# MONSTER CONSTRUCTION SYSTEM

Throughout the Final Fantasy series, monsters and the villains often played a role as equally important as that of the heroes themselves. What would Final Fantasy VI be without the antics of Kefka and Ultros if they didn't try getting into the Returner's way at every possible chance? This appendix, the Monster Construction System (or "MCS" for short) gives gamemasters the chance to create their own memorable monsters to sick on their players- from gentle Rabites to fearsome dragons of the worst kind. If you have an idea for it, the MCS can help make it a reality.

Any use of the pronouns “you” and “your” during this chapter refer to the person creating the monster.

## Monster Creation Process

Much like designing a player character, this part of the Monster Construction System covers the step-by-step process that is required in order to create a nicely fleshed out monster. Each step in the process is concluded with the development of our example monster, Final Fantasy’s favorite Chocobo, Boco.

### Step One: Monster Concept

All plans must start from somewhere. At this point, you will want to consider what kind of monster you want to make. This isn’t brain surgery. There are seven important elements of the monster concept that you’ll want to keep in mind as you develop this brand spanking new monster for the FFRPG. They are Monster Category, Habitat, Appearance, Size, Behavior, Intelligence, and Frequency.

**Monster Category:** All monsters fit into one of ten distinctive categories that are used to organize monsters throughout the Tome of Mage: Animals, Bird, Constructs, Devils, Dragons, Fishes, Humans, Insects, Plant, or Undead. If they don’t fit into one of these ten categories, they fall into the ‘eleventh’, category, Unique, where the stuff that doesn’t fit elsewhere goes. The main ten monster categories are arranged so that they match up with the Killer advantage series that inflict extra damage upon a monster of that type.

**Habitat:** Most monsters, like animals, tend to live in a specific type of environment or at least have a specific type of environment where they prefer to live and will flourish in. For instance, a monster that has an affinity for ice based attacks is more likely to live in a frozen tundra than inside a volcano.

Desert
Forests
Hills
Jungles
Marshes (Swamps)
Mountains
Plains
Oceans
Rivers/Lakes
Ruins
Tundra
Underground

Plains, forests, hills, and mountains could also be cut up into tropical, subtropical, temperate, sub-arctic, and arctic. Oceans can include Rivers, lakes, streams, and so on (any body of water). You'll also want to keep your monster's appearance in mind when you consider where it lives. For instance, what kind of creature needs a heavy fur coat in a dense jungle where the temperature is usually at 90 degrees (fahrenheit)?

**Appearance:** Having decided where your monster lives, the next logical step is determining what it looks like. Your choice as far as its Monster Category will solve most of the guesswork involved in coming up with a completely new and unusual monster. For instance, all members of the Dragon category must be reptiles and all Birds must be able to fly with wings. The rest of the matter is customizing how the monster looks and figuring out the little bits such as determining what kind of distinguishing features the monsters might have. What kind of color skin, fur, scales, etc does the monster have? How big is it? Also does it have any obvious natural weapons such as retractable claws or sharp teeth? You'll also want to keep your monster's habitat in mind when you consider the monster’s appearance. For instance, what kind of creature needs a heavy fur coat in a dense jungle where the temperature is usually at 90 degrees (fahrenheit)?

**Size:** How big or how small a monster is plays many important roles when determining its abilities. In the MCS, monsters have a size scale that goes Tiny to Huge. Larger monsters gain more Hit Points per level and can inflict larger amounts of damage with a physical attack while smaller monsters have inferior HP and do lousy damage with their physical attacks. There are 6 size classes are Tiny (less than 1’ tall), Small (1’ - 4’), Medium (5’ - 7’), Large (8’ - 15’), Giant (16’ - 30'), and Huge (31'+).

**Behavior:** The next thing is to determine what kind of behavior, eating habits, and so on the monster has. The monster's diet usually determines this for the most part- these include herbivores (plant eaters), Carnivores (meat eaters), and omnivore (both). Also how does the monster act usually around humans? This includes running away, neutrality, friendliness, or outward hostility. You should also list any particular favorite snacks the monster likes (be it humans or roast Chocobo), any natural enemies (other monsters or one of the player races), and how caring or protective the monster is in protecting its young.

**Intelligence:** Although the FFRPG has no attribute that gauges the brain power of player characters (unless you count the Magic attribute), the MCS uses a simple five level scale to determine how bright the average specimen of the monster tends to be. There are 5 different classifications: animal, primitive, average, high, and genius. Monsters of animal intelligence are on the same level as animals and live mainly to eat, sleep, and procreate. Those of primitive intelligence have the same level of technology and thought as cavemen. They might be able to build tools & weapons out of stone or bone and have a limited form of speech and writing. Average intelligence is equal to that of the common human and might have their own culture and language as well as the ability to fashion weapon and armor. High intelligence goes beyond human understanding for their time (such as Engineers or mages). Monsters of genius intelligence are a rare few, capable of understanding metaphysical concepts beyond the understanding of anything in existence.

**Frequency:** This determines how common the monster is to find. Frequency is implemented in four steps: common (50 % chance), uncommon (30% chance), rare (20% chance), and very rare (10%). The rarer the monster is, the more unlikely the players will simply stumble over it without trying to specifically target the monster (i.e. they've been hired to find a Behemoth that is raising hell in the local mine).

*Example: At this point, we'll begin developing our example monster, Boco. Boco is a special Chocobo that has so far appeared in Final Fantasy V as Butz's trusty sidekick and he made an appearance in Final Fantasy Tactics as a Chocobo that Ramza saves from Goblins.*

*Monster Category: Boco is a Chocobo, which happens to be found in the Bird category. Since Boco lacks any of the qualities that would make him end up in a different category like Undead. Hmm. Vampire Chocobo...*

*Habitat: Boco, like other Yellow Chocobo, prefers forest & plain environments since he has a better chance of finding those Gysahl Greens that Chocobos love so much.*

*Appearance: He's... a Chocobo. How can you be playing the Final Fantasy RPG without knowing what a Chocobo looks?! They've been in every Final Fantasy since Final Fantasy III and there's been seven Final Fantasies plus Final Fantasy Tactics since then. For the sake of completion, Boco is a very big yellow bird that resembles a cross between a chicken and an ostrich. It has long legs like an ostrich, but is much more muscular. It has wings like a chicken, but Chocobos like Boco can't fly very far although Boco is capable of short fights. Chocobo tend to fill in the same role as horses in the Final Fantasy series and are the cavalry animal of choice.*

*Size: Boco is big, but he's not that big. He fits in the Medium size.*

*Behavior: Boco is a very friendly Chocobo who is easy to make happy if you pet his head and feed him a few Gysahl Greens. However, Boco is capable of being fierce when necessary and will use his beak to fight if needed.*

