INTRODUCTION

Welcome to the Final Fantasy VII d20 Roleplaying Game: Monster Manual. This book delves deep into the heart of all that brings chaos within Final Fantasy VII; the monsters that roam the vast regions of the planet. Whether players are exploring old ruins, or wandering through forests or climbing mountains, monsters can be found right under their very noses. They could be as tiny as razor weeds or as colossal as Ultimate WEAPON, but it all comes down to the same point: monsters provide characters with the fun and adventure that drives them to explore the deepest places found across the planet.

HOW THIS BOOK WORKS

The Monster Manual gives GMs’ additional material to include in their campaign. It delves into the heart of making your own monsters from scratch, as well as stats for over a hundred monsters seen across The Compilation of Final Fantasy VII. It also includes rules for players on how to catch and raise their very own Chocobos, which can be found near the end of this book. This book, the Player’s Handbook, and the Gamemaster’s Guide comprise the core rules for the Final Fantasy VII d20 game.
CHAPTER I – MONSTER CREATION

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

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

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

- **Airborne**: Gain Perception as a bonus class skill; Elemental Weakness (thunder).
- **Aquatic**: Gain Swim as a bonus class skill; low-light vision.
- **Arctic**: +2 species bonus on Survival (arctic) checks; Elemental Weakness (fire).
- **Desert**: +2 species bonus on Survival (desert) checks; Elemental Weakness (water).
- **Forest**: +2 species bonus on Initiative checks; Elemental Weakness (gravity).
- **Grassland**: Gain Survival as a bonus class skill; Elemental Weakness (poison).
- **Underground**: Darkvision (4 squares); Elemental Weakness (holy).
- **Wasteland**: Gain Initiative as a bonus class skill; Elemental Weakness (earth).

TYPE AND LEVEL
Monsters have a type and level, similar to character’s class and level. However, their type reflects their appearance to the world at large, rather than training and career choices. Their levels determine their attack...
bonuses and defences, just as the Heroic Class does for characters. Note that a single monster cannot have more than one type. For example, there are no “animal/dragons”.

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

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

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

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

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

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

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

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

SPEED

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

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

Climb: Monsters with climb speeds gain a +4 species bonus on Climb checks. The monster must make a Climb check to climb any wall or slope with a DC of more than 0, but it always can choose to take 10, even if rushed or threatened while climbing. If it chooses an accelerated climb, it moves at double the listed climb speed (or its normal land speed, whichever is less) and makes a single Climb check at a -5 penalty.

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

Perfect: The monster can perform almost any aerial maneuver 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 maneuverability.

Average: The monster can fly as adroitly as a small bird.

Poor: The monster can fly as well as a large bird.

Clumsy: The monster can barely fly at all.

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

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

HIT POINTS AND MAGIC POINTS

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

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

ATTACKS

This entry gives all the monster’s physical attacks.
**Natural Weapons:** A monster has one or more natural weapon attacks (see the monster type’s relevant table). It applies its Strength bonus on melee attack rolls made with natural weapons and its Dexterity bonus on ranged attack rolls made with natural weapons. If a monster has two or more natural weapons, it may make attacks with all of them at no penalty when using the full attack action. Unless noted otherwise, a natural weapon threatens a critical hit on a natural 20. A monster is proficient with its own attacks, but not with any other weapon group.

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

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

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

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

- **Blindsight:** Using non-visual senses, such as sensitivity to vibrations, scent, acute hearing, or echolocation, the monster manoeuvres and fights as well as a sighted monster. Invisibility and darkness is irrelevant.

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

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

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

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

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

- **Low-Light Vision:** A monster with low-light vision can see twice as far as normal in poor lighting situations. The monster can still distinguish colours, even in dim light.

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

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

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

- **Terrifying Presence:** The monster has an extremely fierce, intimidating presence; causing its opponents to freeze in fear. When the monster first attacks, it can make a Persuasion check as a swift action to attempt to awe its opponent. The DC for this check is 15 + the opponent’s level. If the check is successful, the
opponent must make a Will check (DC 15). If the opponent fails the Will check, he can only take a move action or attack action on his next turn. If the opponent fails the Will check by 10 or more, he is cowering (see Character Condition Summary in Chapter Two of the Gamemaster’s Guide). The opponent continues to cower until he succeeds at a Will check (DC 10), which he can attempt once per round as a swift action. A monster can only make one Persuasion check in a given encounter.

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

**DEFENCES**

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

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

**SIZE**

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

**FACE/REACH**

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

<table>
<thead>
<tr>
<th>TABLE 1-1: MONSTER SIZE MODIFIERS</th>
</tr>
</thead>
<tbody>
<tr>
<td>SIZE (EXAMPLE)</td>
</tr>
<tr>
<td>Colossal (Ruby WEAPON)</td>
</tr>
<tr>
<td>Gargantuan (JENOVA -synthesis-)</td>
</tr>
<tr>
<td>Huge (Behemoth)</td>
</tr>
<tr>
<td>Large (Malboro)</td>
</tr>
<tr>
<td>Medium-size (Gagighandi)</td>
</tr>
<tr>
<td>Small (Tornadu)</td>
</tr>
<tr>
<td>Tiny (Razor Weed)</td>
</tr>
</tbody>
</table>

**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 ½, 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).

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

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

TABLE 1-2: MONSTER DEFENCE BONUSES AND ATTACKS

<table>
<thead>
<tr>
<th>Monster’s Level</th>
<th>Defences (Low/High)</th>
<th>Base Attack Bonus (Dragons, Summons)</th>
<th>Base Attack Bonus (Aberrations, Animals, Mutants)</th>
<th>Base Attack Bonus (Insects, Plants, Spirits)</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>+1/+2</td>
<td>+1</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>2nd</td>
<td>+1/+3</td>
<td>+2</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>3rd</td>
<td>+2/+3</td>
<td>+3</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>4th</td>
<td>+2/+4</td>
<td>+4</td>
<td>3</td>
<td>3</td>
</tr>
<tr>
<td>5th</td>
<td>+2/+4</td>
<td>+4</td>
<td>3</td>
<td>2</td>
</tr>
<tr>
<td>6th</td>
<td>+3/+5</td>
<td>+6</td>
<td>4</td>
<td>3</td>
</tr>
<tr>
<td>7th</td>
<td>+3/+5</td>
<td>+7</td>
<td>5</td>
<td>3</td>
</tr>
<tr>
<td>8th</td>
<td>+3/+6</td>
<td>+8</td>
<td>6</td>
<td>4</td>
</tr>
<tr>
<td>9th</td>
<td>+4/+6</td>
<td>+9</td>
<td>6</td>
<td>4</td>
</tr>
<tr>
<td>10th</td>
<td>+4/+7</td>
<td>+10</td>
<td>7</td>
<td>5</td>
</tr>
<tr>
<td>11th</td>
<td>+4/+7</td>
<td>+11</td>
<td>8</td>
<td>5</td>
</tr>
<tr>
<td>12th</td>
<td>+5/+8</td>
<td>+12</td>
<td>9</td>
<td>6</td>
</tr>
<tr>
<td>13th</td>
<td>+5/+8</td>
<td>+13</td>
<td>9</td>
<td>6</td>
</tr>
<tr>
<td>14th</td>
<td>+5/+9</td>
<td>+14</td>
<td>10</td>
<td>7</td>
</tr>
<tr>
<td>15th</td>
<td>+6/+9</td>
<td>+15</td>
<td>11</td>
<td>7</td>
</tr>
<tr>
<td>16th</td>
<td>+6/+10</td>
<td>+16</td>
<td>12</td>
<td>8</td>
</tr>
<tr>
<td>17th</td>
<td>+6/+10</td>
<td>+17</td>
<td>12</td>
<td>8</td>
</tr>
<tr>
<td>18th</td>
<td>+7/+11</td>
<td>+18</td>
<td>13</td>
<td>9</td>
</tr>
<tr>
<td>19th</td>
<td>+7/+11</td>
<td>+19</td>
<td>14</td>
<td>9</td>
</tr>
<tr>
<td>20th</td>
<td>+7/+12</td>
<td>+20</td>
<td>15</td>
<td>10</td>
</tr>
</tbody>
</table>

MONSTER FEATS

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

IMMUNITY

You can fend off a particular type of attack.

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

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

IMPROVED CRITICAL

You are skilled at landing a critical hit.

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

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

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

FEATS

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

Monsters cannot gain Limit feats or Materia feats.

SPELLS

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

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

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

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

ABERRATION

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

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

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

GAME RULE INFORMATION

Aberrations have the following game statistics.

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

**Hit Points:** 1d8 per level after 1st.

**Magic Points:** 1d6 per level.

**High Defences:** Fortitude, Magic.

**Low Defences:** Reflex, Will.

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

**Trained Skills at 1st Level:** 2

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

**Starting Feats:** None

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

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

ANIMAL

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

Animals have the following game statistics.

Abilities: Strength, Constitution, and Wisdom form the basis of most animal's skills.
Hit Points: 1d12 per level.
Magic Points: 1d4 per level after 1st.
High Defences: Fortitude, Will.
Low Defences: Reflex, Magic.
Mental Ability Scores: Intelligence 1d4 (average 2), Wisdom 2d6+4 (average 11), Charisma 1d6 (average 3).

Trained Skills at 1st Level: 1

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

Starting Feats: None

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

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

### TABLE 1-4: ANIMAL PHYSICAL CHARACTERISTICS

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

### DRAGON

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

### TABLE 1-5: DRAGON PHYSICAL CHARACTERISTICS

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

GAME RULE INFORMATION

Dragons have the following game statistics.

Abilities: Strength, Dexterity, and Wisdom form the basis of most dragon's skills.
Hit Points: 1d10 per level after 1st.
Magic Points: 1d6 per level.
High Defences: Fortitude, Magic.
Low Defences: Reflex, Will.
Mental Ability Scores: Intelligence 1d6 (average 3), Wisdom 2d8+4 (average 13), Charisma 2d8 (average 9).
Trained Skills at 1st level: 3
Class Skills: Climb (Str), Endurance (Con), Initiative (Dex), Persuasion (Cha), Perception (Wis), Stealth (Dex), Spellcasting (Cha), Survival (Wis).

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

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

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

INSECT

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

### TABLE 1-6: INSECT PHYSICAL CHARACTERISTICS

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

GAME RULE INFORMATION

Insects gain the following game statistics:
- Abilities: Strength, Dexterity, and Wisdom form the basis of most insect’s skills.
- Hit Points: 1d12 per level after 1st.
- Magic Points: 1d4 per level.
- High Defences: Fortitude, Reflex.
- Low Defences: Will, Magic.
- Mental Ability Scores: Intelligence 1d4 (average 2), Wisdom 2d6+4 (average 11), Charisma 1d6 (average 3).

Trained Skills at 1st Level: 1
Class Skills: Climb (Str), Acrobatics (Dex), Initiative (Dex), Jump (Str), Perception (Wis), Spellcasting (Cha), Stealth (Dex), Survival (Wis).

Starting Feats: None

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

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

### TABLE 1-7: MUTANT PHYSICAL CHARACTERISTICS

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

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

GAME RULE INFORMATION

Mutants have the following game statistics:
- Abilities: Dexterity, Constitution, and Wisdom form the basis of most mutant’s skills.
- Hit Points: 1d8 per level after 1st.
- Magic Points: 1d6 per level.
- High Defences: Fortitude, Magic.
- Low Defences: Reflex, Will.
- Mental Ability Scores: Intelligence 1d6 (average 3), Wisdom 2d8+4 (average 13), Charisma 2d8+3 (average 12).
- Trained Skills at 1st Level: 3.
- Class Skills: Climb (Str), Endurance (Con), Initiative (Dex), Jump (Str), Perception (Wis), Spellcasting (Cha), Stealth (Dex), Survival (Wis), Swim (Str).
- Starting Feats: None
- Known Spells: Mutants gain a number of spells equal to 2 + their Wisdom modifier. Spells are selected from those presented in Chapter 9: Monster Spells.
- Special Qualities: Choose any or none of the following: darkvision or low-light vision, fast healing, spawn, spell resistance (any one).

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

PLANT

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

GAME RULE INFORMATION

Plants have the following game statistics:
- Abilities: Dexterity, Constitution, and Wisdom form the basis of most plant’s skills.
- Hit Points: 1d12 per level after 1st.
- Magic Points: 1d6 per level.
- High Defences: Reflex, Fortitude.
- Low Defences: Will, Magic.
- Mental Ability Scores: Intelligence 1d2 (average 1), Wisdom 2d10+4 (average 15), Charisma 1d8+3 (average 8).
- Trained Skills at 1st Level: 2
- Class Skills: Endurance (Con), Initiative (Dex), Jump (Str), Perception (Wis), Spellcasting (Cha), Stealth (Dex).
- Starting Feats: None
**Known Spells:** Plants gain a number of spells equal to 2 + their Wisdom modifier. Spells are selected from those presented in Chapter 9: Monster Spells.

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

---

**TABLE 1-9: SPIRIT PHYSICAL CHARACTERISTICS**

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

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

---

**SPIRIT**

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

---

**GAME RULE INFORMATION**

Spirits have the following game statistics:

- **Abilities:** Dexterity, Wisdom and Charisma form the basis of most spirit’s skills.
- **Hit Points:** 1d10 per level after 1st.
- **Magic Points:** 1d4 per level.
- **High Defences:** Reflex, Magic.
- **Low Defences:** Fortitude, Will.
- **Mental Ability Scores:** Intelligence 1d4 (average 2), Wisdom 3d4+4 (average 11), Charisma 2d8+3 (average 12).
- **Trained Skills at 1st Level:** 2
- **Class Skills:** Initiative (Dex), Perception (Wis), Persuasion (Cha), Spellcasting (Cha), Stealth (Dex).
- **Starting Feats:** None
- **Known Spells:** Spirits gain a number of spells equal to 1 + their Wisdom modifier. Spells are selected from those presented in Chapter 9: Monster Spells.
- **Special Qualities:** Choose any or none of the following: blindsight, camouflage, darkvision, Invisibility, spawn.
- **Weakness:** Spirits are weak against the Holy element and, as such, receive double damage when hit by Alexander’s *Holy Judgement* ability or when using a healing item on them.

---

**TABLE 1-10: SUMMON PHYSICAL CHARACTERISTICS**

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

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

GAME RULE INFORMATION

Summon monsters have the following game statistics.

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

**Hit Points:** 1d12 per level after 1st.

**Magic Points:** 1d8 per level.

**High Defences:** Reflex, Magic.

**Low Defences:** Fortitude, Will.

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

**Trained Skills at 1st Level:** 3

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

**Starting Feats:** None

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

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

ABERRATIONS

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

2-FACED

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

2-FACED
Small Aberration 4
Init +5; Senses Perception +2; low-light vision
Defences Ref 21 (flat-footed 18), Fort 17, Will 17, Mag 16
HP 45; MP 8; Threshold 17
Speed 4 squares (fly; clumsy)
Ranged Slam +6 (1d4+3)
Fighting Space 1; Reach 5 squares
Base Attack +3; Grp +1
Special Qualities Low-Light Vision, Spell Resistance (Confu, no effect; earth; no effect; paralysis, no effect; small, no effect; stop, no effect)
Abilities Str 6, Dex 16, Con 6, Int 4, Wis 12, Cha 2
Spells Bomb Blast, Cure
Feats Improved Defences, Skill Focus (Spellcasting)
Skills Spellcasting +6, Survival +7

8 EYE

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

8 EYE
Small Aberration 6
Init +4; Senses Perception +9; low-light vision
Defences Ref 21 (flat-footed 20), Fort 19, Will 20, Mag 18
Weaknesses Poison (causes instant death)
HP 57; MP 18; Threshold 19
Speed 4 squares
Melee none
Fighting Space 1; Reach 1 square
Base Attack +4; Grp +2
Special Qualities Low-Light Vision, Spell Resistance
(berserk, no effect; confu, no effect; gravity; no effect; silence, no effect)
Abilities Str 6, Dex 12, Con 6, Int 4, Wis 12, Cha 2
Spells Drain
Feats Skill Focus (Spellcasting), Toughness
Skills Perception +9, Spellcasting +7
BAD RAP

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

BAD RAP

Medium-size Aberration 8
Init +5; Senses Perception +10
Defences Ref 23 (flat-footed 22), Fort 26, Will 23, Mag 24
HP 90; MP 19; Threshold 26
Speed 4 squares (fly; good)
Melee Gore +7 (2d6+5)
Fighting Space 1; Reach 2 squares
Base Attack +6; Grp +7
Special Qualities Spell Resistance (berserk, no effect; confu, no effect; petrify, no effect; poison; absorb; silence, no effect; small, no effect)
Abilities Str 12, Dex 12, Con 12, Int 8, Wis 12, Cha 3
Spells Poison
Feats Improved Defences, Skill Focus (Spellcasting), Toughness
Skills Perception +10, Spellcasting +8

BEACHPLUG

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

BEACHPLUG

Medium-size Aberration 4
Init +5; Senses darkvision; Perception +4
Defences Ref 19 (flat-footed 13), Fort 19, Will 18, Mag 17
HP 51; MP 14; Threshold 19
Speed 6 squares (ground); 4 squares (swim)
Melee Bite +4 (2d6+3)
Fighting Space 1; Reach 2 squares
Base Attack +3; Grp +4
Special Qualities Breathe Underwater, Darkvision (4 squares)
Abilities Str 12, Dex 16, Con 12, Int 8, Wis 15, Cha 4
Spells Big Guard, Blizzard
Feats Skill Focus (Spellcasting), Toughness
Skills Spellcasting +7, Swim +8

CHAOS

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

CHAOS

Medium-size Aberration 14
Init +11; Senses Perception +15
Defences Ref 33 (flat-footed 29), Fort 34, Will 32, Mag 32
HP 139; MP 24; Threshold 34
**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 9

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

Defences Ref 28*, Fort 30, Will 25, Mag 22

Weaknesses Holy

HP 166; MP 19; Threshold 30

Speed none (immobile)

Melee Claw +11 (3d6+7)

Fighting Space 12x1; Reach 6 squares

Base Attack +6; Grp +11

Special Qualities Darkvision (4 squares), Spell Resistance (berserk, no effect; confu, no effect; earth, half; gravity, no effect; paralysis, no effect; petrify, no effect; poison, no effect; silence, no effect; sleep, no effect; slow, no effect; small, no effect; stop, no effect), Terrifying Presence

Abilities Str 20, Dex 8, Con 20, Int 4, Wis 15, Cha 4

Spells Break, Cave-In, Rock Drop

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

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

*Death Penalty deals damage equal to 1d6 x Chaos’ Magic Points.

