

Final Fantasy VII Item/Materia Locations FAQ

by Xenomic

Updated to v3.0 on Nov 19, 2008

Items/Weapons/Armor/Accessories/Materia/
Enemy Skills/Enemies Locations FAQ

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11/3/07

-Updated with Crater duplication info

version 2.0

- Spaced out the information a bit more so that it is readable.
- Included in the Table of Contents which Items are one-time only.
- Included Max Limit for each item in Table of Contents.
- Added in Gambler, thanks to SigurdTroyFlik
- Added in location of Magic Counter, thanks to lol26.

Version 2.1 (September 2, 2008)

-Updated with new section "List of Misseable Items and Materia". If anyone has anymore suggestions on updating this, use one of my contact infos to do so (ignore the xenomic@bigstring email now).

Version 2.2 (October 19, 2008)

- Updated with 3 new sections, including:
 - *List of Misseable Items and Materia [LOMIAM]
 - *Shop Guide [SG]
 - *The Perfect Game Guide [PGG]

Also updated the Special Section with 2 sections, including:

- *L5 Deathable Enemies
- *L4 Suicidable Enemies

Will also be updating the Enemy Group Data section here later, as well as updating the Shop Guide section as time goes on.

Version 2.8 (November 15, 2008)

-Updated the Enemy Group Data section and is almost completely done

minus the Chocobo Encounters. If anyone would like to contribute to that, feel free to.

Version 3.0 (November 17, 2008)

-Changed the Table of Contents to make it shorter. For info on the misseable stuff, please refer to the List of Misseable Items and Materia section.

-Added in a special section to the Enemy Group Data section regarding Chocobo Encounters, filled in the Fort Condor items section, and fixed up the L4 Suicide section (silly me messed up and made it L3....). Thanks to Endless_Dusk for this info!

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1) What's this Guide About?

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 This guide is for finding whatever you're looking for. If you're having problems finding a specific item or materia, then this guide should be able to help you find it quickly and effectivly.

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2) Why Do This Guide At All?

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For the sake of finding everything your little heart desires. There's no better guide on this site to find what you need in FFVII than right here. Plus, after seeing another FAQ on this site, and having to exit out because of its size, I've decided to attempt and break it down into reasonable data size.

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3) Item Locations [I+L]

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A) Perishable Items [P+I]

Name: Potion
 Max Limit: 99
 Description: Restores 100 HP to a single character
 Price: 50/80 BP (Disc1 Only/Before Tiny Bronco)
 Sell: 25
 Rarity: Very common
 Locations:

- Shops
 - Sector 7 Slums (Disc 1)
 - Sector 5 Slums
 - Sector 7 (post-Reno fight/Disc 1)
 - Wall Market
 - Shinra HQ (Disc 1)
 - Kalm
 - Under Junon
 - Junon
 - Boat

Costa Del Sol
North Corel
Gold Saucer*
Cosmo Canyon
Gongaga
Nibelheim
Mideel**
Bone Village
Corel Prison
Gold Saucer Battle Square (Disc 1 Only)

Find

No.1 Reactor (pick up from dead soldier/x2)
No.1 Reactor (in front of Jessie)
Sector 8 Slums (before heading to train. It's in the area
right after you met Aeris)
Shinra HQ (Disc 1 only/Found on the floor where you
battle Hojo's creation/There are 4 of them here)
Bone Village (Dig it up)
Great Glacier (out in the open)
Sector 4 Underground (Near Jessie)
Aeris's House (Room)
Junon (During Parade/Must score between 30% and 39%/
x6)

Win

MP (No.1 Reactor/Disc 1 only))
Grunt (No.1 Reactor/Disc 1 only)
Hedgehog Pie (Around Midgar church)
Aero Combatant (Sector 7 Plate/Disc 1 only)
Hell House (Midgar-Sector 5 Slums)
Blugu (Sector 4 Area)
Guard Hound (No.1 Reactor/Train Graveyard/Sector 5
Church/Disc 1 Only)
Custom Sweeper (Outside of Midgar)
Cappairwire (Forests around Fort Condor)
Ceasar (Midgar Sewers/Disc 1 only)
Chuse Tank (Sector 4 Subway/Disc 1 only)
Cripshay (Train Graveyard/Disc 1 only)
Desert Sahagin (Cosmo Canyon area)
Devil Ride (Midgar area)
Elfadunk (Chocobo Ranch area)
Grangalan Jr. (Corel area)
Hell Rider VR2 (Junon area)
Kalm Fang (Midgar area)
Kelmelzer (?)
Mono Drive (No.1 Reactor/Disc 1 only)
Prowler (Midgar area)
Sahagin (Train Graveyard Sewers/Disc 1)
Vice (Sector 5 Slums)

Steal

Aero Combatant (Sector 7 Plate/Disc 1)
Cripsay (Train Graveyard/Disc 1)
Whole Eater (Midgar/Disc 1/3)
Desert Sahagin (Cosmo Canyon area)
Guard Hound (No.1 Reactor/Train Graveyard/
Sector 5 Church/Disc 1 Only)

Morph

1st Ray (No.1 Reactor)
Aero Combatant (Sector 7 Plate)
Cripshay (Train Graveyard/Disc 1 only)
Grunt (No.1 Reactor/Disc 1 only)

Guard Hound (No.1 Reactor/Train Graveyard/
Sector 5 Church/Disc 1 Only)
Hell House (Midgar-Sector 5 Slums)
MP (No.1 Reactor/Disc 1 only)
Proto-Machine Gun (No.5 Reactor/Disc 1 only)
Rocket Launcher (No.5 Reactor Subway/Disc 1 only)
Sahagin (Train Graveyard Sewers/Disc 1)
Sweeper (No.1 Reactor/Disc 1 only)
Vice (Sector 5 Slums)
Whole Eater (Midgar/Disc 1/3)

*Can be bought at the Inn, or pay BP in the Wonder Square

**Can be bought from the guy with the White Chocobo,
or the man at the Item Shop

Name: Hi-Potion

Max Limit: 99

Description: Restores 500 HP to a single character

Price: 300

Sell: 150

Rarity: Common

Locations:

Shops

Wall Market

Fort Condor

Costa Del Sol

Cosmo Canyon

Gongaga

Nibelheim

Rocket Town

Wutai

Mideel

Bone Village

Icicle Inn

Junon (Disc 1)

Find

Sector 4 Area (found by Jessie)

Train (while making your way to the front of
the train after leaving Sector 7, talk to
the man near the exit in the second screen.

He'll ask you a question. Select the first response)

Mythril Mines (Head to the right of the entrance. You'll find
it out in the open.)

Whirlwind Maze (talk to one of the Black Hooded guys. They'll drop
it.)

Fort Condor (Win 5th and 6th battle [Before and after Comso Canyon,
but leave Buggy far away from town]/x5)

Win

Grand Horn (Gongaga Area)

2-Faced (Corel Prison)

Bagnadrana (Mt.Corel)

Bandersnatch (Icicle Inn area)

Beachplug (Costa Del Sol beach)

Bloatfloat (Mt.Corel)

Crawler (Mythril Mine)

Crown Lance (Nibelheim beach)

Cuahl (Gaea's Cliff/Disc 2 only)

Death Claw (Corel Prison/Disc 1 only)

Doorbull (Temple of the Ancients)
Dragon Rider (Whirlwind Maze/Disc 2 only)
Formula (Around Junon area)
Golem (Cosmo Canyon area)
Grangalan (Corel area)
Harpy (Corel area)
Heavy Tank (Gongaga Reactor)
Heg (Gi Cave/Disc 1 only)
Hell House (Midgar-Sector 5 Slums)
Ice Golem (Great Glacier)
Ironite (Whirlwind Maze/Disc 2 only)
Joker (Corel area)
Jumping (Icicle Inn area)
Kimara Bug (Gongaga)
Kyuivilduns (Mt.Nibel)
Levrikon (Chocobo Ranch area)
Mandouge (Mythril Mines)
Maldancer (City of the Ancients area)
Neurosufferoth (Junon area)
Nibel Wolf (Around Nibelheim)
Razor Weed (Wutai area)
Search Crown (Mt.Corel)
Slaps (Temple of the Ancients area)
Sonic Speed (Mt.Nibel)
Spiral (Mideel area)
Stinger (Gi Cave/Disc 1 only)
Thunderbird (Mt.Corel)
Trickplay (Icicle Area)
Valron (Nibelheim area)
Castanets (Mythril Mine)
Velcher Task (Rocket Town area)

Steal

Devil Ride (Midgar area)
Doorbull (Temple of the Ancients)
Dragon Rider (Whirlwind Maze/Disc 2 only)
Elfadunk (Chocobo Ranch area)
Hell Rider VR2 (Junon area)
Ice Golem (Great Glacier)
Smogger (No.5 Reactor/Disc 1 only)
Wind Wing (Whirlwind Maze/Disc 2 only)
Rude (Rocket Town/Disc 2)

Morph

Devil Ride (Midgar area)
2-Faced (Corel Prison)
Bandit (Corel Prison)
Bloatfloat (Mt.Corel)
Cactuar (Corel Prison/Disc 1 only)
Death Claw (Corel Prison/Disc 1 only)
Grand Horn (Gongaga area)
Hell Rider VR2 (Junon area)
Kalm Fang (Midgar area)
Kyuivilduns (Mt.Nibel)
Laser Cannon (Shinra HQ Floors 67 & 68/Disc 1 and 2 only)
Levrikon (Chocobo Ranch area)
Machine Gun (Shinra HQ Floors 67 & 68/Disc 1 and 2 only)
Mandouge (Mythril Mines)
Prowler (Midgar area)
Q.Machine Gun (Underwater Reactor/Disc 2 only)
Missile Launcher (Junon Sub Dock/Disc 2 only)
Search Crown (Mt.Corel)

Slalom (Junon)
Special Combatant (No.5 Reactor/Disc 1 only)
Valron (Nibelheim area)

Name: X-Potion

Max Limit: 99

Description: Fully restores HP to a single character

Price: N/A

Sell: 1

Rarity: Uncommon

Locations:

Shops

Cannot be bought

Find

Gi Cave (in a treasure chest. Go hunt for it)

Icicle Inn (out in the open, on the top floor of the inn)

Northern Crater (found in a treasure chest. Go hunt for it)

Gold Saucer (Win it at the Wonder Square)

Fort Condor (Win 10th, 11th, and 12th battle [After Temple of the Ancients,
after waking Sleeping Forest, and after taking
a nap at the City of Ancients/x5 per battle])

Win

Death Dealer (Northern Crater/Disc 3)

Bizarre Bug (Wutai)

Diver Nest (Underwater Reactor)

Eagle Gun (Train to North Corel/Disc 2 only)

Gargoyle (Northern Crater/Disc 3)

Jayjujajyme (Wutai Da-Chao Statue)

King Behemoth (Northern Crater/Disc 3)

Magnade (Great Glacier)

Manhole (Midgar-Underground/Disc 2 only)

Pollensalta (Northern Crater/Disc 3)

Rilfsak (Ancient Forest)

Roulette Cannon (Junon/Disc 2 and 3)

Scissors (Northern Crater/Disc 3)

Soldier:2nd (Junon/Disc 2/3)

Zolkater (Gaea's Cliff/Disc 2 only)

Rude (Gongaga/Disc 1 only)

Reno (Midgar/Disc 2)

Gorki (Wutai)

Steal

Bullmotor (Corel Prison/Disc 1)

Spiral (Mideel area)

Bandit (Corel Prison)

Gargoyle (Northern Crater/Disc 3)

Morph

Midgar Zolom (Swamp outside of Mythrill Mines)

Custom Sweeper (Midgar area)

Gremlin (Whirlwind Maze/Disc 2 only)

Ironite (Whirlwind Maze/Disc 2 only)

Malldancer (City of the Ancients area)

Marine (Boat/Disc 1 only)

Name: Ether

Max Limit: 99

Description: Restores 100 MP to a single character

Price: 1500/640 BP (Disc1 Only/Before Tiny Bronco)

Sell: 750

Rarity: Common

Locations:

Shops

Fort Condor

Costa Del Sol

Gold Saucer Inn

Cosmo Canyon

Rocket Town

Wutai

Mideel (Man with White Chocobo/After Ultimate Weapon)

Bone Village

Gold Saucer Battle Square (Disc 1 Only)

Find

Sector 7 Slums (In the Beginner's Hall, before going to
the No.4 Reactor)

Sector 4 Underground (In the first area where you
first land)

Corneo's Mansion (In the basement)

Aeris's House (In the garden)

Kalm x3 (Find on the second floor of the inn [inside
a drawer], and two houses [both inside doors])

Mythril Mines (Head to the right of the entrance. It is out
in the open)

Gi Cave x2 (Both are in treasure chests. One is in the room
with the wall trap, and the other is in the room
with the Stingers)

Whirlwind Maze (Disc 2 only) (Talk to one of the black-robed men
who gets knocked by by the wind.)

Junon (During Parade/Must score between 40% and 49%/x6)

Bone Village (Dig it up)

Fort Condor (Win second battle [After Bottomswell])

North Corel (Find in pot in rightmost house)

Win

Mono Drive (No.1 Reactor/Train Graveyard before
going to Reactor 5/Disc 1 Only)

Reno (Sector 7 Plate/Disc 1 Only)

Ark Dragon (Mythril Mines)

Bullmotor (Corel Prison/Disc 1 only)

Crazy Saw (Midgar-Subway/Disc 2 only)

Crysales (Mideel area)

Gighee (Northern Crater/Disc 3)

Head Hunter (Mideel area)

Hungry (City of the Ancients area)

Killbin (Whirlwind Maze/Disc 2 only)

Land Worm (Corel Prison/Disc 1 only)

Lessaloploth (Great Glacier)

Scrutin (Boat/Disc 1 only)

Shred (Great Glacier)

Zenene (Shinra HQ/Discs 1 & 2 only)

Steal

Deenglow (Train Graveyard/Disc 1 only)

Hedgehog Pie (Midgar/Disc 1/3)

Ark Dragon (Mythril Mines)

Stinger (Gi Cave/Disc 1 only)

Kalm Fang (Midgar area)

Cappairwire (Forests around Fort Condor)

Levrikon (Chocobo Ranch area)

Prowler (Midgar area)

Scissors (Northern Crater/Disc 3)
Scrutin (Boat/Disc 1 only)
Sonic Speed (Mt.Nibel)
Morph
Ghost (Train Graveyard/Disc 1 only)
Hedgehog Pie (Midgar/Disc 1/3)
Mandragora (Chocobo Ranch area)

Name: Turbo Ether

Max Limit: 99

Description: Fully restores MP to a single character

Price: N/A

Sell: 1

Rarity: Uncommon

Locations:

Shops

Cannot be bought

Find

Sector 5 Slums (In the house with the kid who talks about the hidden drawer. Search the drawer, but don't take the money. Come back here in Disc 2 or 3, and talk to the kid.)

