tr>
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<tr>
<td>HIT POINTS</td>
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<td>SPEED</td>
<td>2 squares</td>
</tr>
<tr>
<td>FIGHTING SPACE</td>
<td>5x5</td>
</tr>
</tbody>
</table>

**SKILLS**

- Acrobatics +16, Melee Strike +47, Perception +21, Persuasion +18, Shadow Flare +32, Spellcasting +47, Survival +21

**FEATS**

- Improved Defences, Improved Hit, Improved Initiative, Magic Training (Constitution), Melee Training (Constitution), Power Surge, Skill Focus (Acrobatics, Melee Strike, Perception, Persuasion, Shadow Flare, Spellcasting, Survival), Toughness

**ATTACKS**

- **Claw**: Melee Attack: +47 to hit; Hit Rate: 15; one target; Hit: 30d12 (41); slashing damage.
- **Gore (tentacles)**: Melee Attack: +47 to hit; Hit Rate: 15; one target; Hit: 30d12 (41); bludgeoning damage.

**Spell Immunity**

- Ruby Weapon has no effect against the following: berserk, confuse, paralysis, petrify, poison damage, silence, sleep, slow, small, stop, and thunder damage.

**Spell Absorption**

- Whenever Ruby Weapon is dealt fire, force, ice, or thunder damage, the damage is absorbed instead.

**Comet**

- Magic Attack: +47 to hit; Power Rate: 14; MP Cost: 40; Range: 8; one enemy target in burst 5; Hit: 28d12 (39); necrotic damage.

**Ruby Flame**

- Magic Attack: +47 to hit; Power Rate: 10; MP Cost: 22; Range: 8; one enemy target in blast 1; Hit: 20d12 (31); fire damage.

**Ultima**

- Magic Attack: +47 to hit; Power Rate: 20; MP Cost: 90; Range: 10; all enemy targets in burst 8; Hit: 40d12 (51); energy damage.

**Terrifying Presence**

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

**Challenge Code** J (128,000 XP)

* +25 natural armour bonus
**Sapphire Weapon**  
Colossal Humanoid 50

**DEFENCES** Ref 54*; Fort 49; Will 38; Mag 39  
**HIT POINTS** 1139 (49d8 + 898)  
**MAGIC POINTS** 100  
**INITIATIVE:** +6  
**SPEED** 6 squares (swim)  
**ATTACKS**  
- Slam: Melee Attack: +42 to hit; Hit Rate: 15; one target; Hit: 30d12 (41); bludgeoning damage.  
- Spell Immunity  
  - Sapphire Weapon has no effect against the following: *berserk*, *confuse*, *paralysis*, *petrify*, *poison* damage, *silence*, *sleep*, *slow*, *small*, *stop*, and water damage.  
- Sapphine Beam  
  - Magic Attack: +42 to hit; Power Rate: 10; MP Cost: 22; Range: 8; one enemy target in blast 1; Hit: 20d12 (31); energy damage.  
- Breath Underwater  
  - Sapphire Weapon can breathe underwater normally and cannot drown in water. It has a +4 species bonus on Athletics checks made to swim.  
- Terrifying Presence  
  - Sapphire Weapon has an extremely fierce, intimidating presence; causing its opponents to freeze in fear. When Sapphire Weapon first attacks, it can make a Persuasion check as a swift action to attempt to awe its opponent. The opponent must make an opposed Wisdom saving throw. If the opponent fails, he can only take a move action or standard action on his next turn. If the opponent fails the saving throw by 10 or more, he is considered *immobilised*. The opponent continues to be *immobilised* until he succeeds at a Wisdom saving throw (DC 10), which can only be done at the end of his turn. Sapphire Weapon can only make one Persuasion check in a given encounter.  