**JENOVA**

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

**JENOVA --birth--**

Gargantuan Aberration 5

Init +2; Senses Perception +10

Defences Ref 9, Fort 26, Will 20, Mag 18

HP 150; MP 15; Threshold 31

---

*Speed* 3 squares (hover)

*Melee* Claw +12 (2d6+9)

*Ranged* Death Penalty* +15

*Ranged* Death Penalty* +15

*Fighting Space* 1; *Reach* 1 square

*Base Attack* +10; *Grp* +12

*Special Qualities* Darkvision, Spell Resistance (all elements, no effect), Terrifying Presence

*Abilities* Str 14, Dex 18, Con 12, Int 8, Wis 17, Cha 4

*Feats* Double Attack, Exotic Weapon Proficiency (death penalty), Point Blank Shot, Triple Attack, Weapon Focus (death penalty)

*Skills* Jump +14, Perception +15

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

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

JENOVAM --death--
Gargantuan Aberration 12
Init +15; Senses Perception +14; darkvision
Defences Ref 25 (flat-footed 24), Fort 38, Will 31, Mag 31
HP 227; MP 22; Threshold 43
Speed none (immobile)
Melee none
Fighting Space 3x3; Reach none
Base Attack +9; Grp +16
Special Qualities Darkvision (4 squares), Spell Resistance (berserk, no effect; confu, no effect; gravity, no effect; paralysis, no effect; petrify, no effect; poison, no effect; silence, no effect; sleep, no effect; slow, no effect; small, no effect; stop, no effect), Terrifying Presence
Abilities Str 25, Dex 12, Con 25, Int 10, Wis 17, Cha 5
Spells Cure, Flamethrower, Silence, Red Light
Feats Improved Damage Threshold, Improved Defences, Skill Focus (Initiative, Spellcasting), Skill Training (Initiative)
Skills Initiative +15, Perception +14, Spellcasting +11

JENOVAM --life--
Gargantuan Aberration 11
Init +10; Senses Perception +13
Defences Ref 23, Fort 36, Will 29, Mag 27
Weaknesses Earth
HP 212; MP 21; Threshold 41
Speed none (immobile)
Melee none
Fighting Space 3x3; Reach none
Base Attack +8; Grp +15
Special Qualities Spell Resistance (berserk, no effect; confu, no effect; gravity, no effect; paralysis, no effect; petrify, no effect; poison, no effect; silence, no effect; sleep, no effect; slow, no effect; small, no effect; stop, no effect; water, absorb), Terrifying Presence
Abilities Str 25, Dex 11, Con 25, Int 9, Wis 17, Cha 5
Spells Aqualung, Blue Flame, Blue Light
Feats Improved Damage Threshold, Improved Defences, Skill Focus (Spellcasting), Skill Training (Initiative)
Skills Initiative +10, Perception +13, Spellcasting +10
JENOVA --synthesis--

Colossal Aberration 17

Init +16; Senses Perception +22

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

HP 496; MP 99; Threshold 55

Speed 8 squares (fly; perfect)

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

Fighting Space 5x5; Reach 6 squares

Base Attack +12; Grp +22

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

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

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

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

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

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

JOKER

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

JOKER

Medium-size Aberration 3

Init +4; Senses Perception +8

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

Weaknesses Wind

HP 40; MP 13; Threshold 17

Speed 4 squares (fly; good)

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

Fighting Space 1; Reach 4 squares

Base Attack +2; Grp +2

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

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

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

Feats Improved Defences, Skill Focus (Spellcasting)

Skills Perception +8, Spellcasting +7

MAGIC POT

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

MAGIC POT

Small Aberration 8

Init +7; Senses Perception +13; darkvision

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

HP 80; MP 18; Threshold 24

Speed none (immobile)
Melee Mug¹ +6 (2d4+4)  
Fighting Space 1; Reach 6 squares  
Base Attack +6; Grp +6  
Special Qualities Darkvision (4 squares), Spell Resistance  
(berserk, no effect; confu, no effect; small, no effect)  
Abilities Str 11, Dex 17, Con 11, Int 8, Wis 19, Cha 2  
Feats Immunity¹ (magic attacks, melee attacks, ranged attacks)  
Skills Perception +13, Survival +13  
---  
1) Magic Pot will only mug potions from a target. If that target has no potions, damage is doubled.  
2) If a target uses a potion on Magic Pot, this feat no longer has any effect  

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

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

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

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

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

TWIN BRAIN

CL 6
Medium-size Aberration 5
Init +4; Senses Perception +9
Defences Ref 19 (flat-footed 17), Fort 18, Will 19, Mag 18
HP 51; MP 15; Threshold 18
Speed 6 squares
Melee none
Fighting Space 1; Reach none
Base Attack +3; Grp +2
Special Qualities Darkvision (4 squares)
Abilities Str 9, Dex 14, Con 9, Int 8, Wis 15, Cha 3
Spells Drain, Stare Down
Skills Perception +9, Spellcasting +6

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

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

Diamond WEAPON

CL 20
Colossal Aberration 20
Init +10; Senses Perception +19
Defences Ref 39*, Fort 55, Will 38, Mag 42
Weaknesses Thunder
HP 479; MP 30; Threshold 55
Speed 1 square
Melee Gore (foot stomp) +20 (4d6+15)
Fighting Space 6x6; Reach 5 squares
Base Attack +15; Grp +20
Special Qualities Low-Light Vision, Spell Resistance
(berserk, no effect; confu, no effect; fire, half; gravity, no effect; paralysis, no effect; petrify, no effect; poison, no effect; silence, no effect; sleep, no effect; slow, no effect; small, no effect; stop, no effect), Terrifying Presence
Abilities Str 21, Dex 10, Con 37, Int 11, Wis 13, Cha 6
Spells Fire, Flash
Feats Immunity (melee attacks, ranged attacks, unarmed strikes), Skill Focus (Perception, Spellcasting), Skill Training (Survival)
Skills Endurance +28, Perception +19, Spellcasting +16
*+10 natural armour bonus
Emerald WEAPON  CL 20
Colossal Aberration 20

Init +18; Senses Perception +21
Defences Ref 40*, Fort 59, Will 41, Mag 43
Weaknesses Thunder
HP 536; MP 30; Threshold 59

Speed 2 squares (swim)
Melee Gore (foot stomp) +23 (4d6+18)
Fighting Space 6x6; Reach 4 squares
Base Attack +15; Grp +23
Special Qualities Breathe Underwater, Spell Resistance
(berserk, no effect; confu, no effect; earth, no effect; gravity, no effect; ice, absorb; paralysis, no effect; petrify, no effect; poison, no effect; silence, no effect; sleep, no effect; slow, no effect; small, no effect; stop, no effect; water, absorb), Terrifying Presence

Abilities Str 27, Dex 10, Con 43, Int 11, Wis 17, Cha 6
Spells Aire Tam Storm, Emerald Beam, Emerald Shoot, Revenge Stamp
Feats Improved Defences, Skill Focus (Initiative, Perception, Spellcasting), Skill Training (Initiative, Survival)
Skills Initiative +18, Perception +21, Spellcasting +16, Survival +18

*+10 natural armour bonus

Jade WEAPON  CL 20
Colossal Aberration 20

Init +17; Senses Perception +21
Weakness Thunder
Defences Ref 39, Fort 57, Will 41, Mag 42
HP 498; MP 30; Threshold 57

Speed 6 squares (fly; perfect)
Melee Slam +21 (3d6+16)
Fighting Space 7x4; Reach 3 squares
Base Attack +15; Grp +21
Special Qualities Spell Resistance (berserk, no effect; confu, no effect; earth, no effect; gravity, no effect; paralysis, no effect; petrify, no effect; poison, no effect; silence, no effect; sleep, no effect; slow, no effect; small, no effect; stop, no effect), Terrifying Presence

Abilities Str 27, Dex 8, Con 39, Int 9, Wis 17, Cha 6
Spells Dark Mist, Homing Projectile, Laser
Feats Improved Defences, Immunity (melee attacks, unarmed strikes), Skill Focus (Initiative, Perception), Skill Training (Initiative)
Skills Initiative +17, Perception +21, Spellcasting +16

*+10 natural armour bonus

Omega WEAPON  CL 20
Colossal Aberration 20

Init +19; Senses Perception +18
Defences Ref 40 (flat-footed 32), Fort 60, Will 40, Mag 43
HP 576; MP 30; Threshold 60

Speed none (immobile)
Melee Claw +25 (3d8+20) or
**Melee** Claw +20 (3d8+20) and Slam +20 (3d6+20)

**Fighting Space** 7x7; **Reach** 5 squares

**Base Attack** +15; **Grp** +25

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

**Abilities** Str 31, Dex 1, Con 47, Int 13, Wis 17, Cha 6

**Spells** Comet, Crystal Cubes, Homing Projectile, Lifestream Absorb

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

**Skills** Initiative +19, Perception +18, Spellcasting +16

*+10 natural armour bonus

---

**Ruby WEAPON**

Colossal Aberration 20

Init +18; **Senses** Perception +15

**Defences** Ref 39, Fort 59, Will 42, Mag 43

HP 555; **MP** 30; **Threshold** 59

**Speed** none (immobile)

**Melee** Claw +24 (3d8+19) or Gore (left tentacle) +19 (4d6+19) and Gore (right tentacle) +19 (4d6+19)

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

**Base Attack** +15; **Grp** +24

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

**Abilities** Str 29, Dex 11, Con 45, Int 12, Wis 21, Cha 6

**Spells** Comet, Flamethrower, Laser, Shadow Flare, Ultima, Whirlsand

**Feats** Crush, Pin, Skill Focus (Initiative, Spellcasting, Survival), Skill Training (Survival)

**Skills** Initiative +18, Spellcasting +16, Survival +23

*+10 natural armour bonus

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**Sapphire WEAPON**

Colossal Aberration 20

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

**Defences** Ref 41 (flat-footed 40), Fort 55, Will 39, Mag 44

HP 460; **MP** 30; **Threshold** 60

**Speed** 6 squares (swim)

**Melee** Slam +19 (3d6+14)

**Fighting Space** 5x10; **Reach** 4 squares

**Base Attack** +15; **Grp** +19

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

**Abilities** Str 19, Dex 12, Con 35, Int 13, Wis 13, Cha 6  
**Spells** Blizzard, Sapphire Beam  
**Feats** Improved Defences, Improved Damage Threshold,  
Skill Focus (Initiative, Perception, Spellcasting), Skill Training (Perception)  
**Skills** Initiative +19, Perception +19, Spellcasting +16  
*+10 natural armour bonus

**Ultimate WEAPON**  
CL 20  
Colossal Aberration 20

<table>
<thead>
<tr>
<th>Init</th>
<th>Perception +18</th>
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<tr>
<td>Senses</td>
<td>Perception +18</td>
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<table>
<thead>
<tr>
<th>Defences</th>
<th>Ref 39*, Fort 58, Will 41, Mag 43</th>
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</thead>
<tbody>
<tr>
<td>HP</td>
<td>517; MP 30; Threshold 63</td>
</tr>
</tbody>
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<table>
<thead>
<tr>
<th>Speed</th>
<th>2 squares (ground), 6 squares (fly; perfect)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Melee Claw</td>
<td>+22 (3d8+17) or</td>
</tr>
<tr>
<td>Melee Claw</td>
<td>+17/+17 (3d8+17) with Double Attack or</td>
</tr>
<tr>
<td>Melee Claw</td>
<td>+12/+12/+12 (3d8+17) with Triple Attack</td>
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</table>

<table>
<thead>
<tr>
<th>Fighting Space</th>
<th>4x4; Reach 4 squares</th>
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<tbody>
<tr>
<td>Base Attack</td>
<td>+15; Grp +22</td>
</tr>
</tbody>
</table>

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

**Presence**

**Abilities** Str 25, Dex 9, Con 41, Int 10, Wis 17, Cha 6  
**Spells** Quake, Shadow Flare, Thunder, Ultima  
**Feats** Crush, Double Attack, Improved Defences,  
Improved Damage Threshold, Pin, Triple Attack  
**Skills** Initiative +14, Perception +18, Spellcasting +13  
*+10 natural armour bonus
CHAPTER III

ANIMALS

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

ACROPHIES

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

ACROPHIES

CL 8

Large Animal 7

Init +11; Senses Perception +9

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

HP 144; MP 23; Threshold 29

Speed 4 squares

Melee Claw +10 (2d4+8)

Fighting Space 2x2; Reach 1 square

Base Attack +5; Grp +10

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

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

Spells none

Feats Improved Defences, Skill Training (Perception)

Skills Initiative +11, Perception +9

ALLEMAGNE

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

ALLEMAGNE

CL 11

Medium-size Animal 10

Init +15; Senses Perception +13

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

Weaknesses Wind

HP 150; MP 52; Threshold 30

Speed 6 squares (fly; good)

Melee Claw +10 (1d8+9)

Fighting Space 1; Reach 1 square

Base Attack +7; Grp +10

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

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

Spells LV5 Death, Flare

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

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

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

**Bagnarada**

<table>
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<tr>
<th>CL</th>
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<tbody>
<tr>
<td><strong>Large Animal 3</strong></td>
<td></td>
</tr>
<tr>
<td>** Init +4; Senses**</td>
<td>Perception +9</td>
</tr>
<tr>
<td><strong>Defences</strong></td>
<td>Ref 20* (flat-footed 15), Fort 23, Will 20, Mag 13</td>
</tr>
<tr>
<td><strong>Weaknesses</strong></td>
<td>Ice</td>
</tr>
<tr>
<td><strong>HP</strong></td>
<td>72; MP 17; Threshold 23</td>
</tr>
<tr>
<td><strong>Speed</strong></td>
<td>4 squares</td>
</tr>
<tr>
<td><strong>Melee</strong></td>
<td>Claw +7 (2d4+6) and Gore +7 (2d8+6)</td>
</tr>
<tr>
<td><strong>Fighting Space</strong></td>
<td>2x2; Reach 1 square</td>
</tr>
<tr>
<td><strong>Base Attack</strong></td>
<td>+2; Grp +7</td>
</tr>
<tr>
<td><strong>Special Qualities</strong></td>
<td>Spell Resistance (berserk, no effect; confu, no effect; fire, no effect; gravity, no effect; silence, no effect; sleep, no effect; slow, no effect; small, no effect)</td>
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<tr>
<td><strong>Abilities</strong></td>
<td>Str 20, Dex 17, Con 22, Int 4, Wis 16, Cha 6</td>
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<tr>
<td><strong>Spells</strong></td>
<td>none</td>
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<tr>
<td><strong>Feats</strong></td>
<td>Improved Defences</td>
</tr>
<tr>
<td><strong>Skills</strong></td>
<td>Perception +9</td>
</tr>
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</table>

*+2 natural armour bonus

**Bandersnatch**

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

**Bandersnatch**

<table>
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<tr>
<th>CL</th>
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<tr>
<td><strong>Medium-size Animal 6</strong></td>
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<tr>
<td>** Init +13; Senses**</td>
<td>Perception +4</td>
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<tr>
<td><strong>Defences</strong></td>
<td>Ref 24 (flat-footed 19), Fort 24, Will 22, Mag 16</td>
</tr>
<tr>
<td><strong>Weaknesses</strong></td>
<td>Fire</td>
</tr>
<tr>
<td><strong>HP</strong></td>
<td>90; MP 20; Threshold 24</td>
</tr>
<tr>
<td><strong>Speed</strong></td>
<td>6 squares</td>
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<tr>
<td><strong>Melee</strong></td>
<td>Bite +6 (2d4+5) and Gore +6 (2d6+5)</td>
</tr>
<tr>
<td><strong>Fighting Space</strong></td>
<td>1; Reach 1 square</td>
</tr>
<tr>
<td><strong>Base Attack</strong></td>
<td>+4; Grp +6</td>
</tr>
<tr>
<td><strong>Special Qualities</strong></td>
<td>Spell Resistance (berserk, no effect; confu, no effect; ice, no effect; paralysis, no effect; petrify, no effect; silence, no effect; sleep, no effect; slow, no effect; small, no effect; stop, no effect)</td>
</tr>
<tr>
<td><strong>Abilities</strong></td>
<td>Str 14, Dex 20, Con 16, Int 4, Wis 13, Cha 6</td>
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<tr>
<td><strong>Spells</strong></td>
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<tr>
<td><strong>Feats</strong></td>
<td>Skill Training (Stealth)</td>
</tr>
<tr>
<td><strong>Skills</strong></td>
<td>Initiative +13, Stealth +13</td>
</tr>
</tbody>
</table>

**Behemoth**

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

Huge Animal 8

Init +5; Senses Perception +8

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

HP 125; MP 19; Threshold 32

Speed 8 squares

Melee claw +13 (2d6+7) and
gore +13 (3d6+7)

Fighting Space 2x6; Reach 2 squares

Base Atk +6; Grp +13

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

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

Spells Flare, Shadow Flare, ????