Gi Cave (It is in a treasure chest. Found in the room with the wall trap)

Nibelheim (Talk to one of the robed people to obtain it
[Forget which house])

Icicle Inn

Northern Crater (Disc 3) (Found in a treasure chest. Go hunt for it)

Bone Vilalge (Dig it up)

Fort Condor (Win 8th and 9th battle [After Rocket Town and after getting
Keystone]/x3)

Win

Magic Pot (Northern Crater/Disc 3)

Ancient Dragon (Temple of the Ancients/Disc 1 only)

Jersey (Shinra Mansion)

Mover (Northern Crater/Disc 3)

Sea Worm (Random island beaches)

Shadow Maker (Midgar-Subway/Disc 2 only)

X Cannon (Midgar-Mako Cannon/Disc 2 only)

Zemzeleet (Junon area)

Shake (Wutai)

Steal

Jersey (Shinra Mansion)

Golem (Around Cosmo Canyon)

Land Worm

Poodler (Sunken Gelinka/Disc 2/3)

Armored Golem (Northern Crater/Disc 3)

Death Dealer (Northern Crater/Disc 3)

Edge Head (Wutai area)

Killbin (Whirlwind Maze/Disc 2 only)

Land Worm (Corel Prison/Disc 1 only)

Mover (Northern Crater/Disc 3)

Search Crown (Mt.Corel)

Morph

Twin Brain (Mt.Nibel)

Beachplug (Costa Del Sol beach)

Bullmotor (Corel Prison/Disc 1 only)

Crazy Saw (Midgar-Subway/Disc 2 only)

Golem (Cosmo Canyon area)

Killbin (Whirlwind Maze/Disc 2 only)
Scrutin (Boat/Disc 1 only)
Zemzeleet (Junon area)

Name: Elixir

Max Limit: 99

Description: Fully restores HP/MP to a character

Price: N/A

Sell: 1

Rarity: Rare

Locations:

Shops

Cannot be bought

Find

Shinra HQ (Find on steps/Disc 1 only)

Shinra HQ (From Major, if you guess password on 2nd try)

Mythril Mines (To the right of the entrance, you'll find
this in the treasure box)

Nibelheim (Disc 1 only) (Talk to one of the robed men)

Mt.Nibel (Found in a treasure chest. You must jump down
from the area after you defeat Materia Keeper.
Enter the cave below, and look for a secret passage
in the left wall. Follow this passage to the treasure
chest.)

City of the Ancients (Found in a treasure chest. Go hunt for it)

Gaea's Cliff (Disc 2 only)

Mideel (Before Ultimate Weapon) (Pick it up in the house with the old
man)

Midgar x3 (Disc 2 only) (All found in treasure chests. Two are found
in the large underground area, the last before fighting Hojo)

Northern Crater x2 (Disc 3) (All in treasure chest. Go hunt for them)

Sunken Gelinka (In the first room, take the first door above you. It is
in a treasure chest.)

Fort Condor (Win 13th battle [At start of Disc 2] and 19th battle [Before
Tifa goes to Mideel]/x3 each)

*Bone Village (You'll have to dig this up/See special note)

Great Glacier (In a cave/Can get infinite as long as you don't push circle
when message 'Received Elixir' appears, and
instead walk out and return)

Win

Dark Dragon (Northern Crater/Disc 3)

Reno (Sunken Gelinka/Disc 2 only)

Rude (Midgar/Disc 2)

Staniv (Wutai)

Steal

Master Tonberry (Northern Crater/Disc 3)

Gighee (Northern Crater/Disc 3)

Iron Man (Northern Crater-Point of No Return/Disc 3 only)

Morph

Vlakarados (Around Bone Village)

Harpy (Corel area)

*To stock up on Elixirs, just talk to the leader and skip placing diggers and igniting bombs, until you have to mark the spot. Now, do you see the F-16 aircraft? The nose of it lies on the ground. Position Cloud so his touches the top of the aircraft's nose. This is the place you want to dig for many Elixirs. Mark it, and check the chest afterwards. Nothing in it? Don't worry.. there won't be an Elixir in it every single time. Your chances of

getting an Elixir are about 1 out of 7 tries. I find it fairly decent, especially seeing how an Elixir is a rare item, and getting so many of them now already isn't done very often. Don't forget to skip placing diggers, as you don't need them to find the spot. Enjoy yourself.. when you're done, enter the Sleeping Forest.

(Data from Cloud Vs. Sephiroth)

Name: Megalixir

Max Limit: 99

Description: Fully restores HP/MP to the entire party

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Temple of the Ancients (Disc 1 only) (In the room where you must move the clock, move the clock so that you can go to the room marked 'VIII']. Open the treasure chest and win the battle.)

City of the Ancients Cave (In a treasure chest on the right side of the cave)

Gaea's Cliff (Disc 2 only) (In a treasure chest in the area with Icicles)

Midgar-Underground (Disc 2 only) (Found in the large underground area)

Northern Crater x2 (Disc 3) (In treasure chests. Go search for them)

Sunken Gelinka (In the room after the battle with the Turks)

Ancient Forest (In the last cave with Apocalypse)

Bone Village (Dig it up)

Fort Condor (Win 4th Battle [After Corel Prison])

Wutai (Prize for Turtle Paradise)

Gold Saucer Wonder Square/Crane Game (Very rare)

Win

Master Tonberry (Northern Crater/Disc 3)

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Phoenix Down

Max Limit: 99

Description: Revives a single character from KO with 1/4 of Max HP

Price: 300/160 BP (Disc 1 Only/Before Tiny Bronco), 100 BP (After Tiny Bronco)

Sell: 150

Rarity: Very common

Locations:

Shops

Sector 7 Slums (Disc 1)

Sector 6 Slums

Wall Market

Sector 7 Plate (Disc 1)

Shinra HQ (Disc 1/3)

Kalm

Fort Condor

Junon

Costa Del Sol

Gold Saucer Inn

Underneath Junon

North Corel

Cosmo Canyon

Gongaga

Nibelheim

Rocket Town

Temple of the Ancients

Wutai

Mideel

Bone Village

Boat

Corel Prison

Gold Saucer Battle Square (Disc 1 Only)

Find

No.1 Reactor (In the area before the elevator)

Train (Talk to the man in the back of the first car
when the timer is there.)

Corneo's Mansion (In the room on the right, 2nd
floor)

Aeris's House (Room)

Mt.Corel (x10/Defeat Cockatolis)

Win

Adamantaimai (Wutai beach)

Ark Dragon (Mythril Mines)

Behemoth (Midgar-Underground/Disc 2 only)

Christopher (Northern Crater/Disc 3)

Crazy Saw (Midgar-Subway/Disc 2 only)

Dorky Face (Shinra Mansion/Nibelheim)

Ghirofelgo (Shinra Mansion)

Ghost Ship (Underwater Reactor)

Griffin (Cosmo Canyon area)

Iron Man (Northern Crater-Point of No Return/Disc 3 only)

Lessaloploth (Great Glacier)

Tail Vault (Wutai area)

Vargrid Police (Shinra HQ/Discs 1 & 2 only)

Wind Wing (Whirlwind Maze/Disc 2 only)

Aps (Midgar-Sewers/Disc 1)

Steal

Heavy Tank (Gongaga Reactor)

King Behemoth (Northern Crater/Disc 3)

Griffin (Cosmo Canyon area)

2-Faced (Corel Prison)

Ark Dragon (Mythril Mines)

Ghost Ship (Underwater Reactor)

King Behemoth (Northern Crater/Disc 3)

Lessaloploth (Great Glacier)

Magnade (Great Glacier)

Malldancer (City of the Ancients area)

Morph

Deenglow (Train Graveyard/Disc 1 Only)

Griffin (Cosmo Canyon area)

Wind Wing (Whirlwind Maze/Disc 2 only)

Name: Antidote
Max Limit: 99
Description: Cures Poison
Price: 80
Sell: 40
Rarity: Very common
Locations:

Shops

Sector 7 Slums (Disc 1)
Sector 5 Slums
Wall Market
Sector 7 Plate (Disc 1)
Shinra HQ (Disc 1/3)
Kalm
Junon
Fort Condor
Costa Del Sol
North Correl
Gold Saucer Inn
Gongaga
Nibelheim
Rocket Town
Wutai
Temple of the Ancients
Mideel

Find

Cannot be found

Win

Blood Taste (No.5 Reactor/Disc 1 Only)
Special Combatant (No.5 Reactor/Train Station*/Disc 1 Only)

*In order to fight the Special Combatant at the Train Station, before you go down the hole to the No.5 Reactor, head south until you see a guard. Here, you will fight an endless amount of these enemies.

Steal

Brain Pod (Shinra HQ)
Kelmelzer (?)

Morph

Kelmelzer (?)
Zolkater (Gaea's Cliff/Disc 2 only)

Name: Soft
Max Limit: 99
Description: Cures Slow-Numb and Petrify
Price: 150
Sell: 75
Rarity: Common
Locations:

Shops

Costa Del Sol (Disc 1 only)
North Corel
Gold Saucer Inn
Cosmo Canyon

Find

Cannot be found

Win

Cocatolis (Mt.Corel)
Gagihandi (Gongaga area)
Bagyrisk (Cosmo Canyon area)
Steal
Gagihandi (Around Gongaga area)
Cocatolis (Mt.Corel)
Bagyrisk (Around Cosmo Canyon/Nibelheim area)
Bloatfloat (Mt.Corel)
Needle Kiss (Mt.Corel)
Bagyrisk (Cosmo Canyon area)
Morph
Cocatolis (Mt.Corel)

Name: Maiden's Kiss
Max Limit: 99
Description: Cures Frog
Price: 150
Sell: 75
Rarity: Common
Locations:

Shops

North Corel
Gold Saucer Inn
Cosmo Canyon
Gongaga

Find

Cannot be found

Win

Touch Me (Gongaga area)

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Cormucopia
Max Limit: 99
Description: Cures Mini
Price: 150
Sell: 75
Rarity: Common
Locations:

Shops

North Corel
Gold Saucer Inn
Cosmo Canyon

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Echo Screen
Max Limit: 99
Description: Cures Silence
Price: 100
Sell: 50
Rarity: Common
Locations:

Shops

Wall Market
Gold Saucer Inn
Junon (Disc 1)

Find

Cannot be found

Win

Armored Golem (Northern Crater/Disc 3)
Eligor (Train Graveyard/Disc 1 only)
Hippogriff (Mideel area)
Thunderbird (Mt.Corel)

Steal

Hammer Blaster (Shinra HQ/Disc 1/2 only)
Dorky Face (Shinra Mansion/Nibelheim)

Morph

Cannot be morphed

Name: Hyper
Max Limit: 99
Description: Cures Sadness. If used when in Normal state,
will put character in Fury state
Price: 100
Sell: 50
Rarity: Common
Locations:

Shops

Wall Market
Sector 7 Plate (Disc 1)
Kalm
Fort Condor
Costa Del Sol
North Corel
Gold Saucer Inn
Cosmo Canyon
Junon (Disc 1)
Wutai
Mideel (Man with White Chocobo/After Ultimate Weapon)
Bone Village

Find

Corneo's Mansion (behind Corneo's bed/Obtain
BEFORE fighting Aps)

Win

Head Bomber (Gaea's Cliff/Disc 2 only)
Sahagin (Train Graveyard Sewers/Disc 1)
Skeeskee (Cosmo Canyon area)

Steal

Sahagin (Train Graveyard Sewers/Disc 1)
Sword Dance (Shinra HQ/Disks 1/2)
Corvette (Underwater Reactor)
Pollensalta (Northern Crater/Disc 3)

Morph

Headbomber (Cosmo Canyon area)
Skeeskee (Cosmo Canyon area)
Slaps (Temple of the Ancients area)

Name: Tranquilizer

Max Limit: 99

Description: Cures Fury. If used when in Normal state,
will put character into Sadness state.

Price: 100

Sell: 50

Rarity: Common

Locations:

Shops

Wall Market

Sector 7 Plate (Disc 1)

Kalm

Fort Condor

Costa Del Sol

Gold Saucer Inn

Cosmo Canyon

Wutai

Mideel (Man with White Chocobo/After Ultimate Weapon)

Bone Village

Junon (Disc 1)

Find

Cannot be found

Win

Mighty Grunt (Shinra HQ/Disc 1 & 2)

Sample: HO512-opt (Shinra HQ/Disc 1 only)?

Ceasar (Midgar Sewers/Disc 1 only)

Razor Weed (Wutai area)

Sculpture (Whirlwind Maze/Disc 2 only)

Vargrid Police (Shinra HQ/Discs 1 & 2 only)

Steal

Ceasar (Midgar Sewers/Disc 1 only)

Skeeskee (Cosmo Canyon area)

Vargrid Police (Shinra HQ/Discs 1/2)

Mighty Grunt (Shinra HQ/Discs 1/2)

Grenade Combatant (Shinra HQ/Discs 1/2 only)

Attack Squad

Cuahl (Gaea's Cliff/Disc 2 only)

Head Bomber (Gaea's Cliff/Disc 2 only)

Head Hunter (Mideel area)

Morph

Cuahl (Gaea's Cliff/Disc 2 only)

Head Bomber (Gaea's Cliff/Disc 2 only)

Name: Remedy

Max Limit: 99

Description: Cures Sleep, Poison, Sadness, Fury, Silence,
Frog, Mini, Slow-Numb, Petrify, Berserk, Confusion,
Paralyzed, Darkness.