*Intelligence: Boco is pretty bright for a Chocobo, but all said & done, he's still a Chocobo. Thus, he has Animal intelligence.*

*Frequency: Um, this doesn't apply to Boco since he's a unique monster.*

## Step Two: Determine Experience Level & Power Level

Now that the background material of the monster is completed, this is the first point in the monster design process where we delve into generating the monster's attributes and other statistics. First up will be determining the monster's experience level based on difficulty the monster will give the player characters in defeating it. For a normal monster, we recommend that the monster's experience level be at least three to five levels higher than the average experience level of the player characters. Thus if the party averages roughly level 19, the monsters the party should run into should range from level 22 to 24. Otherwise, the monsters will be too easy for the player characters to defeat and give insufficient experience points & Gil. Much like the experience level of player characters, the monster's XP level determines how many points it gets for attributes, stats, and powers. Thus a high level monster is stronger than a monster of a significantly lower level.

You will also at this point want to consider the power level of the monster you are creating.

Monsters fit into one of three power levels: Normal, Boss, and Super Boss. Normal monster are what the player characters run into most often so much to the point that they rare are referred to as normal. Boss & Super Boss monsters are reserved for epic battles that take place at the end of an adventure and much tougher than normal monsters. Where as normal monsters are normally three to five levels higher than the player characters, the Boss & Super Boss monsters are at least five to ten levels higher than they player characters. If that wasn't enough, Boss & Super Boss monsters benefit from double (x2) and quadruple (x4) HP. These significant boosts are made so that the battle will not suddenly end in the first round after the players start pummeling the them. Boss monsters are the common of the two used and appear at the end of most adventures as the main adversary causing trouble. The Super Boss is much rarer and are often found in the end of a series of adventures when the evil boss behind all the bosses emerges from the shadows to deal with the pesky player characters directly.

*Example: Boco is an animal companion (as per the rules found for them in Chapter One: Character Creation of the CR). Boco's "owner", Butz, is a level 10 character so Boco is level 10 as well.*

## Step Three: Attributes

This is the part where you'll want to determine the character's attribute and combat stats. For attribute stats, monsters get 30 + 2 x level points per level. Beyond 10, each extra point costs double for each point. A stat of 15 would require five extra points and triple for stats over 20 (a stat of 25 would cost 45 stat points- the first 10 would cost 10 SPs while the 10 after that 20, and the extra 5 would be 15). Also keep the monster's appearance and behavior in mind when distributing the points. For instance, a small monster might have a high agility and speed but a low strength and vitality or a big monster might have a high strength but a pitifully low agility or speed.

*Example: Since Boco is a level 10 monster, he gets a total of 50 Stat Points. Since we want Boco to be fast, we start off with 10 points toward Agility & Speed. That leaves us with 30 points left to play with for the other four attributes. We'll give Boco 6 in the four other stats, which leaves us with 6 remaining (6 x 4 = 24. 30 - 24 = 6). With those last 6 points, I'll increase Boco's Speed over 10. Because it goes over 10 attributes, the cost increases to 2 SP for 1 attribute point increased. So by using the 6 remaining points, I can bump Boco's Speed by three points rather than 6. Boco's final attributes are:*

| | |
|---|---|
| *Strength: 6* | *Vitality: 6* |
| *Agility: 10* | *Speed: 13* |
| *Magic: 6* | *Spirit: 6* |

## Step Four: Stats

This step covers the generation of the monster's combat related stats. Like step three, there is a lot of territory that is familiar to the character creation process yet is generated in different ways.

**Attack%**

This stat has the same essentially effect the weapon skills used by player characters. When a monster attempts to physically attack a player character, they must roll to hit. The target's Defense stat is subtracted from the monster's Attack% and the modified result is what the gamemaster must roll under in order to inflict damage upon the player character. The Attack% stat is calculated as (60% + 2 x the monster's level). Thus a 20th level monster would have an Attack% stat of 100% (20x2=40. 40+60=100).

**Magic%**

This stat has the same function as the Magic% stat found in Chapter One of the CR. Magic% is used in the same way as Attack% save that it determines whether or not the monster can effect the intended target with a spell ability or any limited success attack such as Status Attacks. Magic% is calculated as (100 + Magic + Level). Thus a level 20 monster with a Magic attribute of 11 would have a Magic% of 131%.

**Hit Points**

The formula for generating a Monster's Hit Points work differently than they do for generating a player character's. Since Monsters are not organized into classes, their HP depends on their size as well as their Experience Level. The larger the beast, the higher its HP will be. The formula looks like this.

[(HP per LVL x XP LVL) + ((Vit/2) x XP LVL)]

Table 1-1: Monster Hit Points

| Size | HP p/ Level |
|---|---|
| Tiny | 6 |
| Small | 8 |
| Medium | 10 |
| Large | 12 |
| Giant | 15 |
| Huge | 20 |

Thus a 20th level large monster with a vitality of 10 might have 340 HP total (20 x 12 = 240. 5 x 20 = 100). It is strongly recommend rounding up the HP values to the next higher multiple of 5 or 10.

**Magic Points**

Regardless of the monster's ability to use magic, they get (Level x 4) MP. If the monster happens to have the monster power True Magic, they get (level x 6) MP instead.

**Defense**

This is generated differently from characters. Since characters can generate weapon skills as high as 200% or more, Monsters gain a Defense bonus equal to their level. So the formula should read as:

[Agility + Speed + Level]

In addition, the defense bonus can be increased by taking the power "High Defense" or decreased (if the monster is over level ten) "Low defense". Each power increases or decreases the level bonus by 50%.

**Armor**

Determining Armor for monsters is different then it is with normal characters, since most monsters have a naturally resistant skin, scales, or armor plating. The thicker the armor, the higher the armor rating.

Table 1-2: Monster Armor Rating

| Thickness | Armor | Examples |
|---|---|---|
| Light | Level x 1 | Goblin |
| Medium | Level x 1.5 | Knight |
| Heavy | Level x 2 | Dragon |
| Extra-Heavy | Level x 3 | Mecha Golem |

Although not always true, monsters that have a very strong armor rating often have a low magic armor rating and vice versa. Unless for a boss or super monster, any monster with extra-heavy armor should have a weakness to magic.

**M. Defense**

This is generated differently from characters. Since characters can generate chance of successes for their magic as high as 200% or more, Monsters gain a M. Defense bonus equal to their level. So the formula should read as:

[Magic + Spirit + Level]

In addition, the defense bonus can be increased by taking the power "High M. Defense" or decreased (if the monster is over level ten) "Low M. Defense". Each power increases or decreases the level bonus by 50%.