Feats Crush, Improved Defences, Pin

Skills Perception +8, Spellcasting +9

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

BLACK BAT

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

BLACK BAT

Small Animal 5

Init +8; Senses Perception +10

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

HP 63; MP 35; Threshold 21

Speed 4 squares (fly; clumsy)

Melee Bite +3 (1d6+2)

Fighting Space 1; Reach 1 square

Base Attack +3; Grp +3

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

Abilities Str 10, Dex 22, Con14, Int 4, Wis 16, Cha 6

Spells Drain

Feats Skill Training (Perception)

Skills Perception +10, Spellcasting +5

BLOOD TASTE

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

BLOOD TASTE

Medium-size Animal 2

Init +11; Senses Perception +4

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

HP 54; MP 14; Threshold 18

Speed 6 squares

Melee Bite +3 (2d4+3)

Fighting Space 1x2; Reach 1 square

Base Attack +1; Grp +3
**Special Qualities** Spell Resistance (berserk, no effect; confu, no effect; paralysis, no effect; petrify, no effect; silence, no effect; sleep, no effect; slow, no effect; small, no effect; stop, no effect)

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

**Spells** none

**Feats** none

**Skills** Initiative +11

---

**DARK NATION**

Medium-size Animal 8

Init +14; Senses Perception +7

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

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

**Speed** 6 squares

**Melee** Bite +9 (2d4+7)

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

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

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

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

**Spells** Barrier, Mbarrier, Thunder

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

**Skills** Initiative +14, Spellcasting +11

---

**BOTTOMSWELL**

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

**BOTTOMSWELL**

Huge Animal 5

Init +13; Senses Perception +5

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

**Weaknesses** Wind

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

**Speed** 6 squares (swim)

**Melee** Slam +12 (2d8+11)

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

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

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

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

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

**Spells** none

**Feats** Skill Focus (Initiative)

**Skills** Initiative +13

---

**COKATOLIS**

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

Large Animal 4
Init +6; Senses Perception +13
Defences Ref 18 (flat-footed), Fort 24, Will 21, Mag 13
HP 90; MP 28; Threshold 24
Speed 6 squares
Melee Gore +8 (2d8+7)
Fighting Space 2x2; Reach 1 square
Base Attack +3; Grp +8
Special Qualities Spell Resistance (berserk, no effect; confu, no effect; paralysis, no effect; petrify, no effect; silence, no effect; sleep, no effect; slow, no effect; small, no effect; stop, no effect)
Abilities Str 20, Dex 18, Con 22, Int 5, Wis 16, Cha 6
Spells none
Feats Skill Focus (Perception)
Skills Perception +13

DUAL HORN

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

DUAL HORN

Medium-size Animal 6
Init +13; Senses Perception +11
Defences Ref 21 (flat-footed 16), Fort 24, Will 22, Mag 16
HP 90; MP 42; Threshold 29
Speed 4 square
Melee Gore +6 (2d6+5)
Fighting Space 1; Reach 1 square
Base Attack +4; Grp +6
Special Qualities Spell Resistance (berserk, no effect; confu, no effect; paralysis, no effect; petrify, no effect; silence, no effect; sleep, no effect; slow, no effect; small, no effect; stop, no effect)
Abilities Str 14, Dex 20, Con 16, Int 4, Wis 16, Cha 6
Spells none
Feats Improved Damage Threshold, Skill Training (Initiative)
Skills Initiative +13, Perception +11

ELFADUNK

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

ELFADUNK

Small Animal 3
Init +12; Senses Perception +4
Defences Ref 23 (flat-footed 17), Fort 19, Will 20, Mag 13
HP 59; MP 21; Threshold 19
Speed 4 square
Melee Slam +2 (1d6+1)
Ranged Shower* +8 (3d4+7; water)
Fighting Space 1; Reach 1 square
Base Attack +2; Grp +2
Special Qualities Spell Resistance (berserk, no effect; confu, no effect; paralysis, no effect; petrify, no effect; silence, no effect; sleep, no effect; slow, no effect; small, no effect; stop, no effect)

Abilities Str 10, Dex 22, Con 14, Int 4, Wis 16, Cha 6
Spells none
Feats Improved Defence
Skills Initiative +12

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

EPIOLNIS

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

EPIOLNIS

CL 8
Medium-size Animal 7
Init +13; Senses Perception +11

Defences Ref 25 (flat-footed 20), Fort 25, Will 25, Mag 17
HP 105; MP 49; Threshold 25
Speed 6 squares
Melee Gore +7 (2d6+5)
Fighting Space 1; Reach 1 square
Base Attack +5; Grp +7

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

Abilities Str 14, Dex 20, Con 16, Int 4, Wis 16, Cha 6
Spells Acid Rain
Feats Skill Training (Initiative, Perception)
Skills Initiative +13, Perception +11, Spellcasting +11

GAGIGHANDI

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

GAGIGHANDI

CL 5
Large Animal 4
Init +5; Senses Perception +10

Defences Ref 18 (flat-footed 15), Fort 24, Will 21, Mag 13
HP 72; MP 28; Threshold 24
Speed 4 squares
Melee Claw +8 (2d4+7)
Fighting Space 1; Reach 1 square
Base Attack +3; Grp +8

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

Abilities Str 20, Dex 17, Con 22, Int 4, Wis 16, Cha 6
Spells Break
Feats Skill Training (Perception)
Skills Perception +10, Spellcasting +10
**GRIFFIN**
The Griffin is an ancient and mystical bird that roams the skies around Cosmo Canyon. If encountered by more than one, they will synchronise their flight and attack patterns to better out-smart their prey.

**GRIFFIN**

<table>
<thead>
<tr>
<th>CL 5</th>
</tr>
</thead>
<tbody>
<tr>
<td>Large Animal 4</td>
</tr>
<tr>
<td><strong>Init</strong> +10; <strong>Senses</strong> Perception +5</td>
</tr>
<tr>
<td><strong>Defences</strong> Ref 19 (flat-footed 16), Fort 24, Will 22, Mag 14</td>
</tr>
<tr>
<td><strong>HP</strong> 90; <strong>MP</strong> 28; <strong>Threshold</strong> 24</td>
</tr>
<tr>
<td><strong>Speed</strong> 4 squares (fly; good), 6 squares (ground)</td>
</tr>
<tr>
<td><strong>Melee</strong> Claw +8 (2d4+7)</td>
</tr>
<tr>
<td><strong>Fighting Space</strong> 2x2; <strong>Reach</strong> 1 square</td>
</tr>
<tr>
<td><strong>Base Attack</strong> +3; <strong>Grp</strong> +8</td>
</tr>
<tr>
<td><strong>Special Qualities</strong> Spell Resistance (slow, no effect), Terrifying Presence</td>
</tr>
<tr>
<td><strong>Abilities</strong> Str 20, Dex 17, Con 22, Int 4, Wis 16, Cha 6</td>
</tr>
<tr>
<td><strong>Spells</strong> none</td>
</tr>
<tr>
<td><strong>Feats</strong> Improved Defences</td>
</tr>
<tr>
<td><strong>Skills</strong> Initiative +10</td>
</tr>
</tbody>
</table>

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

**MIDGAR ZOLOM**

<table>
<thead>
<tr>
<th>CL 6</th>
</tr>
</thead>
<tbody>
<tr>
<td>Gargantuan Animal 5</td>
</tr>
<tr>
<td><strong>Init</strong> +13; <strong>Senses</strong> low-light vision; Perception +10</td>
</tr>
<tr>
<td><strong>Defences</strong> Ref 21* (flat-footed 18), Fort 35, Will 23, Mag 15</td>
</tr>
<tr>
<td><strong>HP</strong> 280; <strong>MP</strong> 35; <strong>Threshold</strong> 35</td>
</tr>
<tr>
<td><strong>Speed</strong> 8 squares</td>
</tr>
<tr>
<td><strong>Melee</strong> Bite +17 (3d6+14) and Slam +17 (3d6+14)</td>
</tr>
<tr>
<td><strong>Fighting Space</strong> 3x3; <strong>Reach</strong> 8 squares</td>
</tr>
<tr>
<td><strong>Base Atk</strong> +3; <strong>Grp</strong> +17</td>
</tr>
<tr>
<td><strong>Special Qualities</strong> Low-Light Vision, Spell Resistance (sleep, no effect), Terrifying Presence</td>
</tr>
<tr>
<td><strong>Abilities</strong> Str 38, Dex 16, Con 42, Int 4, Wis 16, Cha 6</td>
</tr>
<tr>
<td><strong>Spells</strong> Beta</td>
</tr>
<tr>
<td><strong>Feats</strong> Improved Defences, Skill Focus (Initiative), Skill Training (Initiative)</td>
</tr>
<tr>
<td><strong>Skills</strong> Initiative +13, Perception +10</td>
</tr>
<tr>
<td>*+4 natural armour bonus due to the Midgar Zolom’s scaly structure</td>
</tr>
</tbody>
</table>

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

**NEEDLE KISS**

<table>
<thead>
<tr>
<th>CL 5</th>
</tr>
</thead>
<tbody>
<tr>
<td>Small Animal 4</td>
</tr>
<tr>
<td><strong>Init</strong> +13; <strong>Senses</strong> Perception +5</td>
</tr>
<tr>
<td><strong>Defences</strong> Ref 23 (flat-footed 17), Fort 20, Will 21, Mag 13</td>
</tr>
<tr>
<td><strong>Weaknesses</strong> Wind</td>
</tr>
</tbody>
</table>
HP 73; MP 28; Threshold 20

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

**Ranged** Slam +9 (1d6+2)

**Fighting Space** 1; **Reach** 4 squares

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

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

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

**Spells** Thunder

**Feats** Skill Training (Initiative)

**Skills** Initiative +13, Spellcasting +10

---

**SKEESKEE**

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

---

**SKEESKEE**

**CL 5**

Small Animal 4

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

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

HP 73; MP 28; Threshold 21

**Speed** 4 squares

**Melee** Gore +3 (2d4+2)

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

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

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

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

**Spells** none

**Feats** Improved Defences

**Skills** Initiative +13

---

**SWORD DANCE**

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

---

**SWORD DANCE**

**CL 4**

Large Animal 3

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

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

HP 72; MP 21; Threshold 22

**Speed** 4 squares (floating)

**Melee** Slam +7 (2d6+6) and Gore +7 (2d8+6)

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

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

**Special Qualities** Spell Resistance (berserk, no effect; confu, no effect; earth, no effect; petrify, no effect; silence, no effect; sleep, no effect; slow, no effect; small, no effect;
Abilities  Str 20, Dex 17, Con 22, Int 4, Wis 16, Cha 6
Spells none
Feats Skill Training (Perception)
Skills Initiative +9, Perception +9

TOXIC FROG

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

**TOXIC FROG**

Small Animal 5

Init +8; Senses Perception +10

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

Weaknesses Ice

HP 75; MP 35; Threshold 21

Speed 4 squares

Melee Gore +3 (2d4+2)

Fighting Space 1; Reach 1 square

Base Attack +3; Grp +3

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

Abilities  Str 10, Dex 22, Con 15, Int 5, Wis 16, Cha 6
Spells Bio, Frog Song

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

Skills Perception +10, Spellcasting +13
CHAPTER IV

DRAGONS

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

ANCIENT DRAGON

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

**ANCIENT DRAGON**

Huge Dragon 8

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

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

*Weaknesses* gravity, wind

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

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

*Melee* Gore +20 (3d6+16)

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

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

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

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

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

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

*+8 natural armour bonus*

DARK DRAGON

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

**DARK DRAGON**

Gargantuan Dragon 12

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

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

*Weaknesses* gravity

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

*Speed* 4 squares

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

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

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

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

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

*Spells* Dragon Force, Flamethrower, Laser, Ultima

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

Skills Perception +16, Spellcasting +11, Survival +13
*+12 natural armour bonus

DRAGON

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

DRAGON

Gargantuan Dragon 7

Init +11; Senses darkvision; Perception +9

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

HP 195; MP 17; Threshold 32

Speed 4 squares

Melee Bite +22 (5d6+18)

Fighting Space 4x5; Reach 3 squares

Base Attack +7; Grp +22

Special Qualities Darkvision (4 squares), Spell Resistance

(confu, no effect; fire, absorb; gravity, no effect; paralysis, no effect; petrify, no effect; small, no effect; stop, no effect), Terrifying Presence

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

Spells Flamethrower

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

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

*+7 natural armour bonus

MATERIA KEEPER

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

MATERIA KEEPER

Gargantuan Dragon 8

Init +12; Senses Perception +7

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

HP 264; MP 72; Threshold 38

Speed 4 squares

Melee Gore +26 (3d8+22)

Fighting Space 4x4; Reach 4 squares

Base Attack +8; Grp +26

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

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

Spells Cure, Trine

Feats Improved Defences, Skill Focus (Initiative, Spellcasting)

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

*+7 natural armour bonus

RAPPS

Rapps is an ancient and near-extinct dragon. One of these creatures is kept as a pet by Don Corneo and are otherwise seen very rarely.
RAPPS
Huge Dragon 8

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

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

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

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

**Ranged** Gore +20 (3d6+16)

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

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

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

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

**Spells** Tornado

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

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

---

RED DRAGON

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

RED DRAGON

Gargantuan Dragon 8

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

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

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

**Speed** 4 squares

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

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

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

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

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

**Spells** Dragon Breath

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

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

*+8 natural armour bonus

---

SCHIZO

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

SCHIZO

Gargantuan Dragon 9

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

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

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

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

**STILVA**

Huge Dragon 9

Init +5; Senses Perception +17

Defences Ref 30* (flat-footed 29), Fort 31, Will 28, Mag 23

Weakness Gravity

HP 204; MP 99; Threshold 36

Speed 4 squares

Melee Gore +20 (3d6+15) and

   Claw +20 (3d6+15)

Fighting Space 4x4; Reach 3 squares

Base Attack +9; Grp +20

Special Qualities Spell Resistance (berserk, no effect; confu, no effect; small, no effect), Terrifying Presence

Abilities Str 32, Dex 12, Con 25, Int 6, Wis 20, Cha 16

Spells Magic Breath, Trine

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

Skills Perception +17, Spellcasting +15, Survival +14

*+8 natural armour bonus
CHAPTER V
INSECTS

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

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

BIZARRE BUG
CL 7
Small Insect 6
Init +6; Senses Perception +3
Defences Ref 25 (flat-footed 22), Fort 21, Will 19, Mag 17
HP 88; MP 16; Threshold 21
Speed 4 squares (ground), 6 squares (fly; clumsy)
Melee Gore +3 (2d4+3)
Fighting Space 1; Reach 1 square
Base Attack +3; Grp +3
Special Qualities Camouflage, Spell Resistance (berserk, no effect; confu, no effect; small, no effect)
Abilities Str 10, Dex 17, Con 10, Int 4, Wis 11, Cha 6
Spells Bio
Feats Improved Critical (19-20), Skill Focus (Spellcasting), Skill Training (Spellcasting)
Skills Stealth +11, Spellcasting +9

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

CASTANETS
CL 4
Small Insect 3
Init +9; Senses Perception +1
Defences Ref 20 (flat-footed 17), Fort 14, Will 15, Mag 11
Weaknesses Fire
HP 46; MP 7; Threshold 11
Speed 4 squares
Melee Bite -1 (2d4-1)
Fighting Space 1; Reach 1 square
Base Attack +1; Grp -1
Special Qualities Darkvision, Spell Resistance (berserk, no effect; confu, no effect; paralysis, no effect; petrify, no effect; silence, no effect; sleep, no effect; slow, no effect; small, no effect; stop, no effect)
Abilities Str 6, Dex 16, Con 6, Int 2, Wis 11, Cha 3
Spells none
Feats Skill Focus (Stealth), Skill Training (Initiative)
Skills Initiative +9, Stealth +12
CORVETTE

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

**CORVETTE**

<table>
<thead>
<tr>
<th>Initiative</th>
<th>+11</th>
<th>Senses</th>
<th>Perception (scent)</th>
<th>+10</th>
</tr>
</thead>
</table>

**Defences**

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

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

**Speed**

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

**Melee**

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

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

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

**Special Qualities**

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

**Abilities**

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

**Spells** none

**Feats**

Skill Training (Initiative), Toughness (2)

**Skills**

Initiative +11, Perception +10

CRAWLER

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

**CRAWLER**

<table>
<thead>
<tr>
<th>Initiative</th>
<th>+8</th>
<th>Senses</th>
<th>Perception +3</th>
</tr>
</thead>
</table>

**Defences**

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

**Weaknesses** Earth

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

**Speed** 6 squares

**Melee**

Bite +1 (2d6+1)

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

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

**Special Qualities**

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

**Abilities**

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

**Spells** Cold Breath

**Feats**

Skill Focus (Spellcasting), Skill Training (Spellcasting)

**Skills**

Initiative +8, Spellcasting +6

FROZEN NAIL

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

**FROZEN NAIL**

<table>
<thead>
<tr>
<th>Initiative</th>
<th>+8</th>
<th>Senses</th>
<th>Perception (scent)</th>
<th>+10</th>
</tr>
</thead>
</table>