**Challenge Code** J (128,000 XP)  
*+25 natural armour bonus

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
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<td>19 (+4)</td>
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<td>35 (+12)</td>
<td>13 (+1)</td>
<td>13 (+1)</td>
<td>10 (+0)</td>
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**Skills**  
- Acrobatics +17, Athletics +20, Melee Strike +42, Perception +17, Persuasion +16, Spellcasting +42, Survival +17

**FEATS**  
- Improved Defences, Improved Hit, Improved Initiative, Magic Training (Constitution), Melee Training (Constitution), Power Surge, Skill Focus (Acrobatics, Athletics, Melee Strike, Perception, Persuasion, Spellcasting, Survival), Toughness

**Ultimate Weapon**  
Colossal Humanoid 50

**DEFENCES** Ref 52*; Fort 52; Will 40; Mag 38  
**HIT POINTS** 1334 (49d8 + 1093)  
**MAGIC POINTS** 200  
**INITIATIVE:** +4  
**SPEED** 6 squares (fly; perfect)  
**ATTACKS**  
- Claw: Melee Attack: +45 to hit; Hit Rate: 15; one target; Hit: 30d12 (41); slashing damage.  
- Spell Immunity  
  - Ultimate Weapon has no effect against the following: *berserk*, *confuse*, *force* damage, *paralysis*, *petrify*, *poison* damage, *silence*, *sleep*, *slow*, *small*, *stop*, and water damage.  
- Quakaga  
  - Magic Attack: +45 to hit; Power Rate: 10; MP Cost: 15; Range: 6; one enemy target; Hit: 20d12 (31); *force* damage.  
- Ultima Beam  
  - Magic Attack: +45 to hit; Power Rate: 18; MP Cost: 90; Range: 10; all enemy targets in burst 8; Hit: 36d12 (47); *energy* damage.

**Challenge Code** J (128,000 XP)  
*+25 natural armour bonus
TWIN BRAIN

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

TWIN BRAIN
Medium Aberration 12

DEFENCES Ref 20; Fort 20; Will 20; Mag 18
HIT POINTS 95 (11d12 + 23)
MAGIC POINTS 36
SPEED 6 squares

SKILLS Perception +15, Spellcasting +15

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

FEATS Improved Defences, Improved Hit, Improved Initiative, Improved Spellcasting

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

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

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

Visionary
Unknown 1 has low-light vision.

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

Challenge Code C (1,000 XP)

UNKNOWN

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

UNKNOWN 1
Large Mutant 25

DEFENCES Ref 26; Fort 28; Will 26; Mag 23
HIT POINTS 248 (24d10 + 104)
MAGIC POINTS 75
INITIATIVE: +7

SPEED 4 squares

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

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

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

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

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

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

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

Visionary
Unknown 1 has low-light vision.

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

Challenge Code E (4,000 XP)
### Unknown 2: Large Mutant 25

**DEFENCES** Ref 24; Fort 28; Will 26; Mag 23  
**HIT POINTS** 265 (24d10 + 121)  
**MAGIC POINTS** 75  
**SPEED** 4 squares  

<table>
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<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>18 (+4)</td>
<td>15 (+2)</td>
<td>17 (+3)</td>
<td>6 (-2)</td>
<td>12 (+2)</td>
<td>14 (+2)</td>
</tr>
</tbody>
</table>

**Skills** Melee Strike +22, Perception +20, Survival +20  
**Feats** Improved Defences, Improved Hit, Improved Initiative, Skill Focus (Melee Strike, Perception, Survival), Toughness  
**Attacks**  
- **Gore**: Melee Attack: +22 to hit; Hit Rate: 5; one target; Hit: 5d12 (16); bludgeoning damage.  
- **Spell Immunity**: Unknown 2 has no effect against the following: berserk, confuse, paralysis, petrify, silence, sleep, slow, small, and stop.  
- **Spell Absorption**: Whenever Unknown 2 is dealt poison damage, the damage is absorbed instead.  
- **Visionary**: Unknown 2 has low-light vision.  
- **Abnormal Breath**: Unknown 2 exhales a foul stench that inflicts the confuse condition on a single target in close burst 8. The target must make a DC 12 Wisdom saving throw to avoid the attack.  