**M. Armor**

This is determined in the same manner as regular armor. Determine its 'resilience' and go from there. Most monsters that are very resilient to magic often have a low armor rating and vice versa.

Table 1-3: Magic Armor Rating

| Resistance | Rating | Examples |
|---|---|---|
| Light | Level x 1 | Animals |
| Medium | Level x 1.5 | Weak Mages |
| Heavy | Level x 2 | Med. Mages |
| Extra Heavy | Level x 3 | Strong Mages |

**Damage Capacity and Magic Damage Capacity**

All monsters get +1 DC every 8 levels and +1 MDC every 10 levels. Use the following chart to determine the DC & MDC values of the monster. The values in the 2nd and 3rd column are the levels required to have the DC or MDC value listed in the 1st column. Thus in order to have a MDC x10, the monster would need LVL 91.

Table 1-4: DC/MDC Chart

| Value | DC/LVL | MDC/LVL |
|---|---|---|
| 1 | 1 | 1 |
| 2 | 9 | 11 |
| 3 | 17 | 21 |
| 4 | 25 | 31 |
| 5 | 33 | 41 |
| 6 | 41 | 51 |
| 7 | 49 | 61 |
| 8 | 57 | 71 |
| 9 | 65 | 81 |
| 10 | 73 | 91 |
| 11 | 81 | -- |
| 12 | 89 | -- |
| 13 | 97 | |

*Example: Now on to Boco's stats!*

*Attack%: Boco is a level 10 monster, so he gets an Attack% of 80% (60 + 10 x 2 = 80).*

*Magic%: Since Boco is a level 10 monster and has a Magic attribute of 6, he has a Magic% of 116% (100 + 10 + 6).*

*HP: Boco is a Medium monster, which entitles him to 8 HP per level. 8 x 10 = 80, which covers his HP from his size. Then he gets HP for his Vitality rating divided by 2, which would be 3 HP per level since Boco's Vitality rating is 6. 3 x 10 = 30. 80 + 30 is 110, which is going to be Boco's final HP.*

*MP: Boco's no sorcerer, so he just gets 4 MP x*

*his level or 40 MP (10 x 4 = 40).*

*Defense: Let's see. Level 10. Agility 10. Speed 13. 10 + 10 + 13 would be 33.*

*Armor: Since Boco's just a big chicken (Kueh!) he gets x1 for his Armor Multiplier. So he gets just 10 Armor from his size. Thanks to his Vitality of 6, he gets 3 extra points giving him a total of 13 Armor.*

*M. Defense: Hmm. Level 10. Spirit 6. 6 x 2 = 12. 10 + 12 = 22, which is what Boco's M. Defense will be.*

*M. Armor: Same with Armor earlier. Boco's M. Armor Multiplier is x1 so he only gets 10 Armor because of his level. Since he has a Spirit of 6, he also gets 3 extra points. This gives him a final M. Armor of 13.*

*DC: Monsters get a +1 DC once every 8 levels. Since Boco is a level 10 monster, he has a DC of x2.*

*MDC: Too bad Boco! Monsters get +1 MDC every 10 levels. Looking at the MDC progression chart for monsters, monsters don't get a x2 MDC until level 11. So for now, Boco has a MDC of x1.*

## Step Five: Attack Damage

Special abilities aside, monsters have natural attack forms that they can use- such as horns, claws, sharp teeth, and so on which work a bit differently than the weapons used by characters. There are two major factors in how much damage a monster inflicts in combat is determined: their XP level and their size. Their XP level determines essentially how much damage they do while size determines which die type they use for damage.

Table 1-4: Size Die Damage

| Size | Die Type |
|---|---|
| Tiny or Small | D6 |
| Medium | D8 |
| Large | D10 |
| Giant | D12 |
| Huge | D12, +1 Die |

Table 1-5: Level Damage

| XP Level | Damage |
|---|---|
| 1 | 1d* |
| 6 | 1d*+1 |
| 11 | 1d*+2 |
| 16 | 1d*+3 |
| 21 | 2d* |
| 26 | 2d*+1 |
| 31 | 2d*+2 |
| 36 | 2d*+3 |
| 41 | 3d* |
| 46 | 3d*+1 |
| 51 | 3d*+2 |
| 56 | 3d*+3 |
| 61 | 4d* |

*Example: Boco is a level 10 monster, so he does 1d8+1 since he's one level shy of the LVL 11 requirement for 1d*+2. Since Boco is a medium sized monster, he does 1d8 damage. Thus Boco does 1d8 + 1 + 6 (Boco's Strength attribute rating) x 2 (Boco's DC rating) damage when he uses his regular attack which is his Beak Attack.*

## Step Six: Powers

Many monsters have special abilities far beyond those found in our world. The ability to withstand the hottest fires, breath huge blasts of ice, or possess natural spellcasting abilities is just a small sample of what monsters created for the FFRPG are capable of performing. Adding a few special powers or disadvantages such as weaknesses can give the monster a unique edge over the player characters and help make it more memorable. The full list and description of all Special abilities are found later on in this chapter under the 'Monster Abilities' section that follows the Monster Creation Process.

As of MCS v. 2.5, each monster ability is organized into categories. Each monster has two attack abilities, one support ability, one movement ability, and one status ability.

**Action Abilities:** Any ability that has an active effect like a spell or attack. Example: Special Attack (+1 DC for damage)

**Support Abilities:** An ability that grants the monster an boost that isn't always purely obvious or comes into effect rarely. Example: Counter (50 % chance to counter attack when struck in melee combat).

**Movement Ability:** Any ability that affects how the monster can move in battle. Example: Teleport (allows the monster to teleport over a distance)

**Status Ability:** Any ability that affects the damage done by elemental attacks or status conditions. Example: Combat Resistance (1/2 damage from a specific element type). Status abilities, unlike other abilities, are not based on 'slots'. Each monster starts with one Status Ability for free, but others must be bought with Disadvantages.

**Boss Abilities:** Abilities that are available only to boss or super boss type monsters. Example: Defense Drone (The monster has a small drone that orbits around the boss that has similar abilities to the boss)

**Disadvantage:** a negative effect that can effect on the abilities of the monster. Example: Elemental Weakness (x2 damage from a specific elemental type)

They can choose any power as long as the monster has the minimum level required for having the ability. For instance, the Teleport movement ability requires level 10. If the monster is at least level 10, they can choose Teleport as their movement ability. The first Action Ability is always a Special Attack, Status Attack (Weak), and Ranged Attack. It is meant to cover the monster's favorite special attack. The 2nd Action Ability is usually a supportive ability that helps the monster and its allies such as the Monster Magic spell Choco Cure or should supplement the monster's combat effectiveness. For instance, Ghouls perform "Spirit Throw" as their normal ability (Ranged Attack) and "Sleep Touch" (Status Attack) as their 2nd ability. The 2nd ability should be granted based on the monster's level since all abilities in the MCS require the monster to be of a specific level in order to buy.