**Defences**

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

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

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

**Melee**

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

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

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

**Special Qualities**

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

**Abilities**

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

**Spells** none

**Feats**

Skill Training (Initiative), Toughness (2)

**Skills**

Initiative +11, Perception +10
**GRASHTRIKE**

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

**GRASHTRIKE**

* Small Insect 2

<table>
<thead>
<tr>
<th>Init</th>
<th>+4; Senses Perception +2</th>
</tr>
</thead>
<tbody>
<tr>
<td>Defences</td>
<td>Ref 15 (flat-footed 15), Fort 14, Will 14, Mag 9</td>
</tr>
<tr>
<td>HP</td>
<td>46; MP 10; Threshold 14</td>
</tr>
<tr>
<td>Speed</td>
<td>4 squares</td>
</tr>
<tr>
<td>Melee</td>
<td>Claw +0 (2d4)</td>
</tr>
<tr>
<td>Fighting Space</td>
<td>1; Reach 1 square</td>
</tr>
<tr>
<td>Base Attack</td>
<td>+1; Grp +0</td>
</tr>
<tr>
<td>Special Qualities</td>
<td>Low-light Vision, Spell Resistance (berserk, no effect; confu, no effect; paralysis, no effect; petrify, no effect; silence, no effect; sleep, no effect; slow, no effect; small, no effect; stop, no effect)</td>
</tr>
<tr>
<td>Abilities</td>
<td>Str 9, Dex 17, Con 9, Int 4, Wis 12, Cha 6</td>
</tr>
<tr>
<td>Spells</td>
<td>Slow</td>
</tr>
<tr>
<td>Feats</td>
<td>Skill Focus (Spellcasting)</td>
</tr>
<tr>
<td>Skills</td>
<td>Spellcasting +7</td>
</tr>
</tbody>
</table>

**HEDGEHOG PIE**

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

**HEDGEHOG PIE**

* Small Insect 2

<table>
<thead>
<tr>
<th>Init</th>
<th>+4; Senses Perception +1; low-light vision</th>
</tr>
</thead>
<tbody>
<tr>
<td>Defences</td>
<td>Ref 17 (flat-footed 14), Fort 12, Will 11, Mag 8</td>
</tr>
<tr>
<td>Weakness</td>
<td>Ice</td>
</tr>
<tr>
<td>HP</td>
<td>34; MP 12; Threshold 12</td>
</tr>
<tr>
<td>Speed</td>
<td>4 squares</td>
</tr>
<tr>
<td>Melee</td>
<td>Slam +0 (1d4)</td>
</tr>
<tr>
<td>Fighting Space</td>
<td>1; Reach 1 square</td>
</tr>
<tr>
<td>Base Attack</td>
<td>+1; Grp +0</td>
</tr>
<tr>
<td>Special Qualities</td>
<td>Low-Light Vision, Spell Resistance</td>
</tr>
</tbody>
</table>
Abilities Str 9, Dex 17, Con 9, Int 4, Wis 11, Cha 6
Spells Fire
Feats Skill Focus (Spellcasting)
Skills Spellcasting +7

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

JAYJUJAYME
Small Insect 6
Init +6; Senses Perception +11
Defences Ref 24 (flat-footed 21), Fort 20, Will 22, Mag 16
HP 71; MP 30; Threshold 20
Speed 4 square
Melee Bite +2 (2d4+2)
Fighting Space 1; Reach 1 square
Base Attack +3; Grp +2
Special Qualities Low-Light Vision, Spell Resistance
(berserk, no effect; confu, no effect; paralysis, no effect; petrify, no effect; silence, no effect; sleep, no effect; slow, no effect; small, no effect; stop, no effect)
Abilities Str 9, Dex 17, Con 9, Int 4, Wis 16, Cha 6
Spells Slow, Stop
Feats Skill Focus (Spellcasting), Skill Training (Perception), Toughness
Skills Perception +11, Spellcasting +9

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

KIMARA BUG
Huge Insect 4
Init +3; Senses Perception +5
Defences Ref 17 (flat-footed 16), Fort 21, Will 19, Mag 13
HP 105; MP 20; Threshold 21
Speed 8 squares
Melee Gore +6 (3d6+6)
Fighting Space 2x2; Reach 2 squares
Base Attack +2; Grp +6
Special Qualities Low-Light Vision, Spell Resistance
(berserk, no effect; confu, no effect; gravity, no effect; paralysis, no effect; petrify, no effect; silence, no effect; sleep, no effect; slow, no effect; small, no effect; stop, no effect)
Abilities Str 19, Dex 12, Con 17, Int 4, Wis 16, Cha 6
Spells Slow, Stop
Feats Skill Focus (Spellcasting), Skill Training (Survival)
Skills Spellcasting +8, Survival +10
KYUVILDUNS

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

**KYUVILDUNS**

Small Insect 5  
**Init +5; Senses** Perception +10  
**Defences** Ref 23 (flat-footed 20), Fort 19, Will 20, Mag 14  
**Weaknesses** Fire  
HP 60; MP 20; **Threshold 24**  
**Speed** 4 squares  
**Melee** Gore +2 (2d4+2)  
**Fighting Space** 1; **Reach** 1 square  
**Base Attack** +2; **Grp** +2  
**Special Qualities** Low-Light Vision, Spell Resistance  
(berserk, no effect; confu, no effect; paralysis, no effect; petrify, no effect; silence, no effect; sleep, no effect; slow, no effect; small, no effect; stop, no effect)  
**Abilities** Str 10, Dex 17, Con 10, Int 4, Wis 16, Cha 4  
**Spells** none  
**Feats** Improved Damage Threshold, Skill Training (Stealth)  
**Skills** Perception +10, Stealth +10

LAND WORM

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

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

**LAND WORM**

Colossal Insect 5  
**Init +0; Senses** Perception +5  
**Defences** Ref 4, Fort 29, Will 12, Mag 8  
**Weaknesses** ice  
HP 300; MP 16; **Threshold 29**  
**Speed** 4 squares  
**Melee** Slam +9 (3d6+9)  
**Fighting Space** 3x3; **Reach** 4 squares  
**Base Atk** +2; **Grp** +9  
**Special Qualities** Spell Resistance (berserk, no effect; earth, no effect; fire, half; gravity, half; paralysis, no effect; petrify, no effect; silence, no effect; sleep, no effect; slow, no effect; small, no effect; stop, no effect), Swallow Whole  
**Abilities** Str 24, Dex 6, Con 40, Int 2, Wis 16, Cha 3  
**Spells** Quake, Sandstorm  
**Feats** Skill Focus (Spellcasting), Skill Training (Survival)  
**Skills** Spellcasting +6, Survival +10

**SEA WORM**

Colossal Insect 5  
**Init +0; Senses** Perception +5  
**Defences** Ref 4, Fort 29, Will 12, Mag 8  
**Weaknesses** ice  
HP 300; MP 16; **Threshold 29**
Speed 4 squares  
Melee Gore +9 (4d6+9)  
Fighting Space 3x3; Reach 4 squares  
Base Atk +2; Grp +9  
Special Qualities Spell Resistance (berserk, no effect; earth, absorb; fire, no effect; gravity, no effect; petrify, no effect; silence, no effect; sleep, no effect; slow, no effect; small, no effect), Swallow Whole  
Abilities Str 24, Dex 6, Con 40, Int 2, Wis 16, Cha 3  
Spells Quake, Sandstorm  
Feats Skill Focus (Spellcasting), Skill Training (Survival)  
Skills Spellcasting +6, Survival +10

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

SLAPS  
CL 7  
Tiny Insect 6  
Init +12; Senses Perception +6  
Defences Ref 28 (flat-footed 24), Fort 20, Will 23, Mag 17  
Weaknesses Wind  
HP 65; MP 24; Threshold 20  
Speed 4 squares (fly; clumsy)  
Melee Gore +1 (1d6+1; paralysis*)  
Fighting Space 1; Reach 1 square  
Base Attack +3; Grp +1  
Special Qualities Low-Light Vision, Spell Resistance (earth, no effect; petrify, no effect; silence, no effect; sleep, no effect; slow, no effect; small, no effect)  
Abilities Str 6, Dex 19, Con 7, Int 4, Wis 16, Cha 6  
Spells none  
Feats Improved Defences, Skill Training (Stealth), Toughness  
Skills Initiative +12, Stealth +12  
*Slaps’ attack inflicts the paralysis status-effect if it exceeds the target’s Reflex Defence by 5 or more.

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

SPIRAL  
CL 9  
Medium-size Insect 8  
Init +12; Senses Perception +11  
Defences Ref 27 (flat-footed 24), Fort 25, Will 23, Mag 18  
HP 101; MP 25; Threshold 25  
Speed 6 squares  
Melee Gore +5 (2d6+5)  
Fighting Space 1; Reach 1 square  
Base Attack +4; Grp +5  
Special Qualities Low-Light Vision, Spell Resistance (paralysis, no effect; petrify, no effect; silence, no effect; sleep, no effect; slow, no effect; small, no effect; stop, no effect)  
Abilities Str 12, Dex 16, Con 12, Int 4, Wis 14, Cha 7
Spells none
Feats Skill Focus (Initiative, Perception), Skill Training (Perception)
Skills Initiative +12, Perception +11

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

**STINGER**
CL 6
Medium-size Insect 5
Init +10; Senses Perception +3
Defences Ref 22 (flat-footed 19), Fort 20, Will 18, Mag 13
HP 65; MP 12; Threshold 20
Speed 6 squares
Melee Gore +3 (2d6+3)
Fighting Space 1; Reach 3 squares
Base Attack +2; Grp +3
Special Qualities Low-Light Vision, Spell Resistance
(berserk, no effect; confu, no effect; petrify, no effect; silence, no effect; sleep, no effect; slow, no effect; small, no effect; stop, no effect)
Abilities Str 12, Dex 16, Con 12, Int 2, Wis 12, Cha 6
Spells none
Feats Improved Critical, Pin
Skills Initiative +10

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

**TAIL VAULT**
CL 7
Small Insect 6
Init +6; Senses Perception +12
Defences Ref 25 (flat-footed), Fort 21, Will 20, Mag 16
HP 72; MP 15; Threshold 21
Speed 4 squares
Melee Bite +3 (2d4+3)
Fighting Space 1; Reach 1 square
Base Attack +3; Grp +3
Special Qualities Spell Resistance (berserk, no effect; confu, no effect; paralysis, no effect; petrify, no effect; silence, no effect; sleep, no effect; slow, no effect; small, no effect; stop, no effect)
Abilities Str 10, Dex 17, Con 10, Int 4, Wis 12, Cha 6
Spells none
Feats Skill Focus (Perception), Skill Training (Stealth)
Skills Perception +12, Stealth +11

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

Small Insect 6

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

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

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

**Speed** 4 squares

**Melee** Bite +3 (2d4+3)

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

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

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

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

**Spells** Bio

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

**Skills** Perception +9, Spellcasting +9
CHAPTER VI

MUTANTS

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

APS

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

** APS **

<table>
<thead>
<tr>
<th>Ability</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>CL</strong></td>
<td>5</td>
</tr>
<tr>
<td><strong>HP</strong></td>
<td>56</td>
</tr>
<tr>
<td><strong>MP</strong></td>
<td>17</td>
</tr>
<tr>
<td><strong>Init</strong></td>
<td>+11</td>
</tr>
<tr>
<td><strong>Senses</strong></td>
<td>Perception +8</td>
</tr>
<tr>
<td><strong>Defences</strong></td>
<td>Ref 20* (flat-footed 19), Fort 21, Will 18, Mag 17</td>
</tr>
<tr>
<td><strong>Defences</strong></td>
<td>Ref 20* (flat-footed 19), Fort 21, Will 18, Mag 17</td>
</tr>
<tr>
<td><strong>Speed</strong></td>
<td>4 squares</td>
</tr>
<tr>
<td><strong>Melee</strong></td>
<td>Claw +6 (2d4+5)</td>
</tr>
<tr>
<td><strong>Ranged</strong></td>
<td>Sewer** +1 (2d6-2; recoil)</td>
</tr>
<tr>
<td><strong>Fighting Space</strong></td>
<td>2x2; Reach 2 squares</td>
</tr>
<tr>
<td><strong>Base Attack</strong></td>
<td>+3; Grp +6</td>
</tr>
<tr>
<td><strong>Special Qualities</strong></td>
<td>Low-Light Vision, Spell Resistance</td>
</tr>
<tr>
<td></td>
<td>(berserk, no effect; confu, no effect; paralysis, no effect; petry, no effect; silence, no effect; sleep, no effect; slow, no effect; small, no effect; stop, no effect)</td>
</tr>
<tr>
<td><strong>Terrifying Presence</strong></td>
<td>0</td>
</tr>
</tbody>
</table>

**Abilities**

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

**Feats**

Improved Defences, Skill Focus (Initiative)

**Skills**

Endurance +9, Initiative +11, Perception +8

* +3 natural armour bonus

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

DEATH CLAW

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

** DEATH CLAW **

<table>
<thead>
<tr>
<th>Ability</th>
<th>Value</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>CL</strong></td>
<td>11</td>
</tr>
<tr>
<td><strong>HP</strong></td>
<td>100</td>
</tr>
<tr>
<td><strong>MP</strong></td>
<td>50</td>
</tr>
<tr>
<td><strong>Init</strong></td>
<td>+8</td>
</tr>
<tr>
<td><strong>Senses</strong></td>
<td>Perception +12</td>
</tr>
<tr>
<td><strong>Defences</strong></td>
<td>Ref 27 (flat-footed 24), Fort 28, Will 26, Mag 24</td>
</tr>
<tr>
<td><strong>Defences</strong></td>
<td>Ref 27 (flat-footed 24), Fort 28, Will 26, Mag 24</td>
</tr>
<tr>
<td><strong>Speed</strong></td>
<td>6 squares</td>
</tr>
<tr>
<td><strong>Melee</strong></td>
<td>Claw +9 (1d8+7)</td>
</tr>
<tr>
<td><strong>Fighting Space</strong></td>
<td>1; Reach 1 square</td>
</tr>
<tr>
<td><strong>Base Attack</strong></td>
<td>+7; Grp +9</td>
</tr>
<tr>
<td><strong>Special Qualities</strong></td>
<td>Low-Light Vision, Spell Resistance (slow, no effect; stop, no effect)</td>
</tr>
</tbody>
</table>

**Abilities**

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

**Spells**

Death

**Feats**

Dodge, Improved Critical (18-20), Skill Focus (Spellcasting)
Skills Endurance +11, Perception +12, Spellcasting +12

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

<table>
<thead>
<tr>
<th>DOORBULL</th>
<th>CL 8</th>
</tr>
</thead>
<tbody>
<tr>
<td>Large Mutant 7</td>
<td></td>
</tr>
<tr>
<td><strong>Init</strong> +12; <strong>Senses</strong> Perception +10</td>
<td></td>
</tr>
<tr>
<td><strong>Defences</strong></td>
<td><strong>Ref</strong> 26* (flat-footed 25), Fort 29, Will 23, Mag 21</td>
</tr>
<tr>
<td><strong>HP</strong> 112; <strong>MP</strong> 38; <strong>Threshold</strong> 29</td>
<td></td>
</tr>
<tr>
<td><strong>Speed</strong> 6 squares</td>
<td></td>
</tr>
<tr>
<td><strong>Melee</strong> Bite +9 (2d8+7) and</td>
<td></td>
</tr>
<tr>
<td>Claw +9 (2d4+7)</td>
<td></td>
</tr>
<tr>
<td><strong>Fighting Space</strong> 2x2; <strong>Reach</strong> 1 square</td>
<td></td>
</tr>
<tr>
<td><strong>Base Attack</strong> +5; <strong>Grp</strong> +9</td>
<td></td>
</tr>
<tr>
<td><strong>Special Qualities</strong> Low-Light Vision, Spell Resistance</td>
<td></td>
</tr>
<tr>
<td>(berserk, no effect; confu, no effect; fire, absorb; gravity, no effect; paralysis, no effect; petrify, no effect; silence, no effect; sleep, no effect; slow, no effect; small, no effect; stop, no effect), Terrifying Presence</td>
<td></td>
</tr>
<tr>
<td><strong>Abilities</strong></td>
<td>Str 18, Dex 12, Con 22, Int 6, Wis 14, Cha 16</td>
</tr>
<tr>
<td><strong>Spells</strong></td>
<td>Fire</td>
</tr>
<tr>
<td><strong>Feats</strong></td>
<td>Improved Defences, Skill Focus (Initiative, Spellcasting)</td>
</tr>
<tr>
<td><strong>Skills</strong></td>
<td>Initiative +12, Perception +10, Spellcasting +14</td>
</tr>
</tbody>
</table>