Price: 1000/200 BP (Disc 1 Only/After Tiny Bronco)

Sell: 500

Rarity: Uncommon

Locations:

Shops

Mideel (Man with White Chocobo/After Ultimate Weapon)
Gold Saucer Battle Square

Find

Northern Crater (Disc 3) (It's in a treasure chest.)

Win

Gargoyle (Northern Crater/Disc 3)
Jayjujajyme (Wutai Da-Chao Statue)
Parasite (Northern Crater/Disc 3)
Under Lizard (Island east of Icicle area)

Steal

Parasite (Northern Crater/Disc 3)
Soldier:2nd (Junon/Disc 2/3)
Under Lizard (Island east of Icicle area)
Velcher Task (Rocket Town area)

Morph

Gagihandi (Gongaga area)
Needle Kiss (Mt.Corel)
Parasite (Northern Crater/Disc 3)
Touch Me (Gongaga area)
Toxic Frog (Temple of the Ancients/Disc 1 only)
Under Lizard (Island east of Icicle area)
Bagyrisk (Cosmo Canyon area)
Zenene (Shinra HQ/Discs 1 & 2 only)
Velcher Task (Rocket Town area)

Name: Smoke Bomb

Max Limit: 99

Description: Escape from battle.

Price: N/A

Sell: 1

Rarity: Rare

Locations:

Shops

Cannot be bought

Find

Cannot be found

Win

Edge Head (Wutai area)
Gi Spector (Gi Cave/Disc 1 only)

Steal

Slalom (Junon)

Morph

Hammer Blaster (Shinra HQ/Disc 2 only)

Name: Speed Drink

Max Limit: 99

Description: Casts Haste on one party member

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Cannot be found

Win

Cannot be won

Steal

Vice (Sector 5 Slums/Outside of church)

Morph

Formula (Around Junon area)

Name: Hero Drink

Max Limit: 99

Description: Boosts Atk, MAtk, Def, and MDef by 33%

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought, but can be won at the Chocobo Square

Find

Icicle Inn (Found in the house with the Glacier Map)

Northern Crater x2 (Disc 3) (Found in treasure chests. One is in the swamp-like room)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Vaccine

Max Limit: 99

Description: Prevents all statuses, including good statuses

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Icicle Inn (In the house with the Glacier Map)

Northern Crater x2 (Disc 3) (In treasure chests)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Dragon Zombie (Northern Crater)

Dark Dragon (Northern Crater)

Name: Eye Drop

Max Limit: 99

Description: Cures Darkness

Price: 50

Sell: 25

Rarity: Common

Locations:

Shops

Wall Market
Shinra HQ (Disc 1 and 2 only)
Kalm
Junon (Disc 1)
Costa Del Sol

Find

Cannot be found

Win

Allemagne (Northern Crater)
Battery Cap (Nibelheim area)
Marine (Boat/Disc 1 only)

Steal

Allemagne (Northern Crater)
Blood Taste (No.5 Reactor/Disc 1 only)
Special Combatant (No.5 Reactor/Disc 1 only)

Morph

Cannot be morphed

Name: Tent

Max Limit: 99

Description: Fully recovers HP/MP at Save Points or
on the World Map

Price: 500

Sell: 250

Rarity: Common

Locations:

Shops

Sector 5
Wall Market
Sector 7 Plate
Kalm
Fort Condor
Junon
Underneath Junon
Costa Del Sol
North Corel
Cosmo Canyon
Gongaga
Nibelheim
Rocket Town
Wutai
Mideel
Bone Village
Temple of the Ancients
Icicle Inn
Corel Prison

Find

Sector 4 Underground (Near the Save Point before going
inside the No.4 Reactor)
Mythril Mines (Before leaving the Mines, take the path up.
It is in a treasure chest.)
Mt.Corel (Before the bridge with the save point,
take the railroad
tracks down. Search for a hidden path.)

Win

Bandit (Corel Prison)
Stilva (Gaea's Cliff/Disc 2 only)

Steal

Gremlin (Whirlwind Maze/Disc 2 only)

Morph

Cannot be morphed

B) Battle Items [B+I]

Name: Grenade

Max Limit: 99

Description: Explosive damage against one enemy

Price: 80

Sell: 40

Rarity: Common

Locations:

Shops

Sector 7 Slums

Sector 7 Plate

Sector 5 Slums

Underneath Junon

Find

Junon (During Parade/Must score 29 or less)

Win

Special Combatant (No.5 Reactor/Disc 1 only)

Underwater MP (Underwater Reactor/Disc 2 only)

Sample: HO512-Opt (Shinra HQ/Disc 1)

Steal

Grenade Combatant (Shinra HQ/Disc 1 and 2 only)

Grunt (No.1 Reactor/Disc 1 only)

Mighty Grunt (Shinra HQ/Discs 1/2)

MP (No.1 Reactor/Disc 1 only)

Morph

Grenade Combatant (Shinra HQ/Disc 1 and 2 only)

Name: Shrapnel

Max Limit: 99

Description: Explosive damage on all enemies

Price: N/A/320 BP (Disc1 Only/Before Tiny Bronco)

Sell: 1

Rarity: Rare

Locations:

Shops

Gold Saucer Battle Square (Disc 1 Only)

Find

Cannot be found

Win

Bomb (Mt.Corel-Bridge)

Steal

Cannot be stolen

Morph

Bomb (Mt.Corel-Bridge)

Name: Right Arm

Max Limit: 99

Description: Explosive damage on all enemies

Price: N/A

Sell: 1

Rarity: Rare

Locations:

Shops

Cannot be bought

Find

Gold Saucer/Battle Square

Win

Grenade (Whirlwind Maze/Disc 2 only)

Steal

Bomb (Mt.Corel-Bridge)

Grenade (Whirlwind Maze/Disc 2 only)

Morph

Grenade (Whirlwind Maze/Disc 2 only)

Name: Hourglass

Max Limit: 99

Description: Casts Stop on all enemies

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Cannot be found

Win

Edgehead

Steal

Cannot be stolen

Morph

Kimara Bug (Gongaga)

Name: Kiss of Death

Max Limit: 99

Description: Casts Death on all enemies

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Cannot be found

Win

Death Dealer (Northern Crater/Disc 3) (Rare drop)

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Spider Web

Max Limit: 99

Description: Casts Slow on all enemies

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Cannot be found

Win

Grashstrike (Sector 4-Subway/Disc 1 only)

Steal

Kimara Bug (Gongaga)

Grashstrike (Sector 4-Subway/Disc 1 only)

Morph

Grashstrike (Sector 4-Subway/Disc 1 only)

Name: Dream Powder

Max Limit: 99

Description: Casts Sleep on all enemies

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Crown Lance (Nibelheim beach)

Crysales (Mideel area)

Name: Mute Mask

Max Limit: 99

Description: Casts Silence on all enemies

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Cannot be found

Win

Bahba Velamyu (Nibelheim area)

Garuda (Wutai-Da-Chao Statue)

Steal

Crazy Saw (Midgar-Subway/Disc 2 only)

Morph

Dorky Face (Shinra Mansion/Nibelheim)

Bahba Velamyu (Nibelheim area)

Eligor (Train Graveyard/Disc 1 only)

Name: War Gong

Max Limit: 99

Description: Casts Berserk on all enemies

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Cannot be found

Win

Grand Horn (Around Gongaga area)

Steal

Behemoth (Midgar-Underground/Disc 2 only)

Morph

Cannot be morphed

Name: Loco Weed

Max Limit: 99

Description: Casts Confu on all enemies

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Cannot be found

Win

Corvette (Underwater Reactor)

Hammer Blaster (Shinra HQ/Disc 1/2 only)

Razor Weed (Wutai area)

SOLDIER: 3rd (Shinra HQ/Disc 1 only)

Sword Dance (Shinra HQ/Disc 1/2 only)

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Fire Fang

Max Limit: 99

Description: Casts Fire2 on all enemies

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Gold Saucer Chocobo Square (C, B, A Class)

Win

Dragon (Mt.Nibel)
Steal
Cannot be stolen
Morph
Land Worm (Corel Prison/Disc 1 only)

Name: Fire Veil
Max Limit: 99
Description: Casts Fire3 on all enemies
Price: 800
Sell: 400
Rarity: Rare
Locations:
Shops
Wutai
Find
Cannot be found
Win
Foulander (Wutai-Da-Chao Statue)
Steal
Cannot be stolen
Morph
Desert Sahagin (Cosmo Canyon area)

Name: Antarctic Wind
Max Limit: 99
Description: Casts Ice2 on all enemies
Price: N/A
Sell: 1
Rarity: Very rare
Locations:
Shops
Cannot be bought
Find
Cannot be found
Win
Cannot be won
Steal
Cannot be stolen
Morph
Jumping (Icicle Inn area)

Name: Ice Crystal
Max Limit: 99
Description: Casts Ice3 on all enemies
Price: N/A
Sell: 1
Rarity: Very rare
Locations:
Shops
Cannot be bought
Find
Cannot be found
Win

Garuda (Wutai-Da-Chao Statue)
Snow (Great Glacier)
Steal
Cannot be stolen
Morph
Bandersnatch (Icicle Inn area)

Name: Bolt Plume
Max Limit: 99
Description: Casts Bolt2 on all enemies
Price: N/A
Sell: 1
Rarity: Very rare
Locations:
Shops
Cannot be bought
Find
Cannot be found
Win
Garuda (Wutai-Da-Chao Statue)
Needle Kiss (Mt.Corel)
Thunderbird (Mt.Corel)
Steal
Thunderbird (Mt.Corel)
Morph
Cannot be morphed

Name: Swift Bolt
Max Limit: 99
Description: Casts Bolt3 on all enemies
Price: 800
Sell: 400
Rarity: Rare
Locations:
Shops
Wutai
Find
Wutai
Win
Cannot be won
Steal
Cannot be stolen
Morph
Thunderbird (Mt.Corel)

Name: Earth Drum
Max Limit: 99
Description: Casts Quake2 on all enemies
Price: N/A
Sell: 1
Rarity: Very rare
Locations:
Shops
Cannot be bought

Find

Cannot be found

Win

Flower Prong (Gongaga)

Screamer (Mt.Nibel)

Steal

Christopher (Northern Crater/Disc 3)

Morph

Cannot be morphed

Name: Earth Mallet*

Max Limit: 99

Description: Casts Quake3 on all enemies

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Cannot be found

Win

*Gigas (Whirlwind Maze/Disc 2 Only)

Steal

Cannot be stolen

Morph

Cannot be morphed

*You can only get this during Whirlwind Maze.
If you don't, then you can never get it again.

Name: Deadly Waste

Max Limit: 99

Description: Casts Bio2 on all enemies

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Cannot be found

Win

Smogger (No.5 Reactor/Disc 1 Only)

Brain Pod (Shinra HQ/Disc 1/2 only)

Jayjujaye (Wutai Da-Chao Statue)

Slalom (Junon)

Steal

Zenene (Shinra HQ-Top floors/Disc 1 and 2 only)

Morph

Brainpod (Shinra HQ/Disc 1/2 only)

Name: M-Tentacles

Max Limit: 99

Description: Casts Bio3 on all enemies

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Cannot be found

Win

Malboro (Gaea's Cliff/Disc 2) (Northern Crater/Disc 3)

Sneaky Step (Gi Cave/Disc 1 only)

Steal

Malboro (Gaea's Cliff/Disc 2) (Northern Crater/Disc 3)

Morph

Cannot be morphed

Name: Stardust

Max Limit: 99

Description: Casts Comet2

Price: 8000 BP

Sell: 1

Rarity: Very rare

Locations:

Shops

Gold Saucer-Battle Square

Find

Cannot be found

Win

Behemoth (Midgar-Underground/Disc 2 only)

Serpent (Sunken Gelinka)

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Vampire Fang

Max Limit: 99

Description: Drains HP from an enemy

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Cannot be found

Win

Black Bat (Shinra Mansion/Nibelheim)

Evil Head (Gaea's Cliff/Disc 2 only)

Steal

Cannot be stolen

Morph

Black Bat (Shinra Mansion/Nibelheim)

Name: Ghost Hand*
Max Limit: 99
Description: Drains MP from an enemy
Price: N/A
Sell: 1
Rarity: Very rare
Locations:
Shops
Cannot be bought
Find
Cannot be found
Win
Ghost (Ghost (Train Graveyard/Disc 1 Only)
Steal
Ghost (Train Graveyard/Disc 1 Only)*
Morph
Gi Spector (Gi Cave/Disc 1 only)
Sneaky Step (Gi Cave/Disc 1 only)

*You can only get this Item in the Train Graveyard or the Battle Square in the Gold Saucer during Disc 1. If you don't, then it's gone forever.