Any additional abilities can be purchased by taking disadvantages. Each bonus point granted by the disadvantage is equal to one monster ability. These points may be used to add an extra ability as long as the monster can qualify for the ability's minimum level requirement or they can be used to by Status abilities such as Resistances, Immunities, or Absorbencies. Monsters may not have two of the same powers such as a normal Ranged Attack ability & then a Ranged Attack/Special Attack combo. The only exception to this rule is Spell Abilities. Also, no monster may have more than four action abilities, two support or movement abilities, or five points of disadvantages.

**Changing around Ability Slots (Optional)**

In some cases, not every monster may have exactly two action abilities, one support ability, one movement ability, and one status ability or have a laundry list full of disadvantages. If you feel your monster falls under such circumstances, the ability slot can be moved around without requiring the normal array of disadvantages. The earlier limitations are still in effect though (I.E., no more than four action powers). This rule is used to handle oddball monsters that have extra abilities of one type. For instance, the Ghoul has both Float & Teleport, both of which are Movement abilities.

**Action Abilities**

- Fatal Attack (50)
- Final Strike (20)
- HP Drain (5)
- MP Drain (20)
- Near-Fatal Attack (30)
- Job Ability (Special)
- Ranged Attack (1)
- Special Attack (+1 DC) (1)
- Special Attack (+2 DC) (20)
- Special Attack (+3 DC) (30)
- Special Attack (x2 damage) (40)
- Spell Ability (Level 1-2) * (1)
- Spell Ability (Spell Levels 3-4) * (20)
- Spell Ability (Spell Levels 5-6) * (30)
- Spell Ability (Spell Levels 7-8) * (40)
- Stat Down (10)
- Stat Down 2 (30)
- Stat Down 3 (50)
- Stat Up (10)
- Stat Up 2 (30)
- Stat Up 3 (50)
- Status Attack (Weak) (1)
- Status Attack (Strong) (40)
- True Magic (Spell Levels 1-3) * (20)
- True Magic (spell level 1-6) * (40)
- True Magic (spell level 1-8) (60)

**Support Abilities**

- Counter Attack (50% Chance) (10)
- Counter Attack (75% chance) (20)
- Counter Magic (35% Chance) (30)
- Counter Magic (60% Chance) (40)
- Defensive Power Absorption (20)
- High Defense (10)
- High M. Defense (10)
- Offensive Power Absorption (10)

**Movement Abilities**

- Flight (10)
- Float (5)
- Jump Bonus (1)
- Move Bonus (1)
- Ridable (1)
- Teleport (15)

**Status Abilities**

- Combat Resistance (1)
- Status Resistance (1)
- Combat Immunity (2)

Status Immunity (2)
Absorbance (3)
Undead (Special)

**Boss Abilities**

Defense Drones (LVL/20 drones)
Spell Ability (9-10) * (60)
Multi-segment (LVL/30 parts)
Teleport 2 (60)

**Disadvantages**

Low Defense (+1)
Low M. Defense (+1)
Movement Restriction (+1)
Weakness (+1)
Vulnerability (+2)

*Example: Now to determine Boco's abilities. Since Boco is a Yellow Chocobo, we'll just give him the standard powers for that type of monster. As a result he gets the following:*

*Action Abilities*
*Choco Cure*
*Support Abilities*
*None*
*Movement Abilities*
*Ridable*
*Move Plus*

## Step Seven: Finishing Touches

Congratulations! You are mostly finished your brand new Final Fantasy RPG critter. The only thing left to handle is generating the stuff that the player characters gain following the battle: experience points and Gil.

**XP Value**

In the Final Fantasy games, the characters in the games became more powerful as they defeated monsters. When a character defeats a monster, they gain 200 x the XP Level of the monster. Thus if the characters defeat a 20th level monster, they gain 4000 XP (200 x 20). Boss Monsters, because they are frequently much tougher opponents than a single regular monster, are worth 400 x XP Level in Experience Points. While this may seem like a lot when characters need 500 x the next experience level in order to advance, the total amount of experience that the characters get for defeating monsters is split evenly among each combatant. This is done so to illustrate the number of powers- a single monster is easy to beat when six characters are hammering away at it while a single character would be in deep trouble if he were being mugged by six monsters!

*Example: Jean & Bleach manage to finish of three Goblins. The Goblins were level five monsters, so each one is worth 1000 XP for a grand total of 3000 XP. However, because the duo beat them together, they have to split the XP between each other. Thus Jean gets 1500 XP and Bleach gets 1500 XP.*

**GP Value**

Experience isn't the only things players get by defeating monsters. To In addition to experience, players also gain money from their victory in the form of coins called throughout the Final Fantasy series as Gil (G). The amount of Gil gained on average is equal to the monster's XP Value divided by three, rounded down to the nearest multiple of 50.

*Example: Jean got 1500 XP for the previous battle. In addition, he gets 500 Gil as well.*

GMs should feel free at any time to modify how much Gil players gain in their victories if they feel the character may need more money. Some monsters may give more or less Gil depending on the circumstances. A monster made out of gold would more likely give extra gold rather than experience. In such instances, the XP/Gil values could be flipped around.

**Ability Points (Optional)**

Some games have in the past used special mini-systems where the characters gain special powers along with experience or Gil. Final Fantasy VII has materia, Final Fantasy VI had magicite, and Final Fantasy V had job points (not to be confused with the Final Fantasy Tactics Job System). These systems if applicable run on Ability Points (AP). When a character gains XP, they gain 1/5th of it as AP toward their materia, job skills, magicite, or whatever else the gamemaster decides to use.

*Example: Since Jean has a Secondary Ability (An optional rule found in the Optional Rule Depot), he gets AP for his SA in addition to the XP & Gil rewards. Jean got 1500 XP, so he gets 300 AP for the battle (1500/5 = 300)*

# Monster Abilities

Monsters are by nature unnatural beasts. They possess incredible powers- some magical, some not- that makes them fearsome predators and a danger to the defenseless travelers that venture outside of the walls of any town. This section details some of the

special abilities available to monsters that GMs can use to make their player's lives hell.

As of V. 2.0 of the Tome, all monster abilities are organized into one of six categories: Action, Support, Movement, Status, Boss, and Disadvantage.