*+5 natural armour bonus

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

<table>
<thead>
<tr>
<th>GARGOYLE</th>
<th>CL 10</th>
</tr>
</thead>
<tbody>
<tr>
<td>Medium-size Mutant 9</td>
<td></td>
</tr>
<tr>
<td><strong>Init</strong> +7; <strong>Senses</strong> Perception +14; <strong>Darkvision</strong></td>
<td></td>
</tr>
<tr>
<td><strong>Defences</strong></td>
<td><strong>Ref</strong> 26 (30***) (flat-footed 23), Fort 28</td>
</tr>
<tr>
<td></td>
<td>(32***) Will 25, Mag 23</td>
</tr>
<tr>
<td><strong>HP</strong> 99; <strong>MP</strong> 8; <strong>Threshold</strong> 28 (32***)</td>
<td></td>
</tr>
<tr>
<td><strong>Speed</strong> none (immobile)*</td>
<td></td>
</tr>
<tr>
<td><strong>Melee</strong> Bite +8 (2d6+6)</td>
<td></td>
</tr>
<tr>
<td><strong>Fighting Space</strong> 1; <strong>Reach</strong> 1 square</td>
<td></td>
</tr>
<tr>
<td><strong>Base Attack</strong> +6; <strong>Grp</strong> +8</td>
<td></td>
</tr>
<tr>
<td><strong>Special Qualities</strong> Darkvision, Spell Resistance</td>
<td></td>
</tr>
<tr>
<td>(berserk, no effect; confu, no effect; paralysis, no effect; petrify, no effect; silence, no effect; sleep, no effect; slow, no effect; small, no effect; stop, no effect)</td>
<td></td>
</tr>
<tr>
<td><strong>Abilities</strong></td>
<td>Str 15, Dex 16, Con 17, Int 6, Wis 15, Cha 14</td>
</tr>
<tr>
<td><strong>Spells</strong></td>
<td>Break, LV5 Death</td>
</tr>
<tr>
<td><strong>Feats</strong></td>
<td>Immunity (limit breaks), Skill Focus (Perception, Spellcasting, Stealth)</td>
</tr>
<tr>
<td><strong>Skills</strong></td>
<td>Perception +14, Spellcasting +14, Stealth +15</td>
</tr>
</tbody>
</table>

*Gargoyle is temporarily stoned for the first number of rounds of combat equal to 1d3 + his Constitution modifier.
**While stoned, Gargoyle gains a temporary +4 bonus to Reflex and Fortitude Defence
IRON MAN

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

IRON MAN

CL 10

Huge Mutant 9

Init +13; Senses: Perception +17; Darkvision

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

Weaknesses Water

HP 209; MP 79; Threshold 35

Speed 8 squares

Melee Greatsword +16 (+14)

Fighting Space 3x3; Reach 3 squares

Base Attack +6; Grp +16

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

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

Spells none

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

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

*+8 natural armour bonus

LIMIT FORMS

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

BIZARRO SEPHIROTH

CL 13

Huge Mutant 12

Init +13; Senses Perception +16

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

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

Speed none (immobile)

Melee Gore +18 (2d8+15)

Fighting Space 4x4; Reach 3 squares

Base Attack +9; Grp +18

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

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

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

Feats Toughness (4)

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

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

**+12 natural armour bonus
DEATH GIGAS

Medium-size Mutant 7
Init +10; Senses Perception +11
Defences Ref 22 (flat-footed 20), Fort 25, Will 23, Mag 20
HP 82*; MP 45; Threshold 25
Speed 6 squares
Melee Gore +7 (2d4+5)
Fighting Space 1; Reach 1 square
Base Attack +5; Grp +7
Special Qualities Low-Light Vision
Abilities Str 14, Dex 15, Con 17, Int 6, Wis 16, Cha 17
Spells Thunder
Feats Skill Focus (Spellcasting), Toughness
Skills Initiative +10, Perception +11, Spellcasting +14
*Vincent applies his own hit points to Death Gigas’ hit points.

GALIAN BEAST

Medium-size Mutant 5
Init +9; Senses Perception +10
Defences Ref 19 (flat-footed 17), Fort 22, Will 20, Mag 17
HP 55*; MP 33; Threshold 22
Speed 6 squares
Melee Claw +4 (1d8+5) and Bite +4 (2d6+5)
Fighting Space 1; Reach 1 square
Base Attack +3; Grp +4
Special Qualities Low-Light Vision
Abilities Str 13, Dex 15, Con 17, Int 6, Wis 16, Cha 14
Spells Flare
Feats Skill Focus (Spellcasting)
Skills Initiative +9, Perception +10, Spellcasting +12
*Vincent applies his own hit points to Galian Beast’s hit points.

HELLETIC HOJO

Large Mutant 11
Init +12; Senses Perception +13
Defences Ref 26 (flat-footed), Fort 34, Will 28, Mag 26
HP 183; MP 69; Threshold 34
Speed 4 squares
Melee Claw +13 (2d4+10)
Fighting Space 3x3; Reach 3 squares
Base Attack +8; Grp +13
Special Qualities Spell Resistance (gravity, no effect)
Abilities Str 21, Dex 15, Con 23, Int 6, Wis 16, Cha 17
Spells none
Feats Toughness (3)
Skills Initiative +12, Perception +13, Survival +13

HELLMASKER

Medium-size Mutant 13
Init +14; Senses Perception +14
Defences Ref 31 (flat-footed 28), Fort 35, Will 31, Mag 29
HP 152*; MP 81; Threshold 35
Speed 6 squares
Melee Chainsaw +12 (3d6+9) or
Melee Chainsaw +7/+7 (3d6+9) with Double Attack

*Vincent applies his own hit points to Death Gigas’ hit points.
Fighting Space 1; Reach 1 square
Base Attack +9; Grp +12
Special Qualities Low-Light Vision

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

Feats Double Attack, Toughness (3)

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

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

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

LIFEFORM HOJO

CL 13
Medium-size Mutant 12
Init +14; Senses Perception +14

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

HP 164; MP 75; Threshold 34

Speed 4 squares (fly; perfect)

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

Fighting Space 1; Reach 1 square

Base Attack +9; Grp +12

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

Abilities Str 16, Dex 16, Con 18, Int 6, Wis 16, Cha 18
Spells none

Feats Toughness (4)

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

SAFER SEPHIROTH

CL 19
Large Mutant 18
Init +18; Senses Perception +18

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

HP 296; MP 99; Threshold 45

Speed 6 squares (fly, perfect)

Melee Gore +20 (2d6+16)

Fighting Space 3x3; Reach 3 squares

Base Attack +13; Grp +20

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

Abilities Str 24, Dex 18, Con 23, Int 6, Wis 19, Cha 18
Spells Deen, Dispel, Heartless Angel*, Pale Horse,

Shadow Flare, Supernova*, Wall

Feats Toughness (6)

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

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

**+17 natural armour bonus

MAKONOID

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

Medium-size Mutant 18  
Init +17; **Senses** Perception +17  
**Defences** Ref 38 (flat-footed 35), Fort 42, Will 38, Mag 37  
**HP** 198; **MP** 99; **Threshold** 42  
**Speed** 6 squares  
**Melee** Claw +16 (1d8+21) and  
Bite +16 (2d6+21)  
**Fighting Space** 1; **Reach** 1 square  
**Base Attack** +13; **Grp** +16  
**Special Qualities** Spell Resistance *(sleep, no effect; slow, no effect; small, no effect; stop, no effect)*  
**Abilities** Str 17, Dex 17, Con 17, Int 6, Wis 16, Cha 16  
**Spells** none  
**Feats** Skill Focus (Acrobatics, Jump), Skill Training (Acrobatics, Climb, Jump, Perception)  
**Skills** Acrobatics +20, Climb +17, Initiative +17, Jump +20, Perception +17, Stealth +17, Survival +17

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**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-size Mutant 5  
Init +2; **Senses** Perception +3  
**Defences** Ref 18, Fort 22, Will 19, Mag 18  
**Weaknesses** Poison  
**HP** 50; **MP** 23; **Threshold** 18  
**Speed** 6 squares  
**Melee** Slam +3 (1d8+2)  
**Fighting Space** 1; **Reach** 1 square  
**Base Atk** +3; **Grp** +3  
**Special Qualities** Spell Resistance *(ice, no effect; silence, no effect; sleep, no effect; slow, no effect; stop, no effect)*  
**Abilities** Str 10, Dex 11, Con 14, Int 6, Wis 12, Cha 12  
**Spells** Blizzard, Fascination  
**Feats** Improved Defences, Skill Focus (Spellcasting)  
**Skills** Spellcasting +11, Stealth +7, Survival +8

**POLLENSALTA**

Medium-size Mutant 8  
Init +5; **Senses** Perception +5  
**Defences** Ref 23 (flat-footed 22), Fort 27, Will 23, Mag 23  
**HP** 80; **MP** 35; **Threshold** 27  
**Speed** 6 squares  
**Melee** Slam +6 (1d8+4)  
**Fighting Space** 1; **Reach** 1 square  
**Base Atk** +6; **Grp** +6  
**Special Qualities** Spell Resistance *(fire, absorb; silence, no effect; sleep, no effect; slow, no effect; stop, no effect)*  
**Abilities** Str 10, Dex 12, Con 14, Int 6, Wis 13, Cha 12
Spells  Angel Whisper, Blizzard, Fascination, Fire  
Feats  Improved Defences, Skill Focus (Spellcasting)  
Skills  Spellcasting +13, Stealth +10, Survival +10  

SNOW  
Medium-size Mutant 7  
Init +5; Senses Perception +5  
Defences  Ref 21, Fort 25, Will 22, Mag 21  
Weaknesses  Fire  
HP 70; MP 31; Threshold 25  
Speed 6 squares  
Melee Slam +5 (1d8+3)  
Fighting Space 1; Reach 1 square  
Base Atk +5; Grp +5  
Special Qualities  Spell Resistance (ice, absorb; silence, no effect; sleep, no effect; slow, no effect; stop, no effect)  
Abilities  Str 10, Dex 11, Con 14, Int 6, Wis 12, Cha 12  
Spells  Blizzard, Fascination  
Feats  Improved Defences, Skill Focus (Spellcasting)  
Skills  Spellcasting +12, Stealth +8, Survival +9  

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

UNKNOWN I  
Small Mutant 12  
Init +15; Senses Perception +12  
Defences  Ref 32 (flat-footed 28), Fort 31, Will 28, Mag 28  
Weaknesses  Gravity  
HP 128; MP 58; Threshold 31  
Speed 4 squares  
Melee Bite +11 (2d4+8) or  
Melee Bite +6 (2d4+8) and  
Gore +6 (1d8+8)  
Fighting Space 1; Reach 4 squares  
Base Attack +9; Grp +11  
Special Qualities  Low-Light Vision, Spell Resistance  
(berserk, no effect; confu, no effect; fire, absorb; paralysis, no effect; petrify, no effect; silence, no effect; sleep, no effect; slow, no effect; small, no effect; stop, no effect)  
Abilities  Str 14, Dex 18, Con 14, Int 6, Wis 12, Cha 12  
Spells  none  
Feats  Toughness (4)  
Skills  Initiative +15, Perception +12, Survival +12  

UNKNOWN II  
Medium-size Mutant 12  
Init +13; Senses Perception +12  
Defences  Ref 30 (flat-footed 28), Fort 34, Will 29, Mag 28  
Weaknesses  Gravity  
HP 147; MP 58; Threshold 34  
Speed 6 squares
**Melee Gore** +12 (2d4+9)
**Fighting Space** 1; **Reach** 3 squares
**Base Attack** +9; **Grp** +12
**Special Qualities** Low-Light Vision, Spell Resistance
  (berserk, no effect; confu, no effect; paralysis, no effect; petrify, no effect; poison, absorb; silence, no effect; sleep, no effect; slow, no effect; small, no effect; stop, no effect)

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

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**UNKNOWN III**

**CL 13**

Large Mutant 12

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

**Defences** Ref 29 (flat-footed 26), Fort 34, Will 29, Mag 28

**Weaknesses** Gravity

**HP** 176; **MP** 58; **Threshold** 34

**Speed** 4 squares (fly; good)

**Melee Gore** +13 (2d6+10) or **Melee Gore** +8 (2d6+10) and **Bite** +8 (2d6+10/poison)

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

**Base Attack** +9; **Grp** +13

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

**Abilities** Str 18, Dex 16, Con 19, Int 6, Wis 14, Cha 10

**Spells** Creepy Touch, Thunder

**Feats** Toughness (4)

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

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**VALRON**

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

**VALRON**

**CL 6**

Medium-size Mutant 5

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

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

**HP** 72; **MP** 28; **Threshold** 22

**Speed** 4 squares (fly; good)

**Melee Claw** +5 (1d8+4) and **Gore** +5 (2d4+4)

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

**Base Attack** +3; **Grp** +5

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

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

**Spells** MBarrier
Feats: Skill Focus (Spellcasting)
Skills: Initiative +9, Spellcasting +12, Survival +9

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

YING/YANG
CL 6
Large Mutant 5
Init +4; Senses Perception +9
Defences: Ref 19 (flat-footed 17), Fort 26, Will 20, Mag 18
HP 84; MP 28; Threshold 26
Speed: 6 squares
Melee: none
Fighting Space: 1x2; Reach 1 square
Base Attack: +3; Grp +8
Special Qualities: Spell Resistance (berserk, no effect; confu, no effect; gravity, no effect; paralysis, no effect; petrify, no effect; silence, no effect; sleep, no effect; slow, no effect; small, no effect; stop, no effect)
Abilities: Str 20, Dex 14, Con 23, Int 6, Wis 14, Cha 16
Spells: Blizzard, Thunder
Feats: Improved Defences
Skills: Perception +9, Spellcasting +10, Survival +9

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

ZENENE
CL 4
Medium-size Mutant 3
Init +8; Senses Perception +8
Defences: Ref 17 (flat-footed 15), Fort 19, Will 17, Mag 14
Weaknesses: Holy
HP 48; MP 18; Threshold 19
Speed: 6 squares
Melee: Bite +3 (2d6+2) and Claw +3 (1d8+2)
Fighting Space: 1; Reach 1 square
Base Attack: +2; Grp +3
Special Qualities: Spell Resistance (berserk, no effect; confu, no effect; paralysis, no effect; petrify, no effect; poison, absorb; silence, no effect; sleep, no effect; slow, no effect; small, no effect; stop, no effect)
Abilities: Str 13, Dex 15, Con 17, Int 6, Wis 14, Cha 13
Spells: none
Feats: Skill Focus (Stealth)
Skills: Initiative +8, Perception +8, Stealth +11
CHAPTER VII

PLANTS

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

BATTERY CAP

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

**BATTERY CAP**

Small Plant 5

*Init +11; Senses Perception +3*

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

*HP 60; MP 15; Threshold 20*

*Speed none (immobile)*

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

**Fighting Space 1; Reach none**

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

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

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

**Spells** Laser

**Feats** Improved Defences, Weapon Finesse

**Skills** Initiative +11, Spellcasting +8

CACTUAR

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

**CACTUAR**

Small Plant 4

*Init +12; Senses Perception +9*

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

*HP 53; MP 14; Threshold 18*

*Speed 8 squares*

*Melee* Gore +7 (1d8+1)

**Fighting Space 1; Reach 1 square**

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

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

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

**Spells** 10 Needles

**Feats** Toughness, Weapon Finesse

**Skills** Initiative +12, Spellcasting +14
FLOWER PRONG

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

### FLOWER PRONG (1st Phase) CL 5

<table>
<thead>
<tr>
<th>Tiny Plant 4</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Init</strong> +9; <strong>Senses</strong> Perception +9</td>
</tr>
<tr>
<td><strong>Defences</strong> Ref 28 (flat-footed 21), Fort 18, Will 19, Mag 13</td>
</tr>
<tr>
<td><strong>Weaknesses</strong> earth, fire</td>
</tr>
<tr>
<td><strong>HP</strong> 126; <strong>MP</strong> 14; <strong>Threshold</strong> 18</td>
</tr>
<tr>
<td><strong>Speed</strong> none (immobile)</td>
</tr>
<tr>
<td><strong>Melee</strong> none</td>
</tr>
<tr>
<td><strong>Fighting Space</strong> 1; <strong>Reach</strong> none</td>
</tr>
<tr>
<td><strong>Base Attack</strong> +2; <strong>Grp</strong> -1</td>
</tr>
<tr>
<td><strong>Special Qualities</strong> Spell Resistance (berserk, no effect; confu, no effect; petrify, no effect; poison; absorb; small, no effect)</td>
</tr>
<tr>
<td><strong>Abilities</strong> Str 4, Dex 24, Con 8, Int 2, Wis 15, Cha 8</td>
</tr>
<tr>
<td><strong>Spells</strong> Bio, Drain</td>
</tr>
<tr>
<td><strong>Feats</strong> Improved Defences, Skill Focus (Spellcasting)</td>
</tr>
<tr>
<td><strong>Skills</strong> Perception +9, Spellcasting +12</td>
</tr>
</tbody>
</table>

### FLOWER PRONG (2nd Phase) CL 5

<table>
<thead>
<tr>
<th>Medium-size Plant 4</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Init</strong> +4; <strong>Senses</strong> Perception +9</td>
</tr>
<tr>
<td><strong>Defences</strong> Ref 21 (flat-footed 19), Fort 19, Will 19, Mag 13</td>
</tr>
<tr>
<td><strong>Weaknesses</strong> earth, fire</td>
</tr>
<tr>
<td><strong>HP</strong> 84; <strong>MP</strong> 14; <strong>Threshold</strong> 19</td>
</tr>
<tr>
<td><strong>Speed</strong> none (immobile)</td>
</tr>
<tr>
<td><strong>Ranged</strong> Gore (seed shot) +3 (2d4+3)</td>
</tr>
<tr>
<td><strong>Fighting Space</strong> 1; <strong>Reach</strong> 4 squares</td>
</tr>
<tr>
<td><strong>Base Attack</strong> +2; <strong>Grp</strong> +3</td>
</tr>
<tr>
<td><strong>Special Qualities</strong> Spell Resistance (berserk, no effect; confu, no effect; petrify, no effect; poison; absorb; small, no effect)</td>
</tr>
<tr>
<td><strong>Abilities</strong> Str 12, Dex 15, Con 11, Int 2, Wis 15, Cha 8</td>
</tr>
<tr>
<td><strong>Spells</strong> Seed Shot</td>
</tr>
<tr>
<td><strong>Feats</strong> Improved Defences, Skill Focus (Spellcasting)</td>
</tr>
<tr>
<td><strong>Skills</strong> Perception +9, Spellcasting +12</td>
</tr>
</tbody>
</table>