Name: Vagyrisk Claw*
Max Limit: 99
Description: Petrifies an enemy
Price: N/A
Sell: 1
Rarity: Very rare
Locations:
Shops
Cannot be bought
Find
Cannot be found
Win
CMD.Grand Horn (Fort Condor/First 3 battles/Disc 1 only)
Steal
Bagyrisk (Northwest corner from Cosmo Canyon)*
Morph
Cannot be morphed

*Be warned that you have a small chance to steal this up to Level 78. Level 11 has the best chance to steal (info from AdamantBarrage)

*Also note that you cannot steal this after Level 77 (info from Cloud VS Sephiroth)

Name: Light Curtain
Max Limit: 99
Description: Casts Barrier on all allies
Price: N/A
Sell: 1
Rarity: Very rare
Locations:
Shops

Cannot be bought

Find

Cannot be found

Win

Garuda (Wutai-Da-Chao Statue)

Unknown 1 (Sunken Gelinka)

Steal

Cannot be stolen

Morph

Sword Dance (Shinra HQ/Disc 2 only)

Corvette (Underwater Reactor)

Name: Lunar Curtain

Max Limit: 99

Description: Casts MBarrier on all allies

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Cannot be found

Win

Foulander (Wutai-Da-Chao Statue)

Unknown 2 (Sunken Gelinka)

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Mirror

Max Limit: 99

Description: Casts Reflect on all allies

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Cannot be found

Win

Mirage (Shinra Mansion/Nibelheim)

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Holy Torch

Max Limit: 99

Description: Casts Dispel on all enemies

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be found

Find

Cannot be bought

Win

Unknown 3 (Sunken Gelinka)

Steal

Cannot be stolen

Morph

Vampire Bat (Shinra Mansion Basement/Nibelheim)

Evil Head (Gaea's Cliff/Disc 2 only)

Stilva (Gaea's Cliff/Disc 2 only)

Name: Bird Wing

Max Limit: 99

Description: Non-elemental damage to all enemies

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Cannot be found

Win

Tornadu (Random islands)

Zuu (Random islands)

Steal

Zuu (Random islands)

Tornadu (Random islands)

Morph

Zuu (Random islands)

Name: Dragon Scales

Max Limit: 99

Description: Water damage to all enemies

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Gold Saucer Wonder Square/Sub game

Win

Adamantaimai (Wutai beach)

Serpent (Sunken Gelinka)

Steal

Sea Worm (Random island beaches)

Morph

Sea Worm (Random island beaches)

Name: Impaler
Max Limit: 99
Description: Casts Toad
Price: 500
Sell: 250
Rarity: Common
Locations:
Shops
Gongaga
Find
Cannot be found
Win
Toxic Frog (Temple of the Ancients/Disc 1 only)
Steal
Touch Me (Gongaga area)
Toxic Frog (Temple of the Ancients/Disc 1 only)
Morph
Touch Me (Gongaga area)
Toxic Frog (Temple of the Ancients/Disc 1 only)

Name: Shrivel
Max Limit: 99
Description: Casts Mini
Price: 500
Sell: 250
Rarity: Common
Locations:
Shops
Gongaga
Find
Cannot be found
Win
Gremlin (Whirlwind Maze/Disc 2 only)
Grimguard (City of the Ancients Cave)
Steal
Grimguard (City of the Ancients Cave)
Morph
Cannot be morphed

Name: Molotov
Max Limit: 99
Description: Explosive Fire damage on an enemy (Low/Around 500)
Price: 400
Sell: 200
Rarity: Common
Locations:
Shops
Gongaga
North Corel
Costa Del Sol (Disc 1)
Find
Cannot be found
Win
Guard System (Junon path)
Hard Attacker (Underwater Reactor/Disc 2 only)
Steal

Cannot be stolen
Morph
Cannot be morphed

Name: S-Mine
Max Limit: 99
Description: Explosive damage on an enemy (Mid/Around 1000)
Price: 1000/3200 BP (Disc 1 only/After Tiny Bronco)
Sell: 500
Rarity: Common
Locations:
Shops
Fort Condor
Costa Del Sol
Rocket Town
Gold Saucer Battle Square (Disc 1 only)
Find
Cannot be found
Win
Gun Carrier (Underwater Reactor/Disc 2 only)
Submarine Crew (Sub Docks/Disc 2 only)
Steal
Attack Squad
Morph
Cannot be morphed

Name: 8inch Cannon
Max Limit: 99
Description: Explosive damage on an enemy (High/Around 1500)
Price: N/A
Sell: 1
Rarity: Very rare
Locations:
Shops
Cannot be bought
Find
Cannot be found
Win
Attack Squad
Cromwell (Midgar-Underground/Disc 2 only)
Grosspanzer Mobile-Body (Midgar-Sector 8/Disc 2 only)
Steal
Grosspanzer (Midgar-Sector 8/Disc 2 only)
Sub Crew (Sub/Disc 2 only)
Morph
Cannot be morphed

Name: Graviball
Max Limit: 99
Description: Casts Demi on all enemies
Price: N/A
Sell: 1
Rarity: Very rare
Locations:

Shops

Cannot be bought

Find

Cannot be found

Win

Deenglow (Train Graveyard/Disc 1 Only)*

Steal

Shadow Maker (Midgar-Subway/Disc 2 only)

Morph

Cannot be morphed

Name: T/S Bomb

Max Limit: 99

Description: Casts Demi2 on all enemies

Price: N/A

Sell: 1

Rarity: Rare

Locations:

Shops

Cannot be bought

Find

Gold Saucer Wonder Square/Sub Game

Win

Flapbeat (Gold Saucer area)

Steal

Flapbeat (Gold Saucer area)

Morph

Flapbeat (Gold Saucer area)

Name: Ink

Max Limit: 99

Description: Blinds an enemy

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Gold Saucer-Submarine Game (Prize)

Win

Cannot be won

Steal

Bad Rap (Sunken Gelinka)

Morph

Cannot be morphed

Name: Dazers

Max Limit: 99

Description: Paralyzes an enemy

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Cannot be found

Win

Bad Rap (Sunken Gelinka)

Battery Cap (Nibelheim area)

Boundfat (City of the Ancients area)

Steal

Boundfat (City of the Ancients area)

Battery Cap (Nibelheim area)

Morph

Boundfat (City of the Ancients area)

Name: Dragon Fang

Max Limit: 2 (99 via W-Item Trick)

Description: Non-elemental damage on all enemies

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Gold Saucer-Submarine Game (Prize)

Win

Schizo (Gaea's Cliff/Disc 2)

Steal

Cannot be stolen

Morph

Cannot be morphed

*You can only get 2 of these in a normal game. To get more, you will have to use the W-Item cheat.

Name: Cauldron

Max Limit: 99

Description: Inflicts Frog/Mini/Poison/Confuse/
Silence on all enemies

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Gold Saucer-Submarine Game (Prize)

Win

Dragon Zombie (Northern Crater/Disc 3)

Steal

Dragon Zombie (Northern Crater/Disc 3)

Morph

Cannot be morphed

Name: Save Crystal*

Max Limit: 1

Description: Allows you to make a Save Point anywhere
in the Northern Crater.

Price: N/A

Sell: N/A

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Treasure Chest (Northern Crater/Entrance/Disc 3)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

*You only get 1 of these, and once you use it, it converts to a Save Point ONLY in the Northern Crater. The best place to put it would be right by the crossroads where your party first splits up.

Name: Sylkis Greens

Max Limit: 99

Description: When you want a chocobo...
Also increases Chocobo's stats

Price: 5000

Sell: 2500

Rarity: Rare

Locations:

Shops

Chocobo Sage's House

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Special Info:

Sylkis-> Spd[], Stm[], Int[].

Name: Reagan Greens

Max Limit: 99

Description: When you want a chocobo...
Also increases Chocobo's stats

Price: 3000

Sell: 1500

Rarity: Rare

Locations:

Shops

Chocobo Sage's House

Find

Gold Saucer/Battle Square

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Special Info:

Reagen-> Spd[], Stm[], Int[x];

Name: Mimett Greens

Max Limit: 99

Description: When you want a chocobo...

Also increases Chocobo's stats

Price: 1500/1280 BP (Disc1 Only/Before Tiny Bronco),
400 BP (After Tiny Bronco)

Sell: 750

Rarity: Common

Locations:

Shops

Chocobo Ranch

Gold Saucer Battle Square (Disc 1 Only)

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Special Info:

Mimett-> Spd[], Stm[], Int[x];

Name: Curiel Greens

Max Limit: 99

Description: When you want a chocobo...

Also increases Chocobo's stats

Price: 1000

Sell: 500

Rarity: Common

Locations:

Shops

Chocobo Ranch

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Special Info:

Curiel-> Spd[], Stm[], Int[x];

Name: Pahsana Greens
Max Limit: 99
Description: When you want a chocobo...
Also increases Chocobo's stats
Price: 800
Sell: 400
Rarity: Common
Locations:
Shops
Chocobo Ranch
Find
Cannot be found
Win
Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed
Special Info:
Pahsana-> Spd[x], Stm[x], Int[];

Name: Tantal Greens
Max Limit: 99
Description: When you want a chocobo...
Also increases Chocobo's stats
Price: 200
Sell: 400
Rarity: Common
Locations:
Shops
Chocobo Ranch
Find
Cannot be found
Win
Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed
Special Info:
Tantal-> Spd[], Stm[], Int[];

Name: Krakka Greens
Max Limit: 99
Description: When you want a chocobo...
Also increases Chocobo's stats
Price: 250
Sell: 125
Rarity: Common
Locations:
Shops
Chocobo Ranch
Find
Cannot be found
Win
Cannot be won
Steal
Cannot be stolen

Morph

Cannot be morphed

Special Info:

Krakka-> Spd[x], Stm[x], Int[];

Name: Gyshal Greens

Max Limit: 99

Description: When you want a chocobo...

Also increases Chocobo's stats

Price: 100

Sell: 50

Rarity: Common

Locations:

Shops

Chocobo Ranch

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Special Info:

Gyshal-> Spd[x], Stm[], Int[x];

Name: Power Source

Max Limit: 99

Description: Increase Strength by 1

Price: N/A

Sell: 1

Rarity: Rare

Locations:

Shops

Cannot be bought

Find

Junon (Inside one of the houses)

Costa Del Sol (Inside the villa/Basement)

Mt.Corel (Before the bridge with the save point,

take the railroad

tracks down. Search for a hidden path.)

Rocket Town (Go to the house on the far right)

Wutai (Find all 7 of the Turtle Paradise flyers, then

talk to the bartender)

Coral Valley

Midgar-Subway (Disc 2 only) (In the subway where you

fight the Turks, take the path down.

It's in a treasure chest)

Northern Crater (Disc 3) (In a treasure chest, in the third area)

Win

Hellectic-Hojo (Midgar/Disc 2)

Steal

Cannot be stolen

Morph

Unknown 1 (Sunken Gelinka)

Heavy Tank (Gongaga Reactor)

Screamer (Mt.Corel)

Name: Guard Source

Max Limit: 99

Description: Increases Vitality by 1

Price: N/A

Sell: 1

Rarity: Rare

Locations:

Shops

Cannot be bought

Find

Kalm (In one of the houses [forget which one].

Look behind a door)

Junon (In the house with the Advanced Training area)

City of the Ancients (Look in a house on the left path)

Midgar-Subway (Disc 2 only) (In the subway where you
fight the Turks, take the path down.

It's in a treasure chest)

Northern Crater (Disc 3) (In a treasure chest)

Win

Dark Nation (Shinra HQ/Disc 1)

Steal

Cannot be stolen

Morph

Unknown 2 (Sunken Gelinka)

Bagnadragna (Mt.Corel)

Spiral (Mideel area)

Armored Golem (Northern Crater/Disc 3)

Maximum Kimara (Midgar-Mako Cannon/Disc 2 only)

Name: Magic Source

Max Limit: 99

Description: Increases Magic by 1

Price: N/A

Sell: 1

Rarity: Rare

Locations:

Shops

Cannot be bought

Find

Junon (In the house with the Advanced Training area)

Cosmo Canyon (back of Item shop/Disc 2/3)

City of the Ancients (Look in a house on the left path)

Midgar-Subway (Disc 2 only) (In the subway where you
fight the Turks, take the path down.

It's in a treasure chest)

Northern Crater x2 (Disc 3) (In treasure chests)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Unknown 3 (Sunken Gelinka)

8 Eye (Temple of the Ancients/Disc 1 only)

Name: Mind Source

Max Limit: 99

Description: Increases Spirit by 1

Price: N/A

Sell: 1

Rarity: Rare

Locations:

Shops

Cannot be bought

Find

Mythril Mines (In a treasure chest in the bottom right corner of the first room)

Junon (In the house with the Advanced Training area)

Temple of the Ancients (Disc 1 only) (In the maze)

Great Glacier

Midgar-Subway (Disc 2 only) (In the subway where you fight the Turks, take the path down. It's in a treasure chest)

Northern Crater (Disc 3) (In a treasure chest)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Serpent (Sunken Gelinka)

Dragon Rider (Whirlwind Maze/Disc 2 only)

Name: Speed Source

Max Limit: 99

Description: Increases Dexterity by 1

Price: N/A

Sell: 1

Rarity: Rare

Locations:

Shops

Cannot be bought

Find

Junon (In the inn)

Gaea's Cliff (Disc 2 only)

Northern Crater (Disc 3) (In a treasure chest)

Gold Saucer Wonder Square/G-Bike Game
(Win first time score goes over 10,000)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Poodler (Sunken Gelinka)

Name: Luck Source

Max Limit: 99

Description: Increases Luck by 1

Price: N/A

Sell: 1

Rarity: Rare

Locations:

Shops

Cannot be bought
Find
Junon (In the inn)
Nibelheim x2 (Disc 1 only) (Recieve from men in black)
Win
Cannot be won
Steal
Cannot be stolen
Morph
Bad Rap (Sunken Gelinka)

Name: Zeio Nut
Max Limit: 99
Description: When you want to breed a chocobo...
Price: N/A
Sell: 1
Rarity: Very rare
Locations:

Shops
Cannot be bought
Find
Cannot be found
Win
Goblin (Goblin Island/Northeast part of map)
Steal
Goblin (Goblin Island/Northeast part of map)
Morph
Cannot be morphed

Special Info

Basic Stats

Max Dash : See below

Dash : Average of Parent's Dash

Max Run : 80/256 chance of highest of Parents' Max Run increased
by 1/8th, maximum of 6000
15/256 chance of highest of Parents' Max Run decreased by
1/20th, minimum of 1
161/256 chance of average of Parents' Max Run

Run : Average of Parent's Run

Stamina : 175/256 chance of highest of Parents' Stamina increased by
1/20th, maximum of 9999
81/256 chance of average of Parents' Stamina

If a Gold Chocobo was born (see below for what causes this) and
the average of the Parents' Max Dash is less than 5000, then the
following 'bonuses' will be applied:

7/16: Max Dash is set to 5000
2/16: Max Dash is set to 5100
2/16: Max Dash is set to 5200
1/16: Max Dash is set to 5300

1/16: Max Dash is set to 5400
2/16: Max Dash is set to 5500
1/16: Max Dash is set to 5950

After this bonus, the Max Dash is further modified:

$x = [\text{Random}(0..255) / 10]$
50% chance that Max Dash is increased by 'x'
otherwise, Max Dash is decreased by 'x'

Otherwise (the baby is not a Gold Chocobo or the average Max Dash was greater or equal to 5000):

55/256: The baby's Max Dash will be set to the highest of the Parents' Max Dash increased by 1/10th, maximum of 6000

201/256: The baby's Max Dash will be set to the average of the Parents' Max Dash

If the Chocobo's Max Run is greater or equal to its Max Dash, then Max Run is reduced by 100 repeatedly until it is lower than Max Dash.