## Action Abilities

**Fatal Attack**
Level Requirement: 50

A fairly rare but fearsome power, the monster is able to perform a single attack that has a potential to instantly rend the targeted character unconscious at zero (0) HP. The chance of success is (45 + Level + Agility, Defense)

**Final Strike**
Level Requirement: 20

When killed, the monster unleashes one final attack on its enemies. Usually, this is a very strong attack that will heavily damage all enemies. A really nasty use for this power is to give a regularly weak monster this with a very powerful spell like the monster "Roly Bomber" from Chrono Trigger, which was a weak critter but would blow up when killed.

**HP Drain**
Level Requirement: 5

The monster delivers a normal strike, half the damage however is restored to the character's HP.

**Job Power**
Level Requirement: Special

This power allows the monster to duplicate a single job power used by the jobs available to player character. This power is unique since its level requirement is equal to the XP level that the player character acquired the ability. Thus an ability that required LVL 29 for a player character would still require LVL 29 for a monster or enemy created through the MCS. Gamemasters may want to be very cautious with giving monsters certain job powers. Some high level powers such as the Sword Master's Cleave were not meant to go into the claws of most monsters. This power should most likely be reserved for the Human monster category or for human villains created using the MCS.

**MP Drain**
Level Requirement: 20

The monster delivers a normal strike for half damage, the damage however is restored to the monster's MP. MP drain attacks effects the target's MP, not HP.

**Near-Fatal Attack**
Level Requirement: 30

The monster delivers an attack or series of blows with a 35 + (level/2) + (agility)% (defense counters this) chance to reduce the target to 1 HP.

**Ranged Attack**
Level Requirement: 1

A monster using this ability can create a projectile of any feasible nature and hurl it at an enemy target. This ability often comes in the form of a ball or blast of energy, but physical projectiles like stones, boulders, and in at least monster's case eggs are all fair ammunition for Ranged Attacks. The attack itself does the same damage as the monster's Attack Damage stat (see Step 5: Attack Damage in the Monster Creation process above. Combining it with a Special Attack can increase the damage. All Ranged Attacks using this monster ability are considered to have a range of R:3 E:1 V:0

**Special Attack**
Level Requirement: 1 (+1 DC), 20 (+2 DC), 30 (+3 DC), or 40 (x2 DMG)

The monster can deliver is a specific kind of attack (a punch, a bite, a sword slash, etc) that delivers higher than normal damage (ie, a DC bonus of +1 to as high as +3). Some examples include the Pounce by Ralph (a dog from FF6. +1 DC) or swing by a Brontosaur (a big nasty dinosaur from FF6. +3 DC). Typically, higher the level of the monster, the higher the DC bonus but there are always exceptions.

**Spell Ability**
Level Requirement: 1 (LVL 1-2), 20 (LVL 3-4), 30 (5-6), or 40 (7-8)

Through this power, the monster may cast a single spell. The spell may be of any magic type with the exception of Summon Magic, which is allowed only to boss or super boss monsters. The monster must have a level high enough to cast the spell, although the pre-requisites for the spell are lifted for this monster power. The Spell Ability was designed to cover special attacks that do not necessarily fall into the realm of the other power of the same name. A monster may possess up to a maximum of three Spell Ability powers through taking disadvantages and no more. If you need a monster with a fearsome spell arsenal, the True Magic power may be what you are looking for.

Note that the spell ability power can mimic many of the special abilities of monsters used in the E-games that aren't covered elsewhere. For instance, Gunk (an ability used by many slimy type critters such as the Crawler from FF6) could essentially have the same effect of the spell Slow. Find whichever

spells you feel come the closest to mimicking the special ability or at least it's effects (for instance, Gunk wouldn't have the same casting appearance as a mage casting slow. It would likely require tossing a blob of slime at the person making them messy).

It's also very possible to get spell ability and Status Attack mixed up. In general, if the power did no damage in the e-game when the character was initially attack, then it's a spell ability. If the condition was delivered through a physical attack, then it is a Status Attack ability.

Also keep in mind that the Tome of Magic has a large assortment of monster only Blue Magic spells listed in Appendix I: Monster Magic. These can be easily used to handle many of the more common monster abilities found in the Final Fantasy series.

**Status Attack (Weak)**
Level Requirement: 1

Similar to, but different then Spell Ability, the Status Attack allows the monster to make a normal strike but in addition has a chance to inflict a status condition on the target. The "weak" version includes the following Statuses: Berserk, Blindness, Confusion, Mini, Poison, Silence, Sleep, or Slow. In order to activate the status condition, the monster has a (85 + LVL + AGI, Defense)% chance of success.

**Status Attack (Strong)**
Level Requirement: 40

This ability continues what the Status Attack (Weak) version started. In addition to inflicting a normal attack, the monster has a (55 + LVL + AGI, Defense)% chance to inflict one of the following status conditions: Charm, Stone, Stop, Toad, Undead, or Venom

**Stat Down**
Level Requirement: 10

This ability allows the monster to temporarily reduce a specific attribute when used successfully on an enemy target by 20% (minimum 2). Each use of Stat Down has a (70 + LVL + AGI, Defense)% chance of success. The name of this ability should be changed to reflect the attribute it decreases. For instance, "Strength Down" if the ability decreases the target's Strength attribute. This ability normally has a range of R:3 E:1 V:0, which translates into normal speech as "the monster can only affect one target with this ability". By increasing the cost from 1 PP to 2 PP, the ability gains a range of R:3 E:2 V:1. The effects of Stat Down remain in action for the remainder of the battle.

**Stat Down 2**
Level Requirement: 30

This ability allows the monster to temporarily reduce a specific attribute when used successfully on an enemy target by 40% (minimum 4). Each use of Stat Down has a (55 + LVL + AGI, Defense)% chance of success. The name of this ability should be changed to reflect the attribute it decreases. For instance, "Strength Down" if the ability decreases the target's Strength attribute. This ability normally has a range of R:3 E:1 V:0, which translates into normal speech as "the monster can only affect themselves with this ability". By increasing the cost from 3 PP to 4 PP, the ability gains a range of R:3 E:2 V:1. The effects of Stat Down remain in action for the remainder of the battle.

**Stat Down 3**
Level Requirement: 50

While Stat Down & Stat Down 2 only affected one specific attribute, Stat Down 3 decreases ALL attributes by 20% when used successfully. The chance of success for Stat Down 3 is (40 + LVL + AGI, Defense)%. This ability has a function range of R:3 E:1 V:0. The effects of Stat Down remain in action for the remainder of the battle.

**Stat Up**
Level Requirement: 10

What goes down must come up, no? This ability is similar to Stat Down save it increases a specific attribute by 20% (minimum +2). This ability normally has a range of R:0 E:1 V:0, which translates into normal speech as "the monster can only affect themselves with this ability". By increasing the cost from 1 PP to 2 PP, the ability gains a range of R:0 E:2 V:1. The effects of Stat Up remain in action for the remainder of the battle.