### FLOWER PRONG (3rd Phase) CL 5

<table>
<thead>
<tr>
<th>Huge Plant 4</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Init</strong> +2; <strong>Senses</strong> Perception +9</td>
</tr>
<tr>
<td><strong>Defences</strong> Ref 17, Fort 25, Will 19, Mag 13</td>
</tr>
<tr>
<td><strong>Weaknesses</strong> earth, fire</td>
</tr>
<tr>
<td><strong>HP</strong> 42; <strong>MP</strong> 14; <strong>Threshold</strong> 25</td>
</tr>
<tr>
<td><strong>Speed</strong> 6 squares</td>
</tr>
<tr>
<td><strong>Ranged</strong> Gore (seed shot) +9 (2d8+9)</td>
</tr>
<tr>
<td><strong>Fighting Space</strong> 3x3; <strong>Reach</strong> 6 squares</td>
</tr>
<tr>
<td><strong>Base Attack</strong> +2; <strong>Grp</strong> +9</td>
</tr>
<tr>
<td><strong>Special Qualities</strong> Spell Resistance (berserk, no effect; confu, no effect; petrify, no effect; poison; absorb; small, no effect)</td>
</tr>
</tbody>
</table>
Abilities Str 25, Dex 11, Con 22, Int 2, Wis 15, Cha 8
Spells Bio, Laser
Feats Improved Defences, Skill Focus (Spellcasting)
Skills Perception +9, Spellcasting +12

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

MALBORO
Large Plant 9
Init +5; Senses echolocation; Perception +11
Defences Ref 17 (flat-footed 15), Fort 19, Will 17, Mag 11
Weaknesses water
HP 112; MP 20; Threshold 24
Speed 4 squares
Melee Gore +7 (2d6+4)
Fighting Space 4x4; Reach 2 squares
Base Atk +4; Grp +7
Special Qualities Blindsight, Spell Resistance (gravity, no effect; poison, absorb)

Abilities Str 16, Dex 12, Con 14, Int 1, Wis 15, Cha 8
Spells Abnormal Breath, Bio, Blizzard
Feats Diamond Dust, Improved Damage, Threshold, Improved Defences, Skill Focus (Spellcasting)
Skills Perception +11, Spellcasting +7

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

MANDRAGORA
Small Plant 2
Init +5; Senses Perception +8
Defences Ref 20 (flat-footed 16), Fort 15, Will 15, Mag 9
HP 30; MP 12; Threshold 15
Speed 4 squares
Melee Slam -1 (1d6-1)
Fighting Space 1; Reach 1 square
Base Attack +1; Grp -1
Special Qualities Camouflage

Abilities Str 7, Dex 19, Con 10, Int 2, Wis 15, Cha 10
Spells Slow
Feats Immunity (magic attacks)
Skills Perception +8, Spellcasting +8
RAZOR WEED

Small Plant 5

Init +10; Senses Perception +4

Defences Ref 24 (flat-footed 21), Fort 19, Will 20, Mag 13

HP 60; MP 15; Threshold 18

Speed 4 squares

Melee Gore +0 (1d8)

Fighting Space 1; Reach 1 square

Base Attack +2; Grp +0

Special Qualities Camouflage

Abilities Str 6, Dex 18, Con 8, Int 1, Wis 15, Cha 8

Spells Magic Hammer, Silence

Feats Improved Defences, Toughness

Skills Initiative +10, Spellcasting +9
CHAPTER VIII
SPIRITS

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

BOMB

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

Bombs have a close relative called Grenades. These creatures are similar in appearance to Bombs, with the exception of their charcoal-grey colour, and they pose more of a threat as well.

BOMB  CL 4
Medium-size Spirit 3
Init +8; Senses Perception +6
Defences Ref 18 (flat-footed 16), Fort 15, Will 15, Mag 12
HP 40; MP 13; Threshold 15
Speed 4 squares (fly; clumsy)
Melee Gore +1 (2d4+1)
Fighting Space 1; Reach 1 square
Base Atk +1; Grp +1
Special Qualities Spell Resistance (berserk, no effect; confu, no effect; earth, no effect; fire, absorb; paralysis, no effect; small, no effect; stop, no effect)
Abilities Str 10, Dex 14, Con --, Int 2, Wis 11, Cha 12
Spells Bomb Blast, Fire
Feats Skill Focus (Spellcasting), Skill Training (Perception)
Skills Initiative +8, Perception +6, Spellcasting +9

GRENADE  CL 5
Medium-size Spirit 4
Init +9; Senses Perception +8
Defences Ref 20 (flat-footed 18), Fort 16, Will 17, Mag 15
HP 43; MP 14; Threshold 15
Speed 4 squares (fly; clumsy)
Melee Gore +2 (2d4+2)
Fighting Space 1; Reach 1 square
Base Atk +2; Grp +2
Special Qualities Spell Resistance (berserk, no effect; confu, no effect; earth, no effect; fire, absorb; paralysis, no effect; small, no effect; stop, no effect)
Abilities Str 10, Dex 14, Con --, Int 4, Wis 12, Cha 12
Spells Bomb Blast, Fire
Feats Skill Focus (Spellcasting), Skill Training (Perception)
Skills Initiative +9, Perception +8, Spellcasting +11

DORKY FACE

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

Small Spirit 5

Init +6; Senses Perception +3

Defences Ref 24 (flat-footed 20), Fort 16, Will 18, Mag 16

HP 60; MP 15; Threshold 16

Speed 4 squares (fly; clumsy)

Melee Claw +1 (1d6+1)

Fighting Space 1; Reach 1 square

Base Attack +2; Grp +1

Special Qualities Blindsight, Invisibility

Abilities Str 8, Dex 19, Con --, Int 4, Wis 12, Cha 12

Spells Funny Breath, Silence

Feats Immunity (unarmed strikes), Skill Focus (Spellcasting)

Skills Spellcasting +11, Stealth +11

---

**GHOST**

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

**GHOST**

Small Spirit 2

Init +4; Senses Perception +2

Defences Ref 19 (flat-footed 16), Fort 12, Will 14, Mag 11

Weaknesses Fire, Holy (causes instant death)

HP 28; MP 12; Threshold 12

Speed 4 squares

Melee Claw +0 (1d6)

Fighting Space 1; Reach 1 square

Base Attack +1; Grp +0

Special Qualities Invisibility, Spell Resistance (earth, no effect; ice, half; paralysis, no effect; silence, no effect; stop, no effect; water, no effect)

Abilities Str 8, Dex 18, Con --, Int 3, Wis 12, Cha 8

Spells Drain, Fire

Feats Skill Focus (Spellcasting)

Skills Spellcasting +10, Stealth +9

---

**GI SPECTOR**

Gi Spectors are trapped souls that haunt the Cave of the Gi beneath Cosmo Canyon. They were once warriors fighting against the Wolfions for land supremacy; however they were sealed away in the cave by a brave and noble Wolfion, and over time began to fade away.

**GI SPECTOR**

Medium-size Spirit 6

Init +10; Senses darkvision; Perception +3

Defences Ref 23 (flat-footed 21), Fort 20, Will 19, Mag 18

Weaknesses fire, holy (causes instant death)

HP 70; MP 16; Threshold 20

Speed 6 squares

Melee Spear +4 (1d8+4)

Fighting Space 1; Reach 1 square

Base Attack +3; Grp +4

Special Qualities Darkvision (4 squares), Spell Resistance
(poison, no effect)

Abilities Str 12, Dex 15, Con --, Int 4, Wis 11, Cha 12

Spells Death

Feats Skill Focus (Spellcasting), Toughness

Skills Initiative +10, Spellcasting +11

HUNGRY

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

**HUNGRY**

Medium-size Spirit 7

Init +5; Senses Perception +11

Defences Ref 25 (flat-footed 23), Fort 22, Will 21, Mag 20

HP 84; MP 17; Threshold 22

Speed 6 squares

Melee Slam +4 (1d8+4)

Fighting Space 1; Reach 1 square

Base Attack +3; Grp +4

Special Qualities Spell Resistance (confu, no effect), Swallow Whole

Abilities Str 12, Dex 15, Con --, Int 4, Wis 11, Cha 10

Spells Frog Song

Feats Improved Defences, Skill Focus (Perception), Toughness

Skills Perception +11, Spellcasting +8

**MONO DRIVE**

Mono Drives are spirits that are usually found within a mako reactor. They tend to bounce as they fly through the air, giving the impression that they are lost or confused.

**MONO DRIVE**

Small Spirit 2

Init +10; Senses Perception +2

Defences Ref 20 (flat-footed 16), Fort 11, Will 14, Mag 12

Weaknesses Wind

HP 30; MP 12; Threshold 11

Speed 4 squares (fly; good)

Melee Gore +5 (1d8-1)

Fighting Space 1; Reach 1 square

Base Attack +1; Grp -1

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

Abilities Str 7, Dex 19, Con --, Int 4, Wis 12, Cha 10

Spells Fire

Feats Weapon Finesse

Skills Initiative +10, Spellcasting +7
CHAPTER IX – MONSTER SPELLS

Monsters possess a wide range of magical abilities to use at their disposal. This chapter details all known monster spells in alphabetical order; what type the spell is, how many Magic Points (MP) it costs to activate the spell, and what effects the spell causes.

Unless noted otherwise, all spells require a standard action to cast. Monsters cast spells by first making a Spellcasting check against the target’s Magic Defence (some spells require the monster to make the Spellcasting check against the target’s Will Defence instead). Table 9-1: Monster Spells give an at-a-glance view of all the spells and spell-like abilities available to monsters, which are further detailed in this chapter.

? ? ? ?

Type: Non-Elemental.
MP Cost: 2.
Effect: The monster deals damage to a single target within its line of sight equal to its current hit points plus its monster level.
Special: By spending an additional 2 Magic Points the monster instead deals damage equal to 2 x its current hit points plus its monster level.

10 NEEDLES

Type: Non-Elemental.
MP Cost: 5.
Effect: The monster launches a barrage of needles at a single target within its line of sight, dealing 1d6 x 10 points of piercing damage.
ABNORMAL BREATH

Type: Status-effect.

MP Cost: 3

Effect: The monster has such an appalling breath that when it breathes it makes all enemy targets fall ill. The monster makes a Spellcasting check against the target’s Magic Defence. If the check succeeds, the target is inflicted with the blind, poison, silence, and zombie status-effects. If the check succeeds by 5 or more, the target is inflicted with 2d12 points of damage to their hit points.

Special: By spending an additional Magic Point (up to the monster’s Wisdom modifier) the target receives 1d12 points of damage to their hit points on a successful check and a +1 die of damage if the check succeeds by 5 or more.

TABLE 9-1: MONSTER SPELLS

<table>
<thead>
<tr>
<th>SPELL NAME</th>
<th>TYPE</th>
<th>MP COST</th>
<th>SPELL NAME</th>
<th>TYPE</th>
<th>MP COST</th>
</tr>
</thead>
<tbody>
<tr>
<td>??????</td>
<td>Non-Elemental</td>
<td>2</td>
<td>Cave-In</td>
<td>Elemental (ice)</td>
<td>2</td>
</tr>
<tr>
<td>10 Needles</td>
<td>Non-Elemental</td>
<td>5</td>
<td>Cold Breath</td>
<td>Elemental (ice)</td>
<td>3</td>
</tr>
<tr>
<td>Abnormal Breath</td>
<td>Status-Effect</td>
<td>3</td>
<td>Comet</td>
<td>Non-Elemental</td>
<td>6</td>
</tr>
<tr>
<td>Acid Rain</td>
<td>Elemental (poison)</td>
<td>3</td>
<td>Creepy Touch</td>
<td>Status-Effect</td>
<td>3</td>
</tr>
<tr>
<td>Aire Tam Storm</td>
<td>Non-Elemental</td>
<td>7</td>
<td>Crystal Cubes</td>
<td>Non-Elemental</td>
<td>5</td>
</tr>
<tr>
<td>Angel Whisper</td>
<td>Healing</td>
<td>2</td>
<td>Cure</td>
<td>Healing</td>
<td>1</td>
</tr>
<tr>
<td>Aqualung</td>
<td>Elemental (water)</td>
<td>2</td>
<td>Dark Mist</td>
<td>Protective</td>
<td>2</td>
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<tr>
<td>Atomic Ray</td>
<td>Non-Elemental</td>
<td>4</td>
<td>Death</td>
<td>Status-Effect</td>
<td>7</td>
</tr>
<tr>
<td>Bad Breath</td>
<td>Status-Effect</td>
<td>4</td>
<td>Deen</td>
<td>Non-Elemental</td>
<td>5</td>
</tr>
<tr>
<td>Barrier</td>
<td>Protective</td>
<td>1</td>
<td>Demi</td>
<td>Elemental (gravity)</td>
<td>1</td>
</tr>
<tr>
<td>Beta</td>
<td>Elemental (fire)</td>
<td>2</td>
<td>Dispel</td>
<td>Healing</td>
<td>1</td>
</tr>
<tr>
<td>Big Guard</td>
<td>Protective</td>
<td>2</td>
<td>Dragon Breath</td>
<td>Elemental (fire/ice/thunder)</td>
<td>4</td>
</tr>
<tr>
<td>Bio</td>
<td>Elemental (poison)</td>
<td>1</td>
<td>Dragon Force</td>
<td>Protective</td>
<td>2</td>
</tr>
<tr>
<td>Blind</td>
<td>Status-Effect</td>
<td>1</td>
<td>Drain</td>
<td>Healing</td>
<td>1</td>
</tr>
<tr>
<td>Blizzard</td>
<td>Elemental (ice)</td>
<td>1</td>
<td>Emerald Beam</td>
<td>Elemental (gravity)</td>
<td>7</td>
</tr>
<tr>
<td>Blue Flame</td>
<td>Elemental (water)</td>
<td>2</td>
<td>Emerald Shoot</td>
<td>Non-Elemental</td>
<td>5</td>
</tr>
<tr>
<td>Blue Impulse</td>
<td>Non-Elemental</td>
<td>4</td>
<td>Esuna</td>
<td>Healing</td>
<td>1</td>
</tr>
<tr>
<td>Blue Light</td>
<td>Elemental (water)</td>
<td>2</td>
<td>Fascination</td>
<td>Status-Effect</td>
<td>3</td>
</tr>
<tr>
<td>Bomb Blast</td>
<td>Non-Elemental None</td>
<td>Fire</td>
<td>Elemental (fire)</td>
<td>1</td>
<td></td>
</tr>
<tr>
<td>Break</td>
<td>Non-Elemental</td>
<td>4</td>
<td>Flamethrower</td>
<td>Elemental (fire)</td>
<td>2</td>
</tr>
</tbody>
</table>

ACID RAIN

Type: Elemental (poison).

MP Cost: 3.

Effect: The monster showers a single enemy target within its line of sight with poisonous liquid that deals 1d6 points of damage. The monster’s Strength score applies.

Special: By spending an additional Magic Point (up to the monster’s Wisdom modifier) the target receives 1d12 points of damage to their hit points on a successful check. If the Spellcasting check succeeds the target’s Magic Defence by 5 or more, the target is also inflicted with the poison status-effect.

AIRE TAM STORM

Type: Non-Elemental

MP Cost: 7

Effect: All enemy targets within a 12-square radius from the monster’s position is dealt energy damage equal to 1d8 times the total number of materia equipped by all enemy targets.

Special: If enemy targets have no equipped materia, the damage is 1d8 + the monster’s Wisdom modifier.
ANGEL WHISPER
Type: Healing.
MP Cost: 2.
Effect: All status-effects, except unconscious, that are currently in place on all allies within a 6-square radius from the monster are removed.

| TABLE 9-1: MONSTER SPELLS (Cont.) |
|-------------------------------|-----------|------------------|------------------|-----------|
| SPELL NAME | TYPE | MP COST | SPELL NAME | TYPE | MP COST |
| Flare | Non-Elemental | 2 | Regenerate | Healing | 3 |
| Flash | Non-Elemental | 5 | Revenge Stamp | Non-Elemental | None |
| Frog Song | Status-Effect | 2 | Rock-Drop | Elemental (earth) | 2 |
| Funny Breath | Status-Effect | 2 | Sandstorm | Elemental (earth) | 3 |
| Haste | Status-Effect | 1 | Sapphire Beam | Elemental (gravity) | 3 |
| Homing Projectile | Non-Elemental | 4 | Shadow Flare | Non-Elemental | 2 |
| Laser | Non-Elemental | 3 | Silence | Status-Effect | 1 |
| Lifesream Absorb | Protective | 7 | Slow | Status-Effect | 1 |
| LV4 Suicide | Status-Effect | 2 | Snowstorm | Elemental (ice) | 5 |
| LV5 Death | Status-Effect | 2 | Stare Down | Status-Effect | 2 |
| Magic Breath | Elemental (fire/ice/thunder) | 2 | Stop | Status-Effect | 1 |
| Magic Hammer | Status-Effect | 2 | Thunder | Elemental (thunder) | 1 |
| Matra Magic | Non-Elemental | 2 | Tornado | Elemental (wind) | 2 |
| Mbarrier | Protective | 1 | Trine | Elemental (thunder) | 2 |
| Mimic | Status-Effect | 2 | Ultima | Non-Elemental | 3 |
| Pale Horse | Non-Elemental | 3 | Viper Breath | Elemental (ice/water) | 3 |
| Pandora’s Box | Non-Elemental | 2 | Wall | Protective | 4 |
| Quake | Elemental (earth) | 1 | Whirlsand | Elemental (earth) | 5 |
| Red Light | Elemental (fire) | 2 | White Wind | Healing | 2 |

AQUALUNG
Type: Elemental (water).
MP Cost: 2.
Effect: The monster deals 2d8 points of water damage to all targets within a 6-square radius from it.
Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

ATOMIC RAY
Type: Non-Elemental.
MP Cost: 4.
Effect: The monster rains down a barrage of atomic bolts on a single enemy target within its line of sight, dealing 3d8 points of damage.
Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

BAD BREATH
Type: Status-Effect.
MP Cost: 4.
Effect: All enemy targets within an 8-square radius from the monster is inflicted with the poison, confu, sleep, silence, and small status-effects.
BARRIER
 Type: Protective.
 MP Cost: 1.
 Effect: For a number of rounds equal to 1d6, all weapon damage received is halved (rounded down).
 Special: By spending an additional 1 Magic Point (up to the monster’s Wisdom modifier), the monster can apply a +2 bonus to the die result.