If a Gold Chocobo was born and its Max Run is less than 4000, then it gets a bonus of 1000 to its Max Run. This can potentially cause it to go above Max Dash.

Finally, if the baby Chocobo's Run is greater or equal to its Max Run, the Run value is reduced by 100 repeatedly until it is lower than Max Run.

Extra Stats

Accel : Average of Parents' Accel
Co-Op : 0
Int : Average of Parents' Int
RunType : See Notes
RT Count : 0
Races Won: 0
Gender : 50% chance of Male or Female

Color/Rating:

First, if you are mating a Black and a Wonderful Chocobo, then:

1/32 chance: Gold Chocobo
31/32 chance: Gold Chocobo *ONLY* if the total number of Races Won by the parents add up to 12 or more

If you get a Gold Chocobo by this method, then it will have a Rating of Great

If you don't get an automatic Gold Chocobo or aren't mating a Black and a Wonderful Chocobo in the first place, then you have a 50% chance of the father's color and a 50% chance of the mother's color

Under those circumstances, there's a 50/50 chance it'll get either the father's or the mother's Rating

Name: Carob Nut
Max Limit: 99
Description: When you want to breed a chocobo...
Price: 500 GP
Sell: 1
Rarity: Rare
Locations:
Shops
Cannot be bought
Find
Gold Saucer/Wonder Square
Win
Vlakarados (Around Bone Village)
Steal
Vlakarados (Around Bone Village)
Morph
Cannot be morphed

Special Info

Basic Stats

Max Dash : See below

Dash : Average of Parent's Dash

Max Run : 30/256 chance of highest of Parents' Max Run increased
by 1/10th, maximum of 6000
55/256 chance of highest of Parents' Max Run decreased by
1/20th, minimum of 1
161/256 chance of average of Parents' Max Run

Run : Average of Parent's Run

Stamina : 50/256 chance of highest of Parents' Stamina increased by
1/20th, maximum of 9999
216/256 chance of average of Parents' Stamina

If a Black Chocobo was born (see below for what causes this) and
the average of the Parents' Max Dash is less than 4000, then the
following 'bonuses' will be applied:

7/16: Max Dash is set to 4000
4/16: Max Dash is set to 4200
1/16: Max Dash is set to 4300
1/16: Max Dash is set to 4400
2/16: Max Dash is set to 4500
1/16: Max Dash is set to 4800

After this bonus, the Max Dash is further modified:

$x = [\text{Rnd}(0..255) / 5]$

50% chance that Max Dash is increased by 'x'
otherwise, Max Dash is decreased by 'x'

Otherwise (the baby is not a Black Chocobo or the average Max
Dash was greater or equal to 4000):

60/256: The baby's Max Dash will be set to the highest of the

Parents' Max Dash increased by 1/10th, maximum of 6000

196/256: The baby's Max Dash will be set to the average of the Parents' Max Dash

If the Chocobo's Max Run is greater or equal to its Max Dash, then Max Run is reduced by 100 repeatedly until it is lower than Max Dash.

Finally, if the baby Chocobo's Run is greater or equal to its Max Run, the Run value is reduced by 100 repeatedly until it is lower than Max Run.

Extra Stats

Accel : Average of Parents' Accel
Co-Op : 0
Int : Average of Parents' Int
RunType : See Notes
RT Count : 0
Races Won: 0
Gender : 50% chance of Male or Female

Color/Rating:

If a Blue and a Green Chocobo are being mated, then:

If the total number of races won by its parents is 9 or more, then the baby is automatically a Black Chocobo

If it's less than 9:

10/256 chance: Black Chocobo

128/256 chance: Blue Chocobo

118/256 chance: Green Chocobo

The baby's Rating will be either Great (50%) or Good (50%)

Otherwise, if both of the parents are Great or Good Chocobos:

If the total number of races won by the parents is 4 or more, then the baby is automatically either a Blue (50%) or Green (50%)

Chocobo

If it's less:

69/256 chance: Blue Chocobo

69/256 chance: Green Chocobo

118/256 chance: Yellow Chocobo

The Rating of the newborn Chocobo will be Great if both parents have the same Rating, and will have an equal chance of Great or Good if the parents were of different Ratings

If the *first* Parent you picked was a Great or Good Chocobo, but the second isn't, then there's a 25% chance that it won't matter, and it'll use the above condition (both parents are Great/Good) to work out Color and Rating. The Rating of the newborn in this case will be the same as the first Parent

If *everything else* fails, then the baby will be a Yellow Chocobo, and have a 50/50 chance of getting either its mother's or its father's Rating

Max Limit: 99

Description: When you want to breed a chocobo...

Price: 2000

Sell: 1000

Rarity: Rare

Locations:

Shops

Chocobo Sage's House

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Special Info

Basic Stats

Max Dash : 70/256 chance of the *first* Parent's Max Dash
increased by 1/15th, maximum of 6000
186/256 chance of average of Parent's Max Dash

Dash : Average of Parents' Dash

Max Run : 50/256 chance of the *first* Parent's Max Run increased
by 1/15th, maximum of 6000
25/256 chance of the *first* Parent's Max Run decreased by
1/20th, minimum of 1
181/256 chance of average of Parent's Max Run

Run : Average of Parents' Run

Stamina : 50/256 chance of the *first* Parent's Stamina increased by
1/20th, maximum of 9999
206/256 chance of average of Parent's Stamina

If Max Run got the 50/256 chance of a 1/15th increase and Max
Run is greater than or equal to Max Dash, subtract 100 from it until
it is lower than Max Dash

If Run is greater than or equal to Max Run, subtract 100 from it until
it is lower than Max Run

Extra Stats

Accel : Average of Parents' Accel
Co-Op : 0
Int : Average of Parents' Int
RunType : See Notes
RT Count : 0
Races Won: 0
Gender : 50% chance of Male or Female

Color/Rating:

If mating a Green and Blue Chocobo together, there is a 25% chance of a Black Chocobo

If that fails or you're not using a Green and Blue, then it's 50% chance of the father's color and 50% chance of the mother's color

In all cases, the baby's Rating has a 50% chance of being equal to the father's, and 50% chance of being equal to the mother's

Name: Pram Nut

Max Limit: 99

Description: When you want to breed a chocobo...

Price: 1500

Sell: 750

Rarity: Rare

Locations:

Shops

Chocobo Sage's House

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Special Info

Basic Stats

Max Dash : 50/256 chance of the *first* Parent's Max Dash increased by 1/18th, maximum of 6000
25/256 chance of the *first* Parent's Max Dash decreased by 1/33rd, minimum of 1
181/256 chance of average of Parent's Max Dash

Dash : Average of Parents' Dash

Max Run : 50/256 chance of the *first* Parent's Max Run increased by 1/18th, maximum of 6000
206/256 chance of average of Parent's Max Run

Run : Average of Parents' Run

Stamina : 50/256 chance of the *first* Parent's Stamina increased by 1/18th, maximum of 9999
35/256 chance of the *first* Parent's Stamina decreased by 1/10th, minimum of 100
171/256 chance of average of Parent's Stamina

If Max Run got the 50/256 chance of a 1/18th increase and Max Run is greater than or equal to Max Dash, subtract 100 from it until it is lower than Max Dash

If Run is greater than or equal to Max Run, subtract 100 from it until it is lower than Max Run

Extra Stats

Accel : Average of Parents' Accel
Co-Op : 0
Int : Average of Parents' Int
RunType : See Notes
RT Count : 0
Races Won: 0
Gender : 50% chance of Male or Female

Color/Rating:

If mating a Green and Blue Chocobo together, there is a 50% chance of a Black Chocobo

If that fails or you're not using a Green and Blue, then it's 50% chance of the father's color and 50% chance of the mother's color

In all cases, the baby's Rating has a 50% chance of being equal to the father's, and 50% chance of being equal to the mother's

Name: Lasan Nut
Max Limit: 99
Description: When you want to breed a chocobo...
Price: 600
Sell: 300
Rarity: Common
Locations:
Shops
Chocobo Ranch
Find
Cannot be found
Win
Mandragora (Chocobo Ranch area)
Steal
Mandragora (Chocobo Ranch area)
Morph
Cannot be morphed

Special Info

Basic Stats

Max Dash : 50/256 chance of the *first* Parent's Max Dash increased by 1/20th, maximum of 6000
25/256 chance of the *first* Parent's Max Dash decreased by 1/20th, minimum of 1
181/256 chance of average of Parent's Max Dash
Dash : Average of Parents' Dash
Max Run : 50/256 chance of the *first* Parent's Max Run

increased by 1/20th, maximum of 6000

25/256 chance of the *first* Parent's Max Run decreased by
1/20th, minimum of 1

181/256 chance of average of Parent's Max Run

Run : Average of Parents' Run

Stamina : 50/256 chance of the *first* Parent's Stamina increased by
1/20th, maximum of 9999

25/256 chance of the *first* Parent's Stamina decreased by
1/20th, minimum of 100

181/256 chance of average of Parent's Stamina

If Max Run got the 50/256 chance of a 1/20th increase and Max
Run is greater than or equal to Max Dash, subtract 100 from it until
it is lower than Max Dash

If Run is greater than or equal to Max Run, subtract 100 from it
until it is lower than Max Run

Extra Stats

Accel : Average of Parents' Accel

Co-Op : 0

Int : Average of Parents' Int

RunType : See Notes

RT Count : 0

Races Won: 0

Gender : 50% chance of Male or Female

Color/Rating:

If mating a Green and Blue Chocobo together, there is a 50%
chance of a Black Chocobo

If that fails or you're not using a Green and Blue, then it's 50%
chance of the father's color and 50% chance of the mother's color

In all cases, the baby's Rating has a 50% chance of being equal to
the father's, and 50% chance of being equal to the mother's

Name: Saraha Nut

Max Limit: 99

Description: When you want to breed a chocobo...

Price: 400

Sell: 200

Rarity: Common

Locations:

Shops

Chocobo Ranch

Find

Cannot be found

Win

Spencer (Gold Saucer area)

Steal

Spencer (Gold Saucer area)

Morph

Cannot be morphed

Special Info

Basic Stats

Max Dash : 3/32 chance of the *first* Parent's Max Dash
increased by 1/33rd, maximum of 6000
3/32 chance of the *first* Parent's Max Dash decreased by
1/33rd, minimum of 1
26/32 chance of average of Parent's Max Dash

Dash : Average of Parents' Dash

Max Run : 3/32 chance of the *first* Parent's Max Run increased by
1/33rd, maximum of 6000
3/32 chance of the *first* Parent's Max Run decreased by
1/33rd, minimum of 1
26/32 chance of average of Parent's Max Run

Run : Average of Parents' Run

Stamina : 3/32 chance of the *first* Parent's Stamina increased by
1/33rd, maximum of 9999
3/32 chance of the *first* Parent's Stamina decreased by
1/33rd, minimum of 100
26/32 chance of average of Parent's Stamina

If Max Run got the 3/32 chance of a 1/33rd increase and Max
Run is greater than or equal to Max Dash, subtract 100 from it until
it is lower than Max Dash

If Run is greater than or equal to Max Run, subtract 100 from it
until it is lower than Max Run

Extra Stats

Accel : Average of Parents' Accel
Co-Op : 0
Int : Average of Parents' Int
RunType : See Notes
RT Count : 0
Races Won: 0
Gender : 50% chance of Male or Female

Color/Rating:

If mating a Green and Blue Chocobo together, there is a 50%
chance of a Black Chocobo

If that fails or you're not using a Green and Blue, then it's 50%
chance of the father's color and 50% chance of the mother's color

In all cases, the baby's Rating has a 50% chance of being equal
to the father's, and 50% chance of being equal to the mother's

Name: Luchile Nut
Max Limit: 99
Description: When you want to breed a chocobo...
Price: 200
Sell: 100
Rarity: Common
Locations:

Shops

Chocobo Ranch

Find

Cannot be found

Win

Nibel Wolf (Around Nibelheim)

Steal

Nibel Wolf (Around Nibelheim)

Morph

Cannot be morphed

Special Info

Basic Stats

Max Dash : 50% chance of Average of Parents' Max Dash
50% chance of Average of Parents' Max Dash - Rnd(0..255)
Minimum of 300

Dash : 50% chance of Average of Parents' Dash
50% chance of Average of Parents' Dash - Rnd(0..255)
Minimum of 300

Max Run : 50% chance of Average of Parents' Max Run
50% chance of Average of Parents' Max Run - 2*Rnd(0..255)
Minimum of 300

Run : 50% chance of Average of Parents' Run
50% chance of Average of Parents' Run - 2*Rnd(0.255)
Minimum of 300

Stamina : Average of Parents' Stamina

Note that the minimums only apply for the initial values; further
reductions can safely ignore them

If Dash is greater than or equal to Max Dash, subtract 100 from
it until it is lower than Max Dash

If Max Run is greater than or equal to Max Dash, subtract 100 from
it until it is lower than Max Dash

If Run is greater than or equal to either Dash or Max Run, subtract
100 from it until it is lower than both

Extra Stats

Accel : Average of Parents' Accel

Co-Op : 0
Int : Average of Parents' Int
RunType : See Notes
RT Count : 0
Races Won: 0
Gender : 50% chance of Male or Female

Color/Rating:

If mating a Green and Blue Chocobo together, there is a 25% chance of a Black Chocobo

If that fails or you're not using a Green and Blue, then it's 50% chance of the father's color and 50% chance of the mother's color

In all cases, the baby's Rating has a 50% chance of being equal to the father's, and 50% chance of being equal to the mother's

Name: Pepio Nut
Max Limit: 99
Description: When you want to breed a chocobo...
Price: 100
Sell: 50
Rarity: Common
Locations:

Shops

Chocobo Ranch

Find

Cannot be found

Win

Dual Horn (Goblin Island)

Steal

Dual Horn (Goblin Island)

Morph

Cannot be morphed

Special Info

Basic Stats

Max Dash : Average of Parents' Max Dash - $100 * \text{Rnd}(1..2)$
Minimum of 300

Dash : Average of Parents' Dash - $100 * \text{Rnd}(1..2)$
Minimum of 300

Max Run : Average of Parents' Max Run - $100 * \text{Rnd}(1..4)$
Minimum of 300

Run : Average of Parents' Run - $100 * \text{Rnd}(1..2)$
Minimum of 300

Stamina : Average of Parents' Stamina - $\text{Rnd}(0..255)$
Minimum of 1

Note that the minimums only apply for the initial values; further reductions can safely ignore them

If Dash is greater than or equal to Max Dash, subtract 100 from it until it is lower than Max Dash

If Max Run is greater than or equal to Max Dash, subtract 100 from it until it is lower than Max Dash

If Run is greater than or equal to either Dash or Max Run, subtract 100 from it until it is lower than both

If the baby chocobo's Max Dash is under 4000, there is a 1/512 chance that a bonus will be applied to the Chocobo's Dash stats, using the following:

1/128: Max Dash is set to 4000
1/128: Max Dash is set to 4100
2/128: Max Dash is set to 4200
3/128: Max Dash is set to 4300
1/128: Max Dash is set to 4500
120/128: No change to Max Dash

Its Dash is then set to its Max Dash, and then 6 random numbers each between 0 and 255 (Rnd(0..255)) are subtracted from it. That means that it could end up anywhere between 0 to 1530 beneath your Max Dash.