**Stat Up 2**
Level Requirement: 30

This ability continues what Stat Up started. It increases a specific attribute rating by 40% (minimum +4). This ability normally has a range of R:0 E:1 V:0, which translates into normal speech as "the monster can only affect themselves with this ability." By increasing the cost of the ability from 3 PP to 5 PP, the ability's range increases to R:0 E:2 V:1. The effects of Stat Up remain in action for the remainder of the battle.

**Stat Up 3**
Level Requirement: 50

Where as previous Stat Up abilities increased a specific monster ability, Stat Up 3 increases ALL of the monster's attributes by 20%. This ability only

affects the monster itself. The effects of Stat Up 3 remain in action for the remainder of the battle.

**True Magic**
Level Requirement: 20 (Level 1-3), 40 (Level 1-6), and 60 (Level 1-8)

The monster has access to a full repertoire of spells at its disposal, much like the Mage jobs used by the player characters. For each level of magic the monster has access to, pick three spells from *one* type of magic that the monster has access to- Black, Red, Time, or White. Summon Magic can only be used by boss or super boss monsters.

## Support Abilities

**Counter Attack**
Level Requirement: 10 (50%) or 30 (75%)

When hit with a physical attack, the monster has a limited chance (either 50% or 75%) to retaliate with an attack of it own. This extra doesn't count towards their action for the round.

**Counter Magic**
Level Requirement: 20 (35%) or 40 (60%)

Similar to the regular counter attack power, the Counter Magic ability comes into play when the character is hit with a magic spell or monster power (particular wicked GMs could also count job abilities in as well). When hit, the monster may retaliate with a spell of their own (only spells- no powers). The chance of success is either 35% or 60% depending on what level the power what 'bought' at.

**Defensive Power Absorption**
Level Requirement: 20

Unlike the offensive power absorption power, the defensive version increases the monster's armor ratings by 1/10th of the damage incurred by the attack(s) on the monster. There is usually a loophole however- either the bonus will die out in a set number of rounds (usually 1d6) or the bonus can be eliminated through a certain elemental attack spell (fire, ice, and lightning being the common candidates for the job, but any element type can work).

**High Defense**
Level Requirement: 10

The monster benefits from a higher than ordinary Defense stat. By taking this ability, increase the monster’s Defense bonus from their XP LVL by 50%. Thus a LVL 20 monster would have a bonus of 30 rather than 20.

**High Magic Defense**
Level Requirement: 10

The monster benefits from a higher than ordinary Magic Defense stat. By taking this ability, the monster’s Magic Defense bonus from their XP LVL is increased by 50%. Thus a LVL 20 monster would have a bonus of 30 rather than 20.

**Offensive Power Absorption**
Level Requirement: 20

For a monster with this power, each time the monster gets attacked it's ability to inflict damage increases. There are two ways this can work: 1) the damage from the next physical attack is increased equal to $1/5^{th}$ the damage dealt to it (roll damage usually, then add the extra damage before implementing the monster’s DC). 2) The monster builds up damage until it reaches a certain point, then it unleashes a super attack or spell of some sort (usually a pretty powerful one). The damage done by such attack usually is Attack damage + (damage taken divided by 5) + Strength x DC for a physical attack or damage dice of the ability/spell + Magic x MDC for an energy based attack.

## Movement Abilities

**Flight**
Level Requirement: 10

Rather than simply being able to hover, as is the case with the float power, a monster with this power can fly for extended periods of time or make short "hops". If the hex map combat rules are used, the monster can ignore the effects of height levels. They could, for instance, hop straight from a level one HL to a level twelve HL.

**Float**
Level Requirement: 5

The monster through this power is capable of hovering above ground as if they were under the effect of a float spell. Since they're not touching the ground, the monster is immune to earth based attacks or damage floors. They can also float over water, lava, swamp, and snow terrain unless the monster has a specific Move Restriction that states otherwise.

**Jump Plus**
Level Requirement: 1

The monster can jump higher than a normal monster. In combat, the monster gets a +2 Jump bonus.

**Move Plus**
Level Requirement: 1

The monster can move faster than a normal monster. In combat, the monster gets a +2 Move bonus.

**Ridable**
Level Requirement: 1

The monster can serve as a mount for another monster or a player character. When used in this way, the rider benefits from the mount's normally better movement ability. The two can also pull off a combination attack called "charge" that increases the damage done by both attacks by 50%. The character must have at least 4 hexes (20 meters/yards) of space to initiate the Charge and must be wielding a Polearm or similar long weapon.

**Teleport**
Level Requirement: 15

With this, the monster is capable of teleporting from one point to another. The only hitch is that if the monster warps to far a distance, it'll simply fail and the character will be stuck where they are. Every meter over it's "safe range" of 3 hexes (or 3 yards/meters) that it teleports, there is a cumulative 5% chance that it'll fail. For instance, warping 10 hexes/meters will have a 35% chance to fail (10 minus 3 times 5 equals 35%). Thus if the monster rolls higher than 35 on a 1d100 roll, the teleportation will fail & the monster will have to stay where they are for the remainder of the round.

## Boss Abilities

The following monster abilities are powers available solely to boss and super boss monsters. Normal monsters cannot use them whatsoever.

**Defense Drones**

A boss of this sort possesses two (or more) small drones that hover around it. Each of these drones is considered a separate monster as far as the ability to act in combat and may have unique abilities. For instance, one drone may have the ability to perform a special attack that does big damage while a second drone can heal the monster itself. This makes removing the drones a top priority for the player character to destroy before they can eliminate the boss itself. Any destroyed Drone will return in five rounds. Drones cannot move around the battlefield since they must remain close to the 'main' section of the monster. When the monster moves, so do the Drones.

Stat-wise, consider the drone to have roughly 1/3$^{rd}$ the HP of the monster (round up to the next multiple of 10) and 2/3$^{rds}$ of its Armor and M. Armor. Thus is Guardian 32134 is a LVL 20 monster with 400 HP, Armor: 34, and M. Armor: 21, its drone would have 140 HP, Armor: 17, and M. Armor: 10. It otherwise has the same attributes and stats as the monster itself. Each Drone also gets its choice of the action ability of its choice. If it is one drone, it will have a white magic spell ability such as Cure or Barrier- something protective. If we're dealing with multiple drones, at least one will play the protective role curing damage while the others have attack abilities.

All bosses with this ability have at least two drones. Additional drones may be added every 20 Levels (ie, 3 at 20, 4 at 40, 5 at 60).

Notable Examples: Guardian (Chrono Trigger), Big Globe (Final Fantasy IV)

**Multi Part**

In Final Fantasy IV, FFVI, FFVII, Chrono Trigger, and the Phantasy Star series (where this little phenomenon might have started with Dark Force in PS2); the characters of the game sometimes ran into bosses that possess multiple parts.

In MCS terms, Multi Part is similar to the Defense Drone ability noted above. Each part acts independently and is capable of performing an action each round. Each part has 2/3$^{rd}$ the HP of the original monster as well as ½ its Armor & M. Armor attribute. Its attributes and other ratings are the same as main segment of the monster.

All bosses with this ability have at least two parts automatically. Additional parts may be granted if the GM desires every 30 levels (3 at 30, 4 at 60, 5 at 90).

Notable Examples: Dragon Tank (Chrono Trigger), Dark Force (Phantasy Star)

**Teleport 2**
Level Requirement:

An improved version of the original, the monster may teleport anywhere in the area of the fight with an absolute 100% success rate. This power is extremely rare, even for bosses.

## Status Abilities

This group of monster abilities cover three key abilities that are frequently shared by many monsters: Resistance, Immunity, and Absorbance. Unlike Action, Support, and Movement abilities, no monster gets a Status Ability for free. They can only be bought by taking disadvantages- most notably Weakness or Vulnerability.

**Combat Resistance**
Point Cost: 1

The monster has a natural affinity for shrugging off the effects of a specific combat element such as Fire or Earth. In the case of combat elements, all damage done by the attacks is reduced by one half. Thus an attack that inflicts 140 points of damage instead does 70.

| | | | |
|---|---|---|---|
| Fire | Earth | Water | Wind |
| Light | Dark | Ice | Lightning |

In addition to the main eight, there is also Poison, which represents the oddball between Status Resistance and Combat Resistance since Poison attacks tend both inflict damage (combat element) and inflict a status (status element). A resistance to Poison has the same effects of both types of element resistances.

**Status Resistance**
Point Cost: 1

The monster has a natural affinity for resisting the effects of a specific type of status magic such as Sleep, Silence, or Death. Status element resistances grant the monster a temporary 25 point bonus to their Magic Defense when a spell of that Status type is used on them.

Death: Near-fatal/Fatal attacks
Gravity: Gravity magic/attacks (Quarter, Demi)
Mystify: Berserk, Charm, and Confusion
Poison: Poison, Venom
Seal: Blind, Silence, Sleep, and Stone
Time: Stop and Slow
Transform: Mini, Toad, Pig, and Undead

**Combat Immunity**
Point Cost: 2

This ability is similar to Combat Resistance, save that rather than reducing the damage done by the attack by one-half, it becomes completely immune to the damage inflicted by that element.

In addition to the main eight, there is also Poison, which represents the oddball between Status Resistance and Combat Resistance since Poison attacks tend both inflict damage (combat element) and inflict a status (status element). A resistance to Poison has the same effects of both types of element resistances.

**Status Immunity**
Point Cost: 2

This ability grants the monster complete immunity to a specific status element group. For a list of all the Status Elements, see Status Resistance.

**Absorbance**
Point Cost: 3

This ability only covers combat element based attacks. Rather than inflicting damage, the attack instead restores a number of lost HP equal to the damage done by the attack. Thus a monster with a fire absorbance ability struck by a fire 2 spell that did 150 damage would regain up to 150 HP back.

**Undead**
Point Cost: 0

This ability is automatically earned for any monster that considers itself a member of the Undead monster category. Essentially, it is a set of abilities and disadvantages that all Undead monsters have in common. Because of their association with death, the monster reverses the effects of all drain spells or abilities used against it. Instead of drain HP/MP from the monster, the monster drains HP/MP from the unfortunate attacker. However because of this connection to death, they take damage from recovery items or recovery spells. In addition to these, the monster gets an array of resistances and immunities.

Combat Immunity: Dark
Status Immunity, Death
Status Immunity, Poison
Status Immunity, Mind
Combat Weakness, Fire
Combat Weakness, Light

## Disadvantages

Disadvantages are an odd-ball as far as monster abilities go in that they are drawbacks that give Power Points for each one taken. Most monsters should not have more than three disadvantages.

**Low Defense**
Point Worth: 1

The monster is especially sluggish when it comes to dodging. As a result, their Defense is calculated as [(LVL/2) + Agility + Speed].

**Low Magic Defense**
Point Worth: 1

The monster has very low magic resistance and is easy to use magic on. Their Magic Defense stat is calculated as [(LVL/2) + (Spirit x 2)].

**Move Restriction**
Point Worth: 1

By taking this disadvantage, the monster cannot move over certain terrain. The most common type being water with Lava, Swamp, and Snow as other possibilities.

**Weakness**
Point Worth: 1

By taking this disadvantage, the monster is particularly vulnerable to certain types of element based attacks. Combat elements inflict double damage and status elements grant a 25% bonus to the enemy's CoS for activating the spell/attack.

*Combat Elements*

| | | | |
|---|---|---|---|
| Fire | Earth | Water | Wind |
| Light | Dark | Ice | Lightning |

*Status Elements*

Death: Near-fatal/Fatal attacks and the Undead & Bloodsuck conditions.
Gravity: Stop, Slow, all gravity magic/attacks
Mind: Berserk, Charm, and Confusion
Poison: Poison, Venom
Seal: Blind, Silence, and Sleep
Transformation: Mini, Toad, Pig, and Shapechange

**Vulnerability**
Point Worth: 2

This is the superior to weakness in that while the spell doesn't do double damage, it automatically halves the monster's Defense, M. Defense, Armor, M. Armor, and initiative for d6 rounds. Dinosaurs are known to have a vulnerability to Lightning. No monster can ever have more than one vulnerability. Vulnerability does not have the same effects as Weakness (explained below) and the two cannot be used on the same monster.

## Random Items

Occasionally when a party successfully defeats a group of monsters they might receive an item that one of the deceased monster drops. If there is a thief among the group, there's always the possibility that they can steal items from a monster in the middle of combat. The below are some charts and rules for handing out treasure to player characters.

There are two ways a GM or monster maker can go about giving items. One is to do it randomly whenever the party wins a fight. There is a 50% chance that each monster will drop an item. The second way is to attach an item to the monster that it will always have. Rabites, a small fuzzy rabbit like monster from Secret of Mana, only drop potions for instance. This option would be best for the pre-designed monsters that you'll find in the later chapter of the Tome of Monsters. Regardless of which option you use, don't forget common sense. If the players nail a Rabite, they're aren't going to suddenly drop an Economizer (an accessory that reduces MP costs from spell casting by 75%). At the same time, many monsters should drop items that are related to their abilities. Poisonous monsters often drop antidotes and a spider that shoots webs that cause the status condition slow should drop a one-shot item called Spider Web has a similar effect. Also large birds tend to drop phoenix downs and humanoid opponents are more likely to have weapons and armor than the average monster. Thieves can also steal this item by using their Sneak ability Steal. If the item is stolen, then the players will not receive it upon defeating their opponent. The Gamemaster should also roll for each for each individual monster. Say the party defeats a pack of six goblins. The gamemaster decides the Goblins are going to carry potions. Each individual monster would have a 50% to carry a Potion. If the player got lucky, they might walk from the fight with six potions from each of the Goblins.

**Normal & Rare Items (Optional)**

A lot of times when you play a console RPG and get items after winning a hard battle, you get some items often… and once in a while get something really rare. If the gamemaster wishes to pull this off, each monster can be given a normal and a rare item that they drop when defeated. Normal items tend to recovery items such as Potions or Maiden Kisses while rare items might be very rare recovery items or equipment. In game terms, normal items have a 50% chance to be dropped and rare items have a 25% chance to be dropped.

*Example: Jean & Bleach sigh in unison as they defeat the last of the three Goblin Knights. The GM rolls once for each of the three corpses as the two greedy adventurers begin the looting process. He gets a 72, a 53 (so close!), and a 21. He hmms, causing the players to look at each other and shrug, as he looks at the equipment of the two heroes and decides to be nice to Jean by awarding him a new Mythril Sword.*

### Main Treasure Table

| Roll | Item |
|---|---|
| 1-10 | Accessory |
| 11-30 | Weapon |
| 31-50 | Potion |
| 51-70 | One-shot Item |
| 71-90 | Armor |
| 91-00 | Accessory |

From the main chart, the gamemaster can determine what type of item or equipment the

characters gain. Why no accessory or One-shot Item charts? There are two reasons for this. One, making up a chart with all the one-shot items and accessories would be a major pain in the rear- not only for us (the Returner Games staff) having to make them, but for any gamemaster or monster maker that has to use such big charts. Second, this allows GMs the chance to moderate how powerful the items the players get should be. Particularly with one-shot items, the type of monster and their attacks should play a part in what type of item they might drop or be available to a thief.

## Weapon\Armor Table

Weapons and armor should be given out sparingly if the characters gain them through battle since its usually expected that characters should buy their own weapons & armor with the gold they get from other battles.

**Weapons:** The type of weapon should also depend on the type of weapon the monster uses. A giant running around with a hammer is more likely to have a hammer to steal than a sword for instance. The exact version depends on the level of weapon or armor the monster drops is dependent on its level. This method is used instead of a random chart because it gives GMs more control over how characters can get better weapons and armor.

About 4d*+ weapons: You'll notice once the charts hits the 4d*+ weapons that it get significantly higher. It should be assumed that only bosses give such high powered weapons.

**Armor:** Giving out weapons is rather straight forward, but giving out armor is a bit different. Armor is based on the original weapon price charts, so they sort of lined up with each other so that the first piece of armor is the same as a d* weapon. Some armor pieces have variant version that are of equal power but have different abilities. The most obvious example are the fire, ice, and thunder shields. Other variants include: Wizard's ring (armwear), Tiger Mask or Magus hat (hats), Green Beret or Bard's hat (hats), Fire or Blizzard Mail (Mails), fire, ice, or thunder shield (shields)

*Example of how this works: Locke decides to steal from a monster and winds up stealing some armor. He lucks out and gamemaster decides to give him a type of armwear. The monster is 22nd level beastie, which would be the 6th type of armwear- a silver band.*

| Level | Damage | Version |
|---|---|---|
| 1-4 | d* | 1st |
| 5-8 | d*+1 | 2nd |
| 9-12 | d*+2 | 3rd |
| 13-16 | d*+3 | 4th |
| 17-20 | d*+4 | 5th |
| 21-24 | d*+5 | 6th |
| 25-28 | 2d*+1 | 7th |
| 29-32 | 2d*+2 | 8th |
| 33-36 | 2d*+3 | 9th |
| 37-40 | 2d*+4 | 10th |
| 41-44 | 2d*+5 | 11th |
| 45-50 | 3d*+1 | 12th |
| 51-55 | 3d*+2 | 13th |
| 56-60 | 3d*+3 | 14th |
| 61-65 | 3d*+4 | 15th |
| 66-70 | 3d*+5 | 16th |

## Potion Charts

These are the charts for potions. There are 2 main tables and three separate charts that cover recovery potions such as antidotes, eyedrops, and remedies. The main two are separated by level. When characters face monsters of such higher levels, they are more likely to drop stronger potions.

**Level 1 - 15**

| Roll | Potion |
|---|---|
| 1-10 | Phoenix Down |
| 11-20 | Hi Ether |
| 21-40 | Recovery Item |
| 41-60 | Potion |
| 61-80 | Ether |
| 81-90 | Hi Potion |
| 91-100 | Phoenix Down |

**Level 16 - 30**

| Roll | Potion Type |
|---|---|
| 1-10 | Phoenix Down |
| 11-20 | X Ether |
| 21-40 | Recovery Potion |
| 41-60 | Hi Potion |
| 61-80 | Hi Ether |
| 81-90 | X Potion |
| 91-100 | Phoenix Down |

**Level 31+**

| Roll | Potion Type |
|---|---|
| 1-5 | Mega Elixir |
| 6-10 | Elixir |
| 11-20 | Phoenix Down |
| 21-40 | Recovery Potion |
| 41-60 | X Potion |
| 61-80 | X Ether |
| 81-90 | Phoenix Down |
| 91-95 | Elixir |
| 96-100 | Mega Elixir |

This last chart may be better suited for bosses that might cough up major potions. It might not be all that wise to even give players a chance to steal mega elixirs from a common monster.

## Recovery Item Charts

These include all potions that remove undesirable status conditions such as poison, silence, darkness, and so on.

| Roll | Potion |
|---|---|
| 1-5 | Remedy |
| 6-10 | Holy Water |
| 11-20 | Maiden's Kiss |
| 21-30 | Echo Screen |
| 31-50 | Antidote |
| 51-70 | Eye Drops |
| 71-80 | Soft |
| 81-90 | Cornucopia |
| 91-95 | Holy Water |
| 96-100 | Remedy |

## Accessories

Accessories should be handled with care, just like Weapons & Armor. Any accessory stolen or gained through battle should be worth (Level x 200) GP. Thus a level 20 monster might drop a 4000 GP accessory if the characters are lucky.