BETA
 Type: Elemental (fire).
 MP Cost: 2.
 Effect: The monster deals 2d10 points of fire damage to all targets within a 6-square radius from it.
 Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

BIG GUARD
 Type: Protective.
 MP Cost: 2.
 Effect: For a number of rounds equal to 1d4, all weapon and magic/summon damage received is reduced to 0 and the monster is infected with the *haste* status-effect.
 Special: By spending an additional 1 Magic Point the monster can apply a +2 bonus to the die result.

BIO
 Type: Elemental (poison).
 MP Cost: 1.
 Effect: A single target within line of sight of the monster receives 2d6 points of damage to HP, and then loses 1d8 points of HP per round after infection. The target’s Constitution modifier applies to each. If the Spellcasting check exceeds the target’s Magic Defence by 5 or more, the target becomes infected and is moved -1 along the condition track. The target also receives 1d6 points of secondary damage to HP every round after infection.
 Special: The monster can spend a number of additional Magic Points to increase the primary and secondary damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure (to a maximum equal to the monster’s Wisdom modifier), the monster increases the damage by +1 die.

BLIND
 Type: Status-Effect.
 MP Cost: 1.
 Effect: A single target within line of sight of the monster is inflicted with the *Blind* status-effect.

BLIZZARD
 Type: Elemental (ice).
 MP Cost: 1.
 Effect: A single target within line of sight of the monster receives 1d10 points of ice damage.
 Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

BLUE FLAME
 Type: Elemental (water).
 MP Cost: 2.
 Effect: The monster strikes a single enemy target within its line of sight with a stream of blue fire; inflicting 2d10 points of water damage.
**Special:** The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

**BLUE IMPULSE**
- **Type:** Non-Elemental.
- **MP Cost:** 4.
- **Effect:** The monster inflicts 4d8 points of energy damage to all enemy targets within an 8-square radius from its position.
- **Special:** The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

**BLUE LIGHT**
- **Type:** Elemental (water).
- **MP Cost:** 2.
- **Effect:** The monster strikes a single enemy target within its line of sight with a piercing, cold light; inflicting 2d10 points of water damage.
- **Special:** The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

**BOMB BLAST**
- **Type:** Non-Elemental.
- **MP Cost:** none (reaction).
- **Effect:** The monster self-destructs after being successfully attacked three times with a ranged or melee weapon; causing all enemy targets within a 12-square radius from its position to receive 3d8 points of energy damage and are moved -3 steps down the condition track.
- **Special:** Player characters do not receive XP for the encounter if the monster self-destructs by the effects of this spell-like ability.

**BREAK**
- **Type:** Non-Elemental.
- **MP Cost:** 4.
- **Effect:** A single target within line of sight of the monster is infected with the petrify status-effect (see Status-Effects on pg. 26 of the Gamemaster’s Guide).

**CAVE-IN**
- **Type:** Elemental (ice).
- **MP Cost:** 2.
- **Effect:** The monster inflicts 1d8 points of ice damage to all enemy targets within its range.
- **Special:** The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

**COLD BREATH**
- **Type:** Elemental (ice).
- **MP Cost:** 3.
- **Effect:** The monster inflicts 2d6 points of ice damage to a single target within its line of sight.
- **Special:** The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.
COMET

**Type:** Non-Elemental.
**MP Cost:** 6.

**Effect:** The monster summons a barrage of comets from space that deal damage to all enemy targets within a 10-square radius from the monster equal 3d8 + the monster’s Wisdom score.

**Special:** The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

CREEPY TOUCH

**Type:** Status-effect.
**MP Cost:** 3.

**Effect:** The monster casts a curse on a single target so severe, the target instantly falls to the bottom of the condition track after 1d8 rounds from casting the curse. The monster must first make a successful Spellcasting check against the target’s Fortitude Defence (if the check fails, the curse misses and the monster’s turn ends immediately).

**Special:** By spending an additional Magic Point, the dice used to determine how long the curse takes effect is reduced from a d8 to a d6. A further expenditure of a Magic Point reduces the die even further (d6 to d4).

CRYSTAL CUBES

**Type:** Non-Elemental.
**MP Cost:** 5.

**Effect:** The monster first makes a Spellcasting check against DC 15. If the check equals or exceeds the DC, the monster produces a shield of energy cubes that surrounds him and grants him a +4 temporary bonus to Reflex Defence and Magic Defence. On the monster’s next turn, he makes another Spellcasting check against a single target’s Magic Defence. The target must be within line of sight of the monster. If the check fails, nothing happens and the monsters turn ends immediately (the crystal cubes also disappear and the temporary bonus to Reflex and Magic Defences are lost). If the check equals or exceeds the target’s Magic Defence, the crystal cubes attack the target, dealing 6d8 points of damage.

CURE

**Type:** Healing.
**MP Cost:** 1.

**Effect:** The monster/one target within line of sight of the monster restores 1d8 points of hit points. The target’s Constitution modifier applies. If the target of this spell has been pushed down the condition track, he is also moved +1 up the condition track as well.

**Special:** The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the amount of hit points the spell restores. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the healing roll by +1 die.

DARK MIST

**Type:** Protective.
**MP Cost:** 2.

**Effect:** The monster can conceal itself in a dark shroud, giving it total cover from all attacks until the start of its next turn.

**Special:** By spending an additional Magic Point (up to the monster’s Wisdom modifier), the monster gains total cover for one additional round of combat.
DEATH
Type: Status-Effect.
MP Cost: 7.
Effect: One target within the monster’s line of sight is instantly moved to the bottom of the condition track and is unconscious (the target doesn’t actually die). The target cannot move back up the condition track until a phoenix down (or the Revive spell) has been used to revive him.

DEEN
Type: Non-Elemental.
MP Cost: 5
Effect: The monster inflicts 4d6 points of damage to all enemy targets within a 6-square radius from its position. Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

DEMI
Type: Elemental (gravity).
MP Cost: 1.
Effect: A single target within the monster’s line of sight loses one-quarter of his/her current HP.

DISPEL
Type: Healing.
MP Cost: 1.
Effect: Mbarrrier, barrier, and/or shield are removed from the monster/one target within the monster’s line of sight.

DRAGON BREATH
Type: Elemental (fire, ice, thunder).
MP Cost: 4.
Effect: A single enemy target within line of sight of the monster casting this spell is inflicted with 2d10 points of elemental damage. Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

DRAGON FORCE
Type: Protective.
MP Cost: 2.
Effect: The monster gains a +3 temporary bonus to all its Defences. The bonus remains in effect for a number of rounds equal to 1d4.

DRAIN
Type: Healing.
MP Cost: 1.
Effect: The monster drains 2d8 points of hit points from a single target within its line of sight and the same amount replenishes its own hit points. Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.
EMERALD BEAM

Type: Elemental (gravity).
MP Cost: 7.
Effect: The monster unleashes an energy beam that reduces all enemy targets’ hit points, which are currently participating in the encounter, by three-quarters (rounded-down). For example, a target with 60 hit points are reduced to 15 hit points.

EMERALD SHOOT

Type: Non-Elemental.
MP Cost: 5.
Effect: The monster unleashes a series of emerald projectiles that hit a single enemy target within its line of sight, inflicting 5d8 points of damage.
Special: If the Spellcasting check exceeds the target’s Magic Defence by 5 or more, that target is also cleansed of all positive status-effects (if any). Positive status-effects are: barrier, berserk, haste, mbarrier, regen, and shield.

ESUNA

Type: Healing.
MP Cost: 1.
Effect: Blind, poison, slow, stop, and/or silence are removed from the monster/ one target within the monster’s line of sight.

FASCINATION

Type: Status-Effect.
MP Cost: 3.
Effect: Make a Spellcasting check against a single enemy target’s Will Defence that is within the monster’s line of sight. If the check fails, nothing happens. If the check succeeds, the target becomes infatuated with the monster and is unable to attack it. The effect lasts for a number of rounds equal to the target’s Wisdom modifier. This spell is a mind-affecting ability.
Special: The spell only works on targets that are of the opposite gender of the monster.

FIRE

Type: Elemental (fire).
MP Cost: 1.
Effect: A single target within the monster’s line of sight receives 1d10 points of fire damage.
Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

FLAMETHROWER

Type: Elemental (fire).
MP Cost: 2.
Effect: The monster deals 2d12 points of fire damage to all targets within a 6-square radius.
Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

FLARE

Type: Non-Elemental.
MP Cost: 2.
Effect: A single target within the monster’s line of sight receives 2d12 points of damage.
Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +2 die.

FLASH
Type: Non-Elemental
MP Cost: 5
Effect: All enemy targets within a 10-square radius from the monster receives 4d10 points of energy damage (the monster’s Wisdom score applies to the damage roll).
Special: If the monster has less than half its total hit points remaining, the damage inflicted by this spell is doubled.

FROG SONG
Type: Status-Effect.
MP Cost: 2.
Effect: One target within the monster’s line of sight is infected with the Small Status-Effect.
Special: This is a persistent condition that can only be removed by the effects of the Full Cure spell or if the target becomes unconscious.

FUNNY BREATH
Type: Status-Effect.
MP Cost: 2.
Effect: Inflicts a single target within line of sight of the monster with the confu status-effect.

HASTE
Type: Status-Effect.
MP Cost: 1.
Effect: The monster infects a single target within its line of sight with the haste status-effect.

HOMING PROJECTILE
Type: Non-Elemental.
MP Cost: 4.
Effect: The monster fires a number of energy projectiles towards a single target, dealing 4d8 points of damage.
Special: By spending an additional Magic Point (up to the monster’s Wisdom modifier) you increase the damage dealt by this spell-like ability by +1 die.

LASER
Type: Non-elemental.
MP Cost: 3.
Effect: A monster can make ranged attack against a single target or a group of targets within a 6-square radius from itself. If the attack succeeds, the monster can fire a laser from its eyes, hand, or tail, dealing 1d10 points of energy damage to the target(s) hit points.
Special: By spending an additional Magic Point (up to the monster’s Wisdom modifier) you increase the damage dealt by this spell-like ability by +1 die.

LIFESTREAM ABSORB
Type: Protective.
MP Cost: 7.
Effect: The Monster makes a Spellcasting check against DC 20. If the check fails, nothing happens and the monster’s turn ends immediately. If the check equals or exceeds the DC, the monster absorbs a litre of
pure Lifestream energy and gains a number of temporary hit points equal to its level x its Wisdom modifier. Any damage the monster receives is first subtracted from the temporary hit points.

**Special:** For every point of the Spellcasting check that exceeds the DC, the monster receives additional temporary hit points equal to one-half its level (rounded-down).

**LV4 SUICIDE**

**Type:** Status-Effect.

**MP Cost:** 2.

**Effect:** For a number of rounds, equal to 1d6, after casting this spell, the monster automatically rolls a critical hit against one enemy target of its choice whose level is a multiple of 4 (4th, 8th, 12th, 16th, and 20th).

**Special:** This spell automatically fails if the selected target’s level is not a multiple of 4.

**LV5 DEATH**

**Type:** Status-Effect.

**MP Cost:** 2.

**Effect:** One enemy target within the monster’s line of sight, whose character level is a multiple of 5 (5th, 10th, 15th, or 20th) is moved to the bottom of the condition track and is unconscious.

**Special:** The spell automatically fails if the selected target’s level is not a multiple of 5.

**MAGIC BREATH**

**Type:** Elemental (fire/ice/thunder).

**MP Cost:** 2.

**Effect:** The monster deals 2d10 points of elemental damage to all targets within a 6-square radius from it.

**Special:** The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

**MAGIC HAMMER**

**Type:** Status-Effect.

**MP Cost:** 2.

**Effect:** The monster drains 1d6 Magic Points from each enemy target within a 6-square radius from its position. The drained Magic Points then replenish the monster’s current Magic Points.

**Special:** The Magic Points received by this spell cannot exceed the monster’s total number of Magic Points.

**MATRA MAGIC**

**Type:** Non-Elemental.

**MP Cost:** 2.

**Effect:** The monster deals 2d8 points of non-elemental damage to all targets within an 8-square radius from its position.

**Special:** The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

**MBARRIER**

**Type:** Protective.

**MP Cost:** 1.

**Effect:** For a number of rounds equal to 1d6, all magic/summon damage received is halved (rounded down).

**Special:** By spending an additional 1 Magic Point (up to the monster’s Wisdom modifier), the monster can apply a +2 bonus to the die result.
MIMIC
Type: Status-effect.
MP Cost: 2
Effect: The monster can mimic a talent (not mind-affecting talents) or a feat an opponent has used in the current round (the monster must meet the prerequisites of the feat before it can use it).

PALE HORSE
Type: Non-Elemental.
MP Cost: 3.
Effect: The monster deals 2d8 points of damage to a single target within its line of sight.
Special: If the monster’s Spellcasting check exceeds the target’s Magic Defence by 5 or more, the target is also inflicted with the small status-effect.

PANDORAS BOX
Type: Non-Elemental.
MP Cost: 2.
Effect: The monster deals 3d10 points of non-elemental damage to all targets within a 10-square radius from its position.
Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

QUAKE
Type: Elemental (earth).
MP Cost: 1.
Effect: A single target within the monster’s line of sight receives 1d12 points of earth damage.
Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

RED LIGHT
Type: Elemental (fire).
MP Cost: 2.
Effect: The monster strikes a single enemy target within its line of sight with a piercing, burning light; inflicting 2d10 points of fire damage.
Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

REGENERATE
Type: Healing.
MP Cost: 3.
Effect: The Monster can re-grow a severed body part at will as a swift action. The body part must be within close proximity (adjacent) of the monster in order for it to regenerate. The monster heals a number of hit points equal to 1d10 x its level, and can resume its round straight away afterwards.

REVENGE STAMP
Type: Non-Elemental.
MP Cost: None.
Effect: As a reaction to a target’s weapon attack or magic attack (excluding limit breaks and Bahamut’s Mega Flare ability), the monster can assault all participating enemy targets with a barrage of energy shots that deals 2d8 points of damage to each.
**Special:** The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

**ROCK-DROP**

- **Type:** Elemental (earth).
- **MP Cost:** 2.
- **Effect:** The monster deals 2d6 points of earth damage to all enemy targets within its reach.
- **Special:** If the Spellcasting check succeeds by 5 or more, the monster also inflicts the targets with the *confu* status-effect.
  The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

**SANDSTORM**

- **Type:** Elemental (earth).
- **MP Cost:** 3.
- **Effect:** The monster summons a gigantic dust storm that inflicts 3d8 points of earth damage to all enemy targets within an 8-square radius from the monster’s position.
- **Special:** The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

**SAPPHIRE BEAM**

- **Type:** Elemental (gravity).
- **MP Cost:** 3.
- **Effect:** The monster fires a beam of radiated crystal light at a single target within its line of sight, dealing 3d8 points of gravity damage.
- **Special:** The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

**SHADOW FLARE**

- **Type:** Non-Elemental.
- **MP Cost:** 2.
- **Effect:** The monster deals 2d12 points of non-elemental damage to all targets within a 6-square radius from its position.
- **Special:** The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

**SILENCE**

- **Type:** Status-Effect.
- **MP Cost:** 1.
- **Effect:** The monster infects a target within its line of sight with the *silence* status-effect.

**SLOW**

- **Type:** Status-Effect.
- **MP Cost:** 1.
- **Effect:** The monster infects a target within its line of sight with the *slow* status-effect.
SNOWSTORM
Type: Elemental (ice).
MP Cost: 5.
Effect: The monster summons a huge vortex beneath a single enemy target within its line of sight sucking them under the ground and out of the current encounter. The target does not receive any XP award for the encounter.
Special: This spell can only be activated in an arctic region. A monster with this spell cannot have the Whirlsand spell as well.

STARE DOWN
Type: Status-Effect.
MP Cost: 2.
Effect: A single target within the monster’s line of sight is infected with the paralysis status-effect.

STOP
Type: Status-Effect.
MP Cost: 1.
Effect: The monster infects a target within its line of sight with the stop status-effect.