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

### Unknown 3: Large Mutant 26

**DEFENCES** Ref 26; Fort 30; Will 28; Mag 24  
**HIT POINTS** 281 (25d10 + 121)  
**MAGIC POINTS** 78  
**SPEED** 4 squares  

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
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<th>WIS</th>
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</tr>
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<tbody>
<tr>
<td>18 (+4)</td>
<td>16 (+3)</td>
<td>18 (+4)</td>
<td>6 (-2)</td>
<td>14 (+2)</td>
<td>12 (+1)</td>
</tr>
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</table>

**Skills** Melee Strike +22, Perception +20, Spellcasting +22  
**Feats** Improved Defences, Improved Hit, Improved Initiative, Magic Training (Constitution), Power Surge, Skill Focus (Melee Strike, Perception, Spellcasting)  

**Attacks**  
- **Gore**: Melee Attack: +22 to hit; Hit Rate: 5; one target; Hit: 5d12 (16); bludgeoning damage.  
- **Spell Immunity**: Unknown 3 has no effect against the following: berserk, confuse, paralysis, petrify, silence, sleep, slow, small, and stop.  
- **Spell Absorption**: Whenever Unknown 3 is dealt thunder damage, the damage is absorbed instead.  
- **Visionary**: Unknown 2 has low-light vision.  
- **Thundaga**: Magic Attack: +22 to hit; Power Rate: 8; MP Cost: 15; Range: 6; one enemy target; Hit: 8d12 (19); thunder damage.  
- **Creepy Touch (6/encounter)**: Unknown 3 can designate a single target in range 8 of its position. That target takes a -4 penalty to Defences until the start of its next turn.  

**Challenge Code** F (8,000 XP)

### Zene

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.

### Zene

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

### Unknown 2: Large Mutant 25

**DEFENCES** Ref 24; Fort 28; Will 26; Mag 23  
**HIT POINTS** 265 (24d10 + 121)  
**MAGIC POINTS** 75  
**SPEED** 4 squares  

<table>
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<tr>
<th>STR</th>
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<th>CON</th>
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<td>18 (+4)</td>
<td>15 (+2)</td>
<td>17 (+3)</td>
<td>6 (-2)</td>
<td>12 (+2)</td>
<td>14 (+2)</td>
</tr>
</tbody>
</table>

**Skills** Melee Strike +22, Perception +20, Survival +20  
**Feats** Improved Defences, Improved Hit, Improved Initiative, Skill Focus (Melee Strike, Perception, Survival), Toughness  
**Attacks**  
- **Gore**: Melee Attack: +22 to hit; Hit Rate: 5; one target; Hit: 5d12 (16); bludgeoning damage.  
- **Spell Immunity**: Unknown 2 has no effect against the following: berserk, confuse, paralysis, petrify, silence, sleep, slow, small, and stop.  
- **Spell Absorption**: Whenever Unknown 2 is dealt poison damage, the damage is absorbed instead.  
- **Visionary**: Unknown 2 has low-light vision.  
- **Abnormal Breath**: Unknown 2 exhales a foul stench that inflicts the confuse condition on a single target in close burst 8. The target must make a DC 12 Wisdom saving throw to avoid the attack.  

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

### Unknown 3: Large Mutant 26

**DEFENCES** Ref 26; Fort 30; Will 28; Mag 24  
**HIT POINTS** 281 (25d10 + 121)  
**MAGIC POINTS** 78  
**SPEED** 4 squares  

<table>
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<td>16 (+3)</td>
<td>18 (+4)</td>
<td>6 (-2)</td>
<td>14 (+2)</td>
<td>12 (+1)</td>
</tr>
</tbody>
</table>