Extra Stats

Accel : Average of Parents' Accel
Co-Op : 0
Int : Average of Parents' Int
RunType : See Notes
RT Count : 0
Races Won: 0
Gender : 50% chance of Male or Female

Color/Rating:

If mating a Green and Blue Chocobo together, there is a 25% chance of a Black Chocobo

If that fails or you're not using a Green and Blue, then it's 50% chance of the father's color and 50% chance of the mother's color

In all cases, the baby's Rating has a 50% chance of being equal to the father's, and 50% chance of being equal to the mother's

Name: Battery*

Max Limit: 3

Description: It seems to start some sort of machine...

Price: 100 per Battery (max 3)

Sell: 50

Rarity: Very rare

Locations:

Shops

Wall Market (After Sector 7 Plate/Disc 1 only)*

Find

Cannot be found

Win
Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed

*You'll have to buy these in order to proceed with the story. If you want to keep at least 1, use up the first two, then don't use the last one for the Ether.

Name: Omnislash*
Max Limit: 1
Description: Learn limit 'Omnislash'/Use with Cloud
Price: 51200 BP(Disc 1)/32000 BP (Disc 2/3)
Sell: N/A
Rarity: Very rare
Locations:
Shops
Cannot be bought
Find
Gold Saucer-Battle Square
Win
Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed

Name: Catastrophe*
Max Limit: 1
Description: Learn limit 'Catastrophe'/Use with Barret
Price: N/A
Sell: N/A
Rarity: Very rare
Locations:
Shops
Cannot be bought
Find
North Correl (Huge Materia quest/Disc2)
(You must stop the train from crashing into North Corel. If you fail to do so, you cannot get this Item.
After you succeed, go into a tent south of the inn and talk to a woman. She'll give you this Item)
Win
Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed

Name: Final Heaven*
Max Limit: 1

Description: Learn limit 'Final Heaven'/Use with Tifa
(Notes to get Final Heaven/Must be done after getting
Cloud back in party)
X, Square, Triangle, L1+ Triangle, R1+ Square, X, Square, Triangle, R1+X, O,
X, Square, X
Price: N/A
Sell: N/A
Rarity: Very rare
Locations:
Shops
Cannot be bought
Find
Nibelheim/Tifa's Piano (You must play a tune in order to get this Item)
Win
Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed

Name: Great Gospel*
Max Limit: 99
Description: Learn limit 'Great Gospel'/Use with Aeris
Price: N/A
Sell: N/A
Rarity: Rare
Locations:
Shops
Cannot be bought
Find
House south of Gongaga (you must trade a Mythril, then pick
the box at the top)
Win
Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed

*If you open up both boxes in the house near
Gongaga, you can no longer get more of this
Item or Mythrils.

Name: Cosmo Memory*
Max Limit: 1
Description: Learn limit 'Cosmo Memory'/Use with Red XIII
Price: N/A
Sell: N/A
Rarity: Very rare
Locations:
Shops
Cannot be bought
Find
Cannot be found
Win
Lost Number (Nibelheim/Shinra Mansion Safe)

Steal
Cannot be stolen
Morph
Cannot be morphed

Name: All Creation*
Max Limit: 1
Max Limit: 1
Description: Learn limit 'All Creation'/Use with Yuffie
Price: N/A
Sell: N/A
Rarity: Very rare
Locations:
Shops
Cannot be bought
Find
Cannot be found
Win
Godo (Wutai Pagoda)
Steal
Cannot be stolen
Morph
Cannot be morphed

*You must get this item BEFORE the raid on Midgar.
If not, this Item is lost.

Name: Highwind*
Max Limit: 1
Description: Learn limit 'Highwind'/Use with Cid
Price: N/A
Sell: N/A
Rarity: Very rare
Locations:
Shops
Cannot be bought
Find
Sunken Gelinka (In the room after you defeat
the Turks. Very bottom chest)
Win
Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed

Name: Chaos*
Max Limit: 1
Description: Learn limit 'Chaos'/Use with Vincent
Price: N/A
Sell: N/A
Rarity: Very rare
Locations:
Shops

Cannot be bought

Find

Lucrecia's Cave (Disc 3/You must have visited the cave during Disc 2 at least once with Vincent in your party. Return to the cave in Disc 3 with Vincent in your party and you will receive this Item)*

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

*You can visit Lucrecia anytime, leave and fight ten battles, then return to get Chaos and Death Penalty (info from AdamantBarrage)

Name: Guide Book

Max Limit: 99

Description:

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Ghost Ship (Underwater Reactor/Battle Square)

D) Key Items [K+I]

Name: Pharmacy Coupon

Locations: Wall Market (Disc 1 Only)

(Receive this by selecting the second option in the restaurant after eating)

Name: Deodorant

Locations: Wall Market (Disc 1 Only)

(Select this in the Pharmacy by using the Pharmacy Coupon)

Name: Disinfectant

Locations: Wall Market (Disc 1 Only)

(Select this in the Pharmacy by using the

Pharmacy Coupon)

Name: Digestive

Locations: Wall Market (Disc 1 Only)
(Select this in the Pharmacy by using the
Pharmacy Coupon)

Name: Cotton Dress

Locations: Wall Market (Disc 1 Only) (Gotten by selecting Clean)

Name: Satin Dress

Locations: Wall Market (Disc 1 Only) (Gotten by selecting Soft and
Shiny)

Name: Silk Dress

Locations: Wall Market (Disc 1 Only) (Gotten by selecting Soft and
Shimmers)

Name: Wig

Locations: Wall Market (Disc 1 Only)
(Receive this by tying
in the squatting game)

Name: Died Wig

Locations: Wall Market (Disc 1 Only)
(Receive this by losing
in the squatting game)

Name: Blonde Wig

Locations: Wall Market (Disc 1 Only)
(Receive this by winning
in the squatting game)

Name: Cologne

Locations: Wall Market (Disc 1 Only)

Name: Flower Cologne

Locations: Wall Market (Disc 1 Only)

Name: Sexy Cologne

Locations: Wall Market (Disc 1 Only)
(Receive this after giving the
person in the bathroom at the bar the Digestive)

Name: Glass Tiara

Locations: Wall Market (Disc 1 Only)
(Receive this by buying the 500
Gil coupon at the Inn, then giving it to the guy
at the Materia shop)

Name: Ruby Tiara

Locations: Wall Market (Disc 1 Only)
(Receive this by buying the 1000
Gil coupon at the Inn, then giving it to the guy
at the Materia shop)

Name: Diamond Tiara

Locations: Wall Market (Disc 1 Only)
(Receive this by buying the 1500
Gil coupon at the Inn, then giving it to the guy
at the Materia shop)

Name: Membership Card

Locations: Wall Market (Disc 1 Only)
(Receive this by talking to the guy
directly right of the entrance of Wall Market)

Name: Bikini Briefs

Locations: Wall Market (Disc 1 Only)
(At the Honeybee Inn, choose the room.)

Name: Lingerie

Locations: Wall Market (Disc 1 Only)
(At the Honeybee Inn, choose the room)

Name: Keycard 60

Locations: Shinra HQ (Disc 1 Only)
(You receive this after you defeat
the guards on Floor 59)

Name: Keycard 62

Locations: Shinra HQ (Disc 1 Only)
(You receive this by talking to a
guy walking around. When he asks who you are,

choose '.....')

Name: Keycard 65

Locations: Shinra HQ (Disc 1 Only)
(You receive this after answering the
Mayor's riddle)

Name: Keycard 66

Locations: Shinra HQ (Disc 1 Only)
(You receive this by completing the
Midgar model)

Name: Keycard 68

Locations: Shinra HQ (Disc 1 Only)
(You receive this by talking to Hojo's
assistant after defeating Sample:HO2512)

Name: Black Materia

Locations: Temple of the Ancients (Disc 2 Only)

Name: Keystone

Locations: Gold Saucer-Battle Square (Disc 1 Only)

Name: PHS

Locations: Kalm (Disc 1 Only)

Name: Basement Key

Locations: Nibelheim-Shinra Mansion Safe (Defeat Lost
Number)

Name: Glacier Map

Locations: Icicle Inn (Find it on the wall in a house)

Name: Snowboard

Locations: Icicle Inn (You'll receive this from the kid with
the snowboard after the event with Eleana)

Name: Huge Materia

Locations: Fort Condor, Underwater Sub, North Corel, Rocket (Disc 2 Only)

*If you did not successfully complete the Submarine minigame, input the correct code on the Rocket, or failed to stop the train at North Corel, then those Huge Materia are lost forever.

Name: Mythril

Locations: Cave with Sleeping Man (Talk to the sleeping man whenever the last two digits of your Battles are 11, 33, 55, 77, or 99)

Name: Leviathan Scales

Locations: Underwater Reactor Sub Dock (in a treasure chest. You must get it before boarding the sub. If not, it's lost forever)

Name: Key to Sector 5

Locations: Bone Village (Go dig it up)

Name: Lunar Harp

Locations: Bone Village (Disc 1 Only)
(Required to move on with story.
To find it, dig up where the X is on the upper level)

Name: A Coupon

Locations: Shinra HQ Floor 64

Name: B Coupon

Locations: Shinra HQ Floor 64

Name: C Coupon

Locations: Shinra HQ Floor 64

Name: Midgar Parts

Locations: Shinra HQ-Floor 65

Name: Gold Ticket

Locations: Gold Saucer (Can buy for 30000 at entrance or for 300 GP in Wonder Square)

E) Useless Items [U+I]

Name: Tissue
Max Limit: 99
Description:
Sell: 1
Rarity: Common
Locations: Gold Saucer-Battle Square (Lose or run
away during the battles)

Name: 1/35 Soldier
Max Limit: 99
Description:
Sell: 1
Rarity: Rare
Locations: Can find two in Junon.

Name: Super Sweeper
Max Limit: 99
Description:
Sell: 1
Rarity: Rare
Locations: Gold Saucer-Speed Square

Name: Masamune Blade
Max Limit: 99
Description: A perfect copy of Sephiroth's sword!
Sell: 1
Rarity: Rare
Locations: Gold Saucer-Speed Square

Name: Combat Diary
Max Limit: 99
Description:
Sell: 1
Rarity: Rare
Locations: Gold Saucer-Special Battle Square

Name: Autograph
Max Limit: 99
Description:
Sell: 1
Rarity: Rare
Locations: Gold Saucer-Special Battle Square

Name: Earth Harp*
Max Limit: 1
Description: Trade in Kalm for Master Magic/
Command/Summon Materia/Give to man

Sell: N/A

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

*Cloud comes equipped with this

Name: Mythril Saber

Max Limit: 99

Description:

Attack-23

Atk %-98

Slots-3 (1 L, 1 U)

Materia Growth-N

Price: 1000

Sell: 500

Rarity: Common

Locations:

Shops

Kalm

Junon (Disc 1)

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Hardedge

Max Limit: 99

Description:

Attack-32

Atk %-98

Slots-4 (1 L, 2 U)

Materia Growth-N

Price: 1500

Sell: 750

Rarity: Common

Locations:

Shops

Gongaga

Find

Cannot be found

Win

Cannot be won

Steal

SOLDIER: 3rd (Shinra HQ Floor 67/Disc 1 only)

Morph

Cannot be morphed

Name: Enhance Sword

Max Limit: 99

Description:

Attack-43

Atk %-107

Slots-8 (4 L)

Materia Growth-N

Price: 12000

Sell: 6000

Rarity: Common

Locations:

Shops

Junon (Disc 2/3)

Find

Gaea's Cliff (Disc 2 only) (On the path you need to follow.)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Butterfly Edge

Max Limit: 99

Description:

Attack-39

Atk %-100

Slots-4 (2 L)

Materia Growth-N

Price: 2800

Sell: 1400

Rarity: Common

Locations:

Shops

Cosmo Canyon

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Organics

Max Limit: 99

Description:

Attack-62

Atk %-103
Slots-6 (2L, 2 U)
Materia Growth-N

Price: 17000
Sell: 8500
Rarity: Common
Locations:

Shops
Icicle Inn
Find
Cannot be found
Win
Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed

Name: Force Stealer
Max Limit: 99

Description:
Attack-36
Atk %-100
Slots-3 (3 U)
Materia Growth-D

Price: 2200
Sell: 1100
Rarity: Common

Locations:
Shops
North Corel
Find
Junon (Disc 1/Must get Rufus' bar over 100 during Send Off)
Win
Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed

Name: Rune Blade
Max Limit: 99

Attack-40
Atk %-108
Slots-4 (4 U)
Materia Growth-D

Description:
Price: 3800
Sell: 1900
Rarity: Common

Locations:
Shops
Junon (Disc 2/3)
Find
Mt. Nibel (First area/On a mountain)
Win

Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed

Name: Ragnarok*

Max Limit: 1

Description:

Attack-97

Atk %-105

Slots-6 (3 L)

Materia Growth-N

Added Bonuses: Spirit +35

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Cannot be found

Win

Proud Clod (Midgar-Sector 8/Disc 2)

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Heaven's Cloud*

Max Limit: 1

Description:

Attack-93

Atk %-100

Slots-6 (6 U)

Materia Growth-N

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Sunken Gelinka (In a treasure box in the first
room)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Apocalypse*

Max Limit: 1

Description:

Attack-88

Atk %-110

Slots-3 (3 U)

Materia Growth-T

Added Bonuses: Spirit +16

Price: N/A

Sell: 1

Rarity: Vey rare

Locations:

Shops

Cannot be bought

Find

Ancient Forest (Final room)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Yoshiyuki*

Max Limit: 1

Description: Power up when ally is down

All 3 characters alive=1x power

1 character dead=2x power

2 characters dead=3x power

Attack-56

Atk %-100

Slots-2 (2 U)

Materia Growth-N

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Rocket Town (Disc 1/Talk to man who watches rocket twice)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Nail Bat

Max Limit: 99

Description:

Attack-70

Atk %-100

Slots-0

Materia Growth-None

Price: 2800

Sell: 1400

Rarity: Common

Locations:

Shops

Junon (Disc 2/3)

Find

Temple of the Ancients-Hidden Room (Disc 1 only)

(In the area with the clock, get knocked off by the clock. Win the battle and open the treasure chest)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Murasame

Max Limit: 99

Description:

Attack-51

Atk %-100

Slots-5 (2 L, 1 U)

Materia Growth-N

Price: 6500

Sell: 3250

Rarity: Common

Locations:

Shops

Wutai

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Crystal Sword

Max Limit: 99

Description:

Attack-76

Atk %-103

Slots-6 (3 L)

Materia Growth-N

Price: 18000

Sell: 9000

Rarity: Common

Locations:

Shops

Mideel (Man with White Chocobo/After Ultimate Weapon)

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Ultima Weapon*

Max Limit: 1

Description:

Attack-100

Atk %-110

Slots-8 (4 L)

Materia Growth-None

Added Bonuses: Spirit +24

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Cannot be found

Win

Ultimate Weapon-Final Battle (Cosmo Canyon)

Steal

Cannot be stolen

Morph

Cannot be morphed

*The more HP Cloud has, the more damage this will do

B) Barret's Weapons [BW]

Name: Gatling Gun*

Max Limit: 1

Description: Initial equipping. Long range

Attack-14

Atk %-97

Magic-0

Slots-1 (1 U)

Materia Growth-N

Price: N/A

Sell:

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

*Barret comes equipped with this weapon

Name: Assault Gun

Max Limit: 99

Description: Long range

Attack-17

Atk %-98

Magic-1

Slots-2 (1 L)

Materia Growth-N

Price: 350

Sell: 175

Rarity: Common

Locations:

Shops

Sector 7 Slums (Disc 1 only)

Wall Market

Find

Cannot be found

Win

Guard Scorpion (No.1 Reactor/Disc 1)

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Atomic Scissors

Max Limit: 99

Description:

Attack-32

Atk %-99

Magic-4

Slots-4 (1 L, 2 U)

Materia Growth-N

Price: 1400

Sell: 700

Rarity: Common

Locations:

Shops

Junon (Disc 2/3)

Gongaga

Find

Cannot be found

Win

Cannot be won

Steal

Custom Sweeper (Midgar area)

Morph

Cannot be morphed

Name: Cannon Ball

Max Limit: 99

Description:

Attack-23

Atk %-98

Magic-2

Slots-3 (1 L, 1 U)

Materia Growth-N

Price: 950

Sell: 475

Rarity: Common

Locations:

Shops

Kalm

Junon (Disc 1)

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Heavy Vulcan

Max Limit: 99

Description: Long range.

Attack-39

Atk %-100

Magic-8

Slots-4 (2 L)

Materia Growth-N

Price: 2700

Sell: 1350

Rarity: Common

Locations:

Shops

Cosmo Canyon

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: W Machine Gun

Max Limit: 99

Description: Long range.

Attack-30

Atk %-100

Magic-3

Slots-3 (1 L, 1 U)

Materia Growth-D

Price: 2000

Sell: 1000

Rarity: Common

Locations:

Shops

Junon (Disc 2/3)

Find

Mt.Corel (On the bridge with the Save Point)

Win

Cannot be won

Steal

Death Machine (Junon-Before elevator to Underwater Reactor)

Morph

Cannot be morphed

Name: Enemy Launcher

Max Limit: 99

Description: Long range.

Attack-35

Atk %-100

Magic-7

Slots-5 (1 L, 3 U)

Materia Growth-N

Price: 3300

Sell: 1650

Rarity: Common

Locations:

Shops

Junon (Disc 2/3)

Find

Shinra Mansion/Nibelheim (In the room next to the Mansion safe)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Drill Arm

Max Limit: 99

Description:

Attack-37

Atk %-97

Magic-0

Slots-4 (4 U)

Materia Growth-D

Price: 3300

Sell: 1650

Rarity: Common

Locations:

Shops

Junon (Disc 2/3)

Find

Rocket Town-Cid's House

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Rocket Punch

Max Limit: 99

Description:

Attack-62
Atk %-110
Magic-0
Slots-0
Materia Growth-None

Price: 3200

Sell: 1600

Rarity: Common

Locations:

Shops

Junon (Disc 2/3)

Find

Temple of the Ancients-Maze (Disc 1 only)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Solid Bazooka

Max Limit: 99

Description: Long range.

Attack-61

Atk %-100

Magic-15

Slots-8 (4 L)

Materia Growth-N

Price: 16000

Sell: 8000

Rarity: Common

Locations:

Shops

Costa Del Sol (Disc 2/3)

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: AM Cannon

Max Limit: 99

Description: Long range.

Attack-77

Atk %-103

Magic-16

Slots-6 (3 L)

Materia Growth-N

Price: 18000

Sell: 9000

Rarity: Common

Locations:

Shops

Mideel (Man with White Chocobo/After Ultimate Weapon)

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Microlaser

Max Limit: 99

Description: Long range.

Attack-63

Atk %-101

Magic-13

Slots-6 (2 L, 2 U)

Materia Growth-N

Price: 12000

Sell: 6000

Rarity: Common

Locations:

Shops

Icicle Inn

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Max Ray*

Max Limit: 1

Description: Long range.

Attack-97

Atk %-98

Magic-30

Slots-6 (3 L)

Materia Growth-N

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Midgar-Underground (You'll have to search for
this before heading to the subway)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

*If you do not get this item while in Midgar on Disc 2, you cannot get this Item again.

Name: Pile Banger*

Max Limit: 1

Description:

Attack-90

Atk %-80

Magic-0

Slots-6 (3 L)

Materia Growth-None

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Shinra HQ (In the room where you cannot open the treasure chests (shop)/Disc 2 only)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

*You must get this Item during the raid on Midgar during Disc 2. Otherwise, it is gone.

Name: Chainsaw

Max Limit: 99

Description:

Attack-52

Magic-10

Slots-5 (2 L, 1 U)

Materia Growth-Normal

Price: 6300

Sell: 3150

Rarity: Common

Locations:

Shops

Wutai

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Missing Score*

Max Limit: 1

Description: Long range.

Attack-98

Atk %-108

Magic-49

Slots-8 (4 L)

Materia Growth-None

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Midgar-Mako Cannon Stairs (You need Barret in your party to get this. On the way to Hojo, you'll see a treasure chest. If you don't get it now, you will lose it forever/Disc 2 only)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

*The more AP equipped on this weapon, the more damage it does

C) Tifa's Weapons [TW]

Name: Leather Glove*

Max Limit: 1

Description:

Attack-13

Atk %-99

Magic-0

Slots-1 (1 U)

Materia Growth-N

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

*Tifa comes equipped with this

Name: Metal Knuckle

Max Limit: 99

Description:

Attack-18
Atk %-102
Magic-1
Slots-2 (1 L)
Materia Growth-N

Price: 320

Sell: 160

Rarity: Common

Locations:

Shops

Wall Market

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Grand Glove

Max Limit: 99

Description:

Attack-31
Atk %-110
Magic-6
Slots-4 (1 L, 2 U)
Materia Growth-N

Price: 1200

Sell: 600

Rarity: Common

Locations:

Shops

Gongaga

Junon (Disc 2/3)

Find

Cannot be found

Win

Cannot be won

Steal

Mandouge (Mythril Mines)

Morph

Cannot be morphed

Name: Powersoul

Max Limit: 99

Description: Power up when Near Death

Attack-28
Atk %-106
Magic-7
Slots-4 (4 U)
Materia Growth-D

Price: 4200

Sell: 2100

Rarity: Common

Locations:

Shops

Junon (Disc 2/3)

Find

Mt. Nibel (In the area with Materia Keeper, you'll need to take
slide 2 to get it)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Tiger Fang

Max Limit: 99

Description:

Attack-38

Atk %-110

Magic-8

Slots-4 (2 L)

Materia Growth-N

Price: 2500

Sell: 1250

Rarity: Common

Locations:

Shops

Cosmo Canyon

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Mythril Claw

Max Limit: 99

Description:

Attack-24

Atk %-106

Magic-3

Slots-3 (1 L, 1 U)

Materia Growth-N

Price: 750

Sell: 425

Rarity: Common

Locations:

Shops

Kalm

Junon (Disc 1)

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen
Morph
Cannot be morphed

Name: Motor Drive*

Max Limit: 1

Description:

Attack-27
Atk %-106
Magic-6
Slots-3 (3 U)
Materia Growth-D

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Costa Del Sol Basement

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Platinum Fist

Max Limit: 99

Description:

Attack-30
Atk %-108
Magic-7
Slots-4 (4 U)
Materia Growth-D

Price: 2700

Sell: 1850

Rarity: Common

Locations:

Shops

Junon (Disc 2/3)

Find

Nibelheim (Disc 1 only) (Talk to the man in a black
robe in Tifa's house)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Diamond Knuckle

Max Limit: 99

Description:

Attack-51
Atk %-112
Magic-10
Slots-5 (2 L, 1 U)
Materia Growth-N

Price: 5800

Sell: 2900

Rarity: Common

Locations:

Shops

Wutai

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Work Glove

Max Limit: 99

Description:

Attack-68

Atk %-114

Magic-0

Slots-0

Materia Growth-None

Price: 2200

Sell: 1100

Rarity: Common

Locations:

Shops

Junon (Disc 2/3)

Find

Temple of the Ancients (Disc 1 only)

(At the bottom of the room before fighting Red Dragon)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Dragon Claw

Max Limit: 99

Description:

Attack-62

Atk %-114

Magic-13

Slots-6 (2 L, 2 U)

Materia Growth-N

Price: 10000

Sell: 5000

Rarity: Common

Locations:

Shops
Icicle Inn
Find
Cannot be found
Win
Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed

Name: Kaiser Knuckle

Max Limit: 99

Description:

Attack-44
Atk %-110
Magic-13
Slots-8 (1 L, 6 U)
Materia Growth-N

Price: 15000

Sell: 7500

Rarity: Common

Locations:

Shops
Junon (Disc 2/3)
Find
Whirlwind Maze (Disc 2 only) (In a treasure box)
Win
Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed

Name: Crystal Glove

Max Limit: 99

Description:

Attack-75
Atk %-115
Magic-16
Slots-6 (3 L)
Materia Growth-N

Price: 16000

Sell: 8000

Rarity: Common

Locations:

Shops
Mideel (Man with White Chocobo/After Ultimate Weapon)
Find
Cannot be found
Win
Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed

Name: God's Hand*

Max Limit: 1

Description:

Attack-86

Atk %-255

Magic-34

Slots-4 (2 L)

Materia Growth-N

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Cannot be found

Win

Carry Armor (Underwater Reactor/Disc 2)

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Master Fist*

Max Limit: 1

Description: Power up when condition changes

Attack-38

Atk %-108

Magic-0

Slots-6 (6 U)

Materia Growth-N

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Shinra HQ (In the room where you couldn't open
the treasure chests (shop)/Disc 2 only)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Premium Heart*

Max Limit: 1

Description:

Attack-99

Atk %-112

Magic-32

Slots-8 (4 L)

Materia Growth-None

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Wall Market Item Shop (Disc 2/3)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

*Damage of this weapon is determined by amount of Limit Gauge she has multiplied by her Limit Level

D) Aeris's Weapons [AW]

Name: Guard Stick*

Max Limit: 1

Description:

Attack-12

Attack %-99

Magic-2

Slots-1 U

Materia Growth-N

Added Bonuses: Vitality +1, Spirit +4

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

*Aeris comes equipped with this

Name: Aurora Rod

Max Limit: 99

Description:

Attack-51

Attack %-110

Magic-14

Slots-5 (2 L, 1 U)

Materia Growth-N

Price: 5800

Sell: 2850

Rarity: Common

Locations:

Shops

Wutai

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Wizard Staff

Max Limit: 99

Description:

Attack-28

Attack %-100

Magic-6

Slots-3 (3 U)

Materia Growth-D

Price: 1800

Sell: 900

Rarity: Common

Locations:

Shops

Junon (Disc 2/3)

Find

Mt. Corel (Find after dropping down from track, left side)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Striking Staff

Max Limit: 99

Description:

Attack-32

Attack %-100

Magic-7

Slots-4 (1 L, 2 U)

Materia Growth-N

Price: 1300

Sell: 650

Rarity: Common

Locations:

Shops

Junon (Disc 2/3)

Find

Cannot be found

Win

Cannot be won

Steal

Eligor (Train Graveyard/Disc 1 only)

Harpy (Gold Saucer area)

Morph

Cannot be morphed

Name: Fairy Tale

Max Limit: 99

Description:

Attack-37

Attack %-103

Magic-8

Slots-7 (7 U)

Materia Growth-N

Price: 2500

Sell: 1250

Rarity: Common

Locations:

Shops

Junon (Disc 2/3)

Find

Cannot be found

Win

Reno (Gongaga/Disc 1)

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Wizer Staff

Max Limit: 99

Description:

Attack-33

Attack %-100

Magic-7

Slots-4 (4 U)

Materia Growth-D

Price: 3200

Sell: 1600

Rarity: Common

Locations:

Shops

Junon (Disc 2/3)

Find

Mt.Corel

Win

Gi Nattak (Gi Cave/Disc 1)

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Mythril Rod

Max Limit: 99

Description:

Attack-16
Attack %-100
Magic-3
Slots-2 (1 L)
Materia Growth-N

Price: 370

Sell: 185

Rarity: Common

Locations:

Shops

Wall Market

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Full Metal Staff

Max Limit: 99

Description:

Attack-22

Attack %-100

Magic-4

Slots-3 (1 L, 1 U)

Materia Growth-N

Price: 800

Sell: 400

Rarity: Common

Locations:

Shops

Kalm

Junon (Disc 1)

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Prism Staff

Max Limit: 99

Description:

Attack-40

Attack %-105

Magic-10

Slots-4 (2 L)

Materia Growth-N

Price: 2600

Sell: 1300

Rarity: Common

Locations:

Shops
Cosmo Canyon
Find
Cannot be found
Win
Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed

Name: Umbrella*

Max Limit: 1

Description:

Attack-58

Attack %-118

Magic-10

Slots-0

Materia Growth-None

Added Bonuses: Vitality +20

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Gold Saucer/Speed Square (Disc 1/Must score 5000 points)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Princess Guard*

Max Limit: 1

Description:

Attack-52

Attack %-111

Magic-22

Slots-6 (3 L)

Materia Growth-N

Added Bonuses: Vitality +12, Spirit +20

Powers up for each dead party member in active team

All 3 characters alive=1x power

1 character dead=2x power

2 characters dead=3x power

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Temple of the Ancients (In the room with the clock, go to

Win
Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed

E) Red XIII's Weapons [RXW]

Name: Mythril Clip
Max Limit: 99
Description:
Attack-24
Atk %-100
Magic-6
Slots-3 (1 L, 1 U)
Materia Growth-N

Price: N/A
Sell: 1
Rarity: Very rare
Locations:

Shops
Junon (Disc 1 only)
Find
Cannot be found
Win
Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed

*Red XIII comes equipped with this

Name: Diamond Pin
Max Limit: 99
Description:
Attack-33
Atk %-102
Magic-8
Slots-4 (1 L, 2 U)
Materia Growth-N

Price: 1300
Sell: 650
Rarity: Common
Locations:

Shops
Junon (Disc 2/3)
Gongaga
Find
Cannot be found
Win
Cannot be won
Steal
Bagnadragna (Mt.Corel)

Morph

Cannot be morphed

Name: Silver Barette

Max Limit: 99

Description:

Attack-40

Atk %-110

Magic-10

Slots-4 (2 L)

Materia Growth-N

Price: 2500

Sell: 1250

Rarity: Common

Locations:

Shops

Cosmo Canyon

Find

Cannot find

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Plus Barette

Max Limit: 99

Description:

Attack-39

Atk %-104

Magic-12

Slots-4 (4 U)

Materia Growth-D

Price: 3500

Sell: 1750

Rarity: Common

Locations:

Shops

Junon (Disc 2/3)

Find

Mt.Nibel (First area, on a mountain)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Seraph Comb*

Max Limit: 1

Description:

Attack-68

Atk %-110

Magic-14
Slots-4 (4 U)
Materia Growth-N

Price: N/A

Sell:

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Cosmo Canyon (Given to you after Gi Cave)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Magic Comb

Max Limit: 99

Description:

Attack-37

Atk %-100

Magic-4

Slots-3 (3 U)

Materia Growth-D

Price: 2000

Sell: 1000

Rarity: Common

Locations:

Shops

Junon (Disc 2/3)

Find

Fort Condor (Win from 1st Fort Condor battle [Before Junon])

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Crystal Comb

Max Limit: 99

Description:

Attack-76

Atk %-108

Magic-20

Slots-6 (3 L)

Materia Growth-N

Price: 17000

Sell: 8500

Rarity: Common

Locations:

Shops

Mideel (Man with White Chocobo/After Ultimate Weapon)

Find

Cannot be found
Win
Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed

Name: Hairpin
Max Limit: 99
Description: Long range
Attack-57
Atk %-100
Magic-15
Slots-0
Materia Growth-None

Price: 6000
Sell: 3000
Rarity: Common

Locations:
Shops
Junon (Disc 2/3)
Find
Wutai-Hidden Passage in Godo's Home
Win
Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed

Name: Centclip
Max Limit: 99
Description:
Attack-58
Atk %-108
Magic-22
Slots-8 (8 U)
Materia Growth-N

Price: 14000
Sell: 7000
Rarity: Common

Locations:
Shops
Costa Del Sol (Disc 2/3)
Find
Cannot be found
Win
Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed

Name: Gold Barette

Max Limit: 99

Description:

Attack-50

Atk %-104

Magic-13

Slots-5 (2 L, 1 U)

Materia Growth-N

Price: 6000

Sell: 3000

Rarity: Common

Locations:

Shops

Wutai

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Adaman Clip

Max Limit: 99

Description:

Attack-60

Atk %-106

Magic-15

Slots-6 (2 L, 2 U)

Materia Growth-N

Price: 11000

Sell: 5500

Rarity: Common

Locations:

Shops

Icicle Inn

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Spring Gun Clip*

Max Limit: 1

Description:

Attack-87

Atk %-110

Magic-55

Slots-6 (3 L)

Materia Growth-N

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Ancient Forest

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Behemoth Horn*

Max Limit: 1

Description:

Attack-91

Atk %-75

Magic-26

Slots-6 (6 U)

Materia Growth-N

Added Bonuses: Vitality +35, Spirit + 18

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Shinra HQ-Stairs (Disc 2 only)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Limited Moon*

Max Limit: 1

Description:

Attack-93

Atk %-114

Magic-31

Slots-8 (4 L)

Materia Growth-None

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Cosmo Canyon (Disc 3/Must have Red XIII in the party before going to see Bugenhagen)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

*The more MP Red XIII has, the more damage this does

F) Yuffie's Weapons [YW]

Name: 4-Point Shuriken*

Max Limit: 1

Description: Long range

Attack-25

Atk %-100

Magic-6

Slots-3 1 L, 1 U)

Materia Growth-N

Price: N/A

Sell:

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

*Yuffie comes equipped with this

Name: Twin Viper

Max Limit: 99

Description: Long range

Attack-36

Atk %-108

Magic-8

Slots-4 (4 U)

Materia Growth-D

Price: 3200

Sell: 1600

Rarity: Common

Locations:

Shops

Junon (Disc 2/3)

Find

Shinra Manison/Nibelheim

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Boomerang
Max Limit: 99
Description: Long range
 Attack-30
 Atk %-101
 Magic-7
 Slots-4 (1 L, 2 U)
 Materia Growth-N
Price: 1400
Sell: 700
Rarity: Common
Locations:
 Shops
 Junon (Disc 2/3)
 Find
 Cannot be found
 Win
 Cannot be won
 Steal
 Formula (Around Junon area)
 Morph
 Cannot be morphed

Name: Pinwheel
Max Limit: 99
Description: Long range
 Attack-37
 Atk %-104
 Magic-9
 Slots-4 (2 L)
 Materia Growth-N
Price: 2600
Sell: 1300
Rarity: Common
Locations:
 Shops
 Cosmo Canyon
 Find
 Cannot be found
 Win
 Cannot be won
 Steal
 Cannot be stolen
 Morph
 Cannot be morphed

Name: Hawkeye
Max Limit: 99
Description: Long range
 Attack-61
 Atk %-107
 Magic-14
 Slots-6 (2 L, 2 U)
 Materia Growth-N

Price: 12000
Sell: 6000
Rarity: Common
Locations:
Shops
Icicle Inn
Find
Cannot be found
Win
Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed

Name: Crystal Cross
Max Limit: 99
Description: Long range
Attack-74
Atk %-110
Magic-18
Slots-6 (3 L)
Materia Growth-N

Price: 18000
Sell: 9000
Rarity: Common
Locations:
Shops
Mideel (Man with White Chocobo/After Ultimate Weapon)
Find
Cannot be found
Win
Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed

Name: Razor Ring
Max Limit: 99
Description: Long range
Attack-49
Atk %-105
Magic-12
Slots-5 (2 L, 1 U)
Materia Growth-N

Price: 6000
Sell: 3000
Rarity: Common
Locations:
Shops
Wutai
Find
Cannot be found
Win
Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Magic Shuriken

Max Limit: 99

Description: Long range

Attack-64

Atk %-113

Magic-0

Slots-3 (3 U)

Materia Growth-N

Added Bonuses-Dexterity +10

Price: 6000

Sell: 3000

Rarity: Common

Locations:

Shops

Junon (Disc 2/3)

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Wind Slash

Max Limit: 99

Description: Long range

Attack-30

Atk %-103

Magic-7

Slots-3 (3 U)

Materia Growth-D

Price: 2000

Sell: 1000

Rarity: Common

Locations:

Shops

Junon (Disc 2/3)

Find

Boat (Disc 1 only)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Oritsuru*

Max Limit: 1

Description: Long range
Attack-90
Atk %-116
Magic-38
Slots-8 (2 L, 4 U)
Materia Growth-N

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Wutai-Da-Chao Statue (Need Leviathan Scales to get)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Super Ball

Max Limit: 99

Description: Long range

Attack-68

Atk %-120

Magic-10

Slots-0

Materia Growth-None

Price: 3000

Sell: 1500

Rarity: Common

Locations:

Shops

Junon (Disc 2/3)

Find

Fort Condor (Win from 7th battle [After Mt. Nibel])

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Spiral Shuriken

Max Limit: 99

Description: Long range

Attack-68

Atk %-110

Magic-18

Slots-8 (1 L, 6 U)

Materia Growth-N

Price: 14000

Sell: 7000

Rarity: Common

Locations:

Shops

Costa Del Sol (Disc 2/3)

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Rising Sun*

Max Limit: 1

Description: Long range

Attack-68

Atk %-108

Magic-16

Slots-4 (2 L)

Materia Growth-D

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Cannot be found

Win

Cannot be won

Steal

Diamond Weapon (Disc 2)

Morph

Cannot be morphed

Name: Conformer*

Max Limit: 1

Description: Long range

Attack-96

Atk %-112

Magic-42

Slots-8 (4 L)

Materia Growth-None

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Sunken Gelinka

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

*The higher the enemy's Level, the more damage this does

G) Vincent's Weapons [VW]

Name: Quicksilver

Max Limit: 99

Description: Long range

Attack-38

Atk %-110

Magic-10

Slots-4 (1 L, 2 U)

Materia Growth-N

Price: 1000

Sell: 500

Rarity: Common

Locations:

Shops

Junon (Disc 2/3)

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

*Vincent comes equipped with this

Name: Peacemaker

Max Limit: 99

Description: Long range

Attack-38

Atk %-118

Magic-8

Slots-3 (1 L, 1 U)

Materia Growth-D

Price: 3300

Sell: 1750

Rarity: Common

Locations:

Shops

Junon (Disc 2/3)

Find

Kalm

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Silver Rifle

Max Limit: 99

Description: Long range

Attack-62

Atk %-120

Magic-0

Slots-0

Materia Growth-None

Price: 3000

Sell: 1500

Rarity: Common

Locations:

Shops

Junon (Disc 2/3)

Find

Temple of the Ancients (Disc 1 only)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Shotgun*

Max Limit: 99

Description: Long range

Attack-48

Atk %-112

Magic-12

Slots-4 (2 L)

Materia Growth-N

Price:

Sell:

Rarity: Very rare

Locations:

Shops

Rocket Town (Disc 1 only)

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

*After Disc 1, you can no longer buy this.

Name: Sniper CR

Max Limit: 99

Description: Long range

Attack-42

Atk %-255

Magic-7

Slots-4 (2 L)

Materia Growth-N

Price: 3300
Sell: 1650
Rarity: Common

Locations:

Shops

Junon (Disc 2/3)

Find

Mt.Nibel

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Shortbarrel

Max Limit: 99

Description: Long range

Attack-51

Atk %-118

Magic-14

Slots-5 (2 L, 1 U)

Materia Growth-N

Price: 6400

Sell: 3200

Rarity: Common

Locations:

Shops

Wutai

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Lariat

Max Limit: 99

Description: Long range

Attack-64

Atk %-120

Magic-16

Slots-6 (2 L, 2 U)

Materia Growth-N

Price: 12000

Sell: 6000

Rarity: Common

Locations:

Shops

Icicle Inn

Find

Cannot be found

Win

Cannot be won

Steal
Cannot be stolen
Morph
Cannot be morphed

Name: Supershot ST*
Max Limit: 1
Description: Long range
Attack-97
Atk %-120
Magic-52
Slots-6 (3 L)
Materia Growth-N

Price: N/A
Sell: 1
Rarity: Very rare
Locations:
Shops
Cannot be bought
Find
Ancient Forest
Win
Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed

Name: Outsider*
Max Limit: 1
Description: Long range
Attack-80
Atk %-120
Magic-48
Slots-8 (2 L, 4 U)
Materia Growth-N

Price: N/A
Sell: 1
Rarity: Very rare
Locations:
Shops
Cannot be bought
Find
Sunken Gelinka
Win
Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed

Name: Buntline
Max Limit: 99
Description: Long range

Attack-48
Atk %-124
Magic-18
Slots-4 (2 L)
Materia Growth-D

Price: 6800

Sell: 3400

Rarity: Common

Locations:

Shops

Junon (Disc 2/3)

Find

Bone Village (You must dig it up)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Winchester

Max Limit: 99

Description: Long range

Attack-73

Atk %-120

Magic-18

Slots-6 (3 L)

Materia Growth-N

Price: 18000

Sell: 9000

Rarity: Common

Locations:

Shops

Mideel (From man with White Chocobo/After Ultimate Weapon)

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Long Barrel R

Description: Long range

Attack-66

Atk %-255

Magic-14

Slots-8 (4 L)

Materia Growth-N

Price: 13000

Sell: 6500

Rarity: Common

Locations:

Shops

Costa Del Sol (Disc 2)

Find
Cannot be found
Win
Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed

Name: Death Penalty*

Max Limit: 1

Description: Long range

Attack-99

Atk %-115

Magic-34

Slots-8 (4 L)

Materia Growth-None

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Lucrecia's Cave (Disc 3/You must have visited the cave during Disc 2 at least once with Vincent in your party. Return to the cave in Disc 3 with Vincent in your