THUNDER
Type: Elemental (thunder).
MP Cost: 1.
Effect: A single target within the monster’s line of sight receives 1d10 points of thunder damage.
Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

TORNADO
Type: Elemental (wind).
MP Cost: 2.
Effect: A single target within the monster’s line of sight receives 2d10 points of wind damage.
Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +2 die.

TRINE
Type: Elemental (thunder).
MP Cost: 2.
Effect: The monster deals 2d12 points of thunder damage to all targets within a 6-square radius from its position.
Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

ULTIMA
Type: Non-Elemental.
MP Cost: 3.
Effect: A single target within the monster’s line of sight receives 4d12 points of damage.
Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +3 die.
VIPER BREATH

Type: Elemental (ice and water).
MP Cost: 3.
Effect: The monster inflicts 3d6 points of elemental damage to a single target within its line of sight.
Special: The monster can spend a number of additional Magic Points (to a maximum equal to its Wisdom modifier) to increase the damage of the spell. For every 1 Magic Point spent after the initial Magic Point expenditure, the monster increases the damage by +1 die.

WALL

Type: Protective.
MP Cost: 4.
Effect: Any attack (weapon, unarmed, natural, spell, or summon attack) against the monster instantly fails for 1d4 rounds.
Special: By spending an additional 1 Magic Point (up to the monster’s Wisdom modifier), the monster can apply a +2 bonus to the die result.

WHIRLSAND

Type: Elemental (earth).
MP Cost: 5.
Effect: The monster summons a huge vortex beneath a single enemy target within its line of sight sucking them under the ground and out of the current encounter. The target does not receive any XP award for the encounter.
Special: This spell can only be activated in a desert or a wasteland region. A monster with this spell cannot have the Snowstorm spell as well.

WHITE WIND

Type: Healing.
MP Cost: 2.
Effect: The monster restores hit points to all allies within a 6-square radius from its position equal to its current hit points plus its monster level.
Special: By spending an additional 2 Magic Points the monster instead restores hit points to its allies equal to 2 x the monster’s current hit points plus its monster level.
CHAPTER X – CHOCOBO BREEDING

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

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

RENTING STABLES

Farmer Bill at the Chocobo Farm rents out his stables for the purpose of breeding Chocobos, but it comes with a price. A player character, or group of player characters, can rent out a number of stables (to a maximum of 6) at the cost of 1,000 gil per stable. If there are a group of player characters wishing to rent out stables they can divide up the cost of stable rentals between them. For example, a group of 5 player characters wishing to rent out 6 stables (at the cost of 6,000 gil) decide to split the cost up equally between themselves and pay 1,200 gil each (6,000 gil divided by 5 equals 1,200 gil).
The rental fee must be renewed every three months otherwise the Chocobos living in the rented stables at the time would be forced to be set free in the wild.

CATCHING WILD CHOCOBOS

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

<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 Charisma check against the Chocobo’s Will Defence. The player character that makes the check must be within range of the Chocobo (4 squares) in order to do the check without drawbacks (if the player character is more than 4 squares away from the Chocobo, they receive a -5 penalty to the check). Table 16-1: Greens and their Properties states what bonus you gain to the ability check when using the listed green. Using greens are a means of distracting the wild Chocobo. While the Chocobo is feeding, it is completely oblivious to the battle that is happening around it. The type of green used determines how long the Chocobo is distracted for (given in rounds), which is shown on Table 10-1: Greens and their Properties under the column titled “Distracted”.

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

### TABLE 10-1: GREENS AND THEIR PROPERTIES

<table>
<thead>
<tr>
<th>GREEN</th>
<th>COST (per kg)</th>
<th>BONUS TO CHARISMA CHECK</th>
<th>DISTRACTED</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>Tantau</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 CHOCOBOS

Now the players have their Chocobos caught, they need to raise and train them. Raising Chocobos is completely different to how player characters would level up. Chocobos increase in
level after winning three laps on the long track (or six laps on the short track) at the Chocobo Races. After completing three laps (or six laps in the case of the short track) the Chocobo levels up by one level.

Chocobos don’t increase ability scores at every fourth level like player characters. Instead, they increase ability scores by consuming 45 kg of one green. After eating 45 kg of one green, the Chocobo cannot gain an ability score increase by consuming the same green (each green provides an ability score increase only once). For example, a Chocobo eats 45 kg of the Tantal green and gains a +1 ability score increase. If the Chocobo eats another 45 kg of the Tantal green, the green has no effect and the Chocobo receives no further ability score increases from the Tantal green. Table 10-1: Greens and their Properties show how much an ability score is increased by. What ability score is increased is the player’s choice.

FEEDING CHOCOBOS
Greens are the only food chocobos will eat. Failing to feed your chocobos on a daily basis will result in severe repercussions. For each week of negligence towards your chocobos, they are pushed -1 step down the condition track. If a chocobo is pushed to the bottom of the chocobo track in this manner, they become starved and light-headed, and are unable to recover until it has consumed at least 20 kg of greens. This is considered a persistent condition. Consuming this amount will only move the chocobo +1 step up the condition track. In order to completely remove this persistent condition, you must continue to feed the chocobo on a daily basis (feeding the chocobo at least 20 kg of greens per day will move it a further +1 up the condition track).

RACING CHOCOBOS
Gold Saucer provides the means to race the player’s Chocobos. At a cost of 200 gil per race, the Chocobo is entered into the race. The player can only race one Chocobo at a time, and is racing against three other Chocobos during the course of the race (the three Chocobos are controlled by the GM). Each race consists of one lap of the track of the player’s choice (long or short) and winning the race gains the player a prize (if the player finishes second, they gain a runner-up prize). See the Chocobo Racing: How To Play Guide, for more information on racing Chocobos.

BREEDING CHOCOBOS
As is the case for real-life mating, it takes a male and female Chocobo to begin the breeding process. As the GM, it is up to you whether the Chocobo the players catch in the wild is either male or female. Chocobos need to have reached at least A Class (level 12, see below) to be mature enough to start breeding. Any level lower than 12 and the Chocobo is considered too young or infertile.

NUTS
The player breeds Chocobos by feeding the two participating birds with a nut, which increases the fertility rate. Table 10-2: Nuts give details on what nuts are available to use, the cost of purchasing nuts, and what outcome the nut will provide.

FERTILITY
To breed the participating Chocobos, the player must roll a d20 and compare the result to Table 10-3 Fertility Result. The nut that the player uses for breeding provides a bonus to the roll (see Table 13-2: Nuts, for more details). The roll represents one week worth of intense concentration and breeding.

Table 10-3: Fertility Result shows what the outcome of the breeding process and what type of Chocobo is gained. If the player rolls a number between 1 and 6 on the dice, the breeding is a failure, regardless of whatever bonus to the roll the nut gives, and the player

<table>
<thead>
<tr>
<th>NUT</th>
<th>COST</th>
<th>FERTILITY RATE</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pepio</td>
<td>50</td>
<td>+0</td>
</tr>
<tr>
<td>Luchile</td>
<td>75</td>
<td>+1</td>
</tr>
<tr>
<td>Sahara</td>
<td>100</td>
<td>+2</td>
</tr>
<tr>
<td>Lasan</td>
<td>250</td>
<td>+4</td>
</tr>
<tr>
<td>Pram</td>
<td>300</td>
<td>+6</td>
</tr>
<tr>
<td>Porov</td>
<td>400</td>
<td>+8</td>
</tr>
<tr>
<td>Carob</td>
<td>400</td>
<td>+10</td>
</tr>
<tr>
<td>Zeio</td>
<td>400</td>
<td>+12</td>
</tr>
</tbody>
</table>

1The Carob nut can only be stolen off of Vlakorados (see Chapter VI: Animals).
2The Zeio Nut can only be obtained on Goblin Island, and they’re under intense protection by the local Goblins.

<table>
<thead>
<tr>
<th>RESULT</th>
<th>BREED CONCEIVED</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-6</td>
<td>Conception failed</td>
</tr>
<tr>
<td>7-13</td>
<td>Common</td>
</tr>
<tr>
<td>14-16</td>
<td>River</td>
</tr>
<tr>
<td>17-19</td>
<td>Mountain</td>
</tr>
<tr>
<td>20-25</td>
<td>River-Mountain</td>
</tr>
<tr>
<td>26-28</td>
<td>Ocean</td>
</tr>
<tr>
<td>29+</td>
<td>Sky</td>
</tr>
</tbody>
</table>
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 breeds of Chocobos are excellent mountain climbers.

**River-Mountain (black):** These breeds of Chocobos inherit the abilities of both the river- and mountain-Chocobo, and also have 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). However, they gain feats normally as they advance in level, as shown in Table 3-1: Experience and Level-Dependent Benefits (page 21 of the *Player’s Handbook*). Chocobos can never multiclass into any of the heroic classes or the nonheroic class.

Chocobos do not gain starting feats or limit breaks, do not add their Chocobo class level to their defence scores, and do not gain Mako Points or Magic Points.

### GAME RULE INFORMATION

Chocobos have the following game statistics

#### HIT POINTS

At 1st level, Chocobos receive 10 hit points plus their Constitution modifier. At each level after 1st, Chocobos gain 1d6 hit points (the Chocobo’s Constitution modifier applies).

#### CLASS SKILLS

Chocobos gain three trained skills at 1st level. The class skills (and their associated ability) are as follows:

- **Acrobatics (Dex), Climb (Str), Endurance (Con), Initiative (Dex), Jump (Str), Perception (Wis), Stealth (Dex), Survival (Wis), Swim (Str)**.

### TABLE 10-5: CHOCOBO BREED MODIFIERS

<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>+5</td>
</tr>
<tr>
<td>River-Mountain</td>
<td>+4 Str, +4 Dex, +2 Con</td>
<td>+2</td>
</tr>
<tr>
<td>Mountain</td>
<td>+2 Str, +2 Dex, +1 Con</td>
<td>+1</td>
</tr>
<tr>
<td>River</td>
<td>None</td>
<td>+0</td>
</tr>
<tr>
<td>Common</td>
<td>-2 Str, -2 Dex</td>
<td>-1</td>
</tr>
</tbody>
</table>

### CLASS FEATURES

Chocobos gain the following class features at 1st level.

#### LARGE

As Large-sized creatures, Chocobos receive a -2 size penalty on all Stealth checks and receive a -2 penalty to their Reflex Defence, but their lifting and carrying limits are double of that of Medium-sized characters.
NATURAL WEAPONS
A Chocobo has one or more natural weapon attacks (see below). It applies its Strength bonus on melee attack rolls made with natural weapons. If a Chocobo has two or more natural weapons, it may make attacks with all of them at no penalty when using the full attack action.

A Chocobo gains a bonus on damage rolls made with its natural weapons equal to one-half its Chocobo class level, rounded down. A Chocobo is proficient with its own natural weapons, but not with any other weapon group.

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

**Peck:** A peck attack deals an amount of piercing damage determined by the Chocobo's breed:
- Common, 1d6; River, 1d8; Mountain, 2d4; River-Mountain, 2d6; Ocean, 2d8; Sky, 3d6.

**Slam:** The Chocobo batters opponents with an appendage, dealing an amount of bludgeoning damage determined by the Chocobo's breed:
- Common, 1d8; River, 2d4; Mountain, 2d6; River-Mountain, 2d8; Ocean, 3d6; Sky, 3d8.

**Stomp:** The Chocobo stomps an opponent with its talons, dealing an amount of bludgeoning damage determined by the Chocobo’s breed:
- Common, 1d4; River, 1d6; Mountain, 1d8; River-Mountain, 2d6; Ocean, 2d8; Sky, 3d4.

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

**Common:** May reroll Initiative checks but must keep the second result, even if it’s worse.

**River:** +2 species bonus on Swim checks; may reroll Initiative checks but must keep the second result, even if it’s worse.

**Mountain:** +2 species bonus on Climb checks; may reroll Initiative checks but must keep the second result, even if it’s worse.

**River-Mountain:** +4 species bonus on Climb and Swim checks; may reroll Initiative checks but must keep the second result, even if it’s worse.

**Ocean:** +4 species bonus on Climb and Swim checks; may reroll Initiative checks but must keep the second result, even if it’s worse; +2 species bonus to all Defences.

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

B CLASS
At 7th level, the chocobo has gained enough racing experience and has increased to ‘B’ class. The chocobo receives a +5 bonus to its hit points and a +2 bonus to any one of its Defences (Reflex, Fortitude, Will, or Magic).

A CLASS
At 12th level, the chocobo has gained enough racing experience and has increased to ‘A’ class. The chocobo receives a +10 bonus to its hit points and a +2 bonus to any one of its Defences (Reflex, Fortitude, Will, or Magic).

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

S CLASS
At 20th level, the chocobo has gained enough racing experience and has increased to ‘S’ class. The chocobo receives a +20 bonus to its hit points and a +2 bonus to any one of its Defences (Reflex, Fortitude, Will, or Magic).

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

BREED MODIFIERS
Chocobos gain modifiers to their ability scores and Reflex Defence, as shown on Table 10-5: Chocobo Breed Modifiers.
CHOCOBO DESCRIPTIONS

The following section describes Chocobos that can be found in the wild.

WILD CHOCOBOS

Wild Chocobos can be found around the world, and are of different quality depending on where you find them.

**AVERAGE CHOCOBO**

CL 2

Large Chocobo 3

Init +11; Senses Perception +11

Defences Ref 9 (flat-footed 8), Fort 11, Will 11, Mag 7

HP 19; MP 0; Threshold 16

Speed 8 squares

Melee peck +3 (1d6+2) or slam +3 (1d8+2)

Fighting Space 2x2; Reach 1 square

Base Atk +2; Grp +3

Abilities Str 12, Dex 13, Con 12, Int 4, Wis 13, Cha 12

Feats Improved Damage Threshold, Running Attack

Skills Initiative +11, Perception +11, Survival +11

**FAIR CHOCOBO**

CL 3

Large Chocobo 4

Init +12; Senses Perception +12

Defences Ref 10 (flat-footed 8), Fort 12, Will 12, Mag 7

HP 25; MP 0; Threshold 12

Speed 8 squares

Melee peck +5 (1d6+5) or slam +5 (1d8+5)

Fighting Space 2x2; Reach 1 square

Base Atk +3; Grp +5

Abilities Str 14, Dex 15, Con 14, Int 4, Wis 15, Cha 14

Feats Chocobo Rush, Running Attack

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

**GOOD CHOCOBO**

CL 4

Large Chocobo 5

Init +13; Senses Perception +13

Defences Ref 11 (flat-footed 8), Fort 13, Will 13, Mag 7

HP 34; MP 0; Threshold 13

Speed 8 squares

Melee peck +6 (1d6+5) or slam +6 (1d8+5)

Fighting Space 2x2; Reach 1 square

Base Atk +3; Grp +6

Abilities Str 16, Dex 17, Con 16, Int 5, Wis 17, Cha 16

Feats Chocobo Rush, Running Attack

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

**GREAT CHOCOBO**

CL 5

Large Chocobo 6

Init +14; Senses Perception +14

Defences Ref 12 (flat-footed 8), Fort 14, Will 14, Mag 7

HP 45; MP 0; Threshold 19
**Speed** 8 squares

**Melee** peck +8 (1d6+7) or
slam +8 (1d8+7) or
stomp +8 (1d4+7)

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

**Base Atk** +4; **Grp** +8

**Abilities** Str 18, Dex 19, Con 18, Int 5, Wis 19, Cha 18

**Feats** Chocobo Rush, Improved Damage Threshold, Running Attack

**Skills** Initiative +14, Perception +14, Survival +14

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**MEDIocre CHOCOBO**

Large Chocobo 2

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

**Defences** Ref 8, Fort 10, Will 10, Mag 7

**HP** 13; **MP** 0; **Threshold** 15

**Speed** 8 squares

**Melee** peck +1 (1d6+2)

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

**Base Atk** +1; **Grp** +1

**Abilities** Str 10, Dex 11, Con 10, Int 4, Wis 11, Cha 10

**Feats** Improved Damage Threshold

**Skills** Initiative +10, Perception +10, Survival +10

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**POOR CHOCOBO**

Large Chocobo 1

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

**Defences** Ref 7, Fort 9, Will 9, Mag 7

**HP** 12; **MP** 0; **Threshold** 14

**Speed** 8 squares

**Melee** peck -1 (1d6-1)

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

**Base Atk** +0; **Grp** -1

**Abilities** Str 8, Dex 9, Con 8, Int 4, Wis 9, Cha 8

**Feats** Improved Damage Threshold

**Skills** Initiative +9, Perception +9, Survival +9

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**WONDERFUL CHOCOBO**

Large Chocobo 7

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

**Defences** Ref 13 (flat-footed 8), Fort 15, Will 15, Mag 7

**HP** 58; **MP** 0; **Threshold** 20

**Speed** 8 squares

**Melee** peck +10 (1d6+8) or
slam +10 (1d8+8) or
stomp +10 (1d4+8)

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

**Base Atk** +5; **Grp** +10

**Abilities** Str 20, Dex 21, Con 20, Int 5, Wis 21, Cha 20

**Feats** Chocobo Rush, Improved Damage Threshold, Running Attack

**Skills** Initiative +15, Perception +15, Survival +15
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THIS BOOK INCLUDES THE FOLLOWING MATERIAL:

- Rules on monster creation for the Gamemaster, as well as stats for over 100 monsters seen across The Compilation of Final Fantasy VII.
- Chocobo Breeding for the hard-core fans of the original Final Fantasy VII video game.

THIS BOOK IS TO BE USED IN CONJUNCTION WITH THE FINAL FANTASY VII D20 ROLEPLAYING GAME (PLAYER’S HANDBOOK)