**Skills** Melee Strike +22, Perception +20, Spellcasting +22  
**Feats** Improved Defences, Improved Hit, Improved Initiative, Magic Training (Constitution), Power Surge, Skill Focus (Melee Strike, Perception, Spellcasting)  
**Attacks**  
- **Gore**: Melee Attack: +22 to hit; Hit Rate: 5; one target; Hit: 5d12 (16); bludgeoning damage.  
- **Spell Immunity**: Unknown 3 has no effect against the following: berserk, confuse, paralysis, petrify, silence, sleep, slow, small, and stop.  
- **Spell Absorption**: Whenever Unknown 3 is dealt thunder damage, the damage is absorbed instead.  
- **Visionary**: Unknown 2 has low-light vision.  
- **Thundaga**: Magic Attack: +22 to hit; Power Rate: 8; MP Cost: 15; Range: 6; one enemy target; Hit: 8d12 (19); thunder damage.  
- **Creepy Touch (6/encounter)**: Unknown 3 can designate a single target in range 8 of its position. That target takes a -4 penalty to Defences until the start of its next turn.  

**Challenge Code** F (8,000 XP)

### Zene

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.

### Zene

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

### Unknown 2: Large Mutant 25

**DEFENCES** Ref 24; Fort 28; Will 26; Mag 23  
**HIT POINTS** 265 (24d10 + 121)  
**MAGIC POINTS** 75  
**SPEED** 4 squares  

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<td>14 (+2)</td>
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</table>

**Skills** Melee Strike +22, Perception +20, Survival +20  
**Feats** Improved Defences, Improved Hit, Improved Initiative, Skill Focus (Melee Strike, Perception, Survival), Toughness  
**Attacks**  
- **Gore**: Melee Attack: +22 to hit; Hit Rate: 5; one target; Hit: 5d12 (16); bludgeoning damage.  
- **Spell Immunity**: Unknown 2 has no effect against the following: berserk, confuse, paralysis, petrify, silence, sleep, slow, small, and stop.  
- **Spell Absorption**: Whenever Unknown 2 is dealt poison damage, the damage is absorbed instead.  
- **Visionary**: Unknown 2 has low-light vision.  
- **Abnormal Breath**: Unknown 2 exhales a foul stench that inflicts the confuse condition on a single target in close burst 8. The target must make a DC 12 Wisdom saving throw to avoid the attack.  

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

### Unknown 3: Large Mutant 26

**DEFENCES** Ref 26; Fort 30; Will 28; Mag 24  
**HIT POINTS** 281 (25d10 + 121)  
**MAGIC POINTS** 78  
**SPEED** 4 squares  

<table>
<thead>
<tr>
<th>STR</th>
<th>DEX</th>
<th>CON</th>
<th>INT</th>
<th>WIS</th>
<th>CHA</th>
</tr>
</thead>
<tbody>
<tr>
<td>18 (+4)</td>
<td>16 (+3)</td>
<td>18 (+4)</td>
<td>6 (-2)</td>
<td>14 (+2)</td>
<td>12 (+1)</td>
</tr>
</tbody>
</table>

**Skills** Melee Strike +22, Perception +20, Spellcasting +22  
**Feats** Improved Defences, Improved Hit, Improved Initiative, Magic Training (Constitution), Power Surge, Skill Focus (Melee Strike, Perception, Spellcasting)  
**Attacks**  
- **Gore**: Melee Attack: +22 to hit; Hit Rate: 5; one target; Hit: 5d12 (16); bludgeoning damage.  
- **Spell Immunity**: Unknown 3 has no effect against the following: berserk, confuse, paralysis, petrify, silence, sleep, slow, small, and stop.  
- **Spell Absorption**: Whenever Unknown 3 is dealt thunder damage, the damage is absorbed instead.  
- **Visionary**: Unknown 2 has low-light vision.  
- **Thundaga**: Magic Attack: +22 to hit; Power Rate: 8; MP Cost: 15; Range: 6; one enemy target; Hit: 8d12 (19); thunder damage.  
- **Creep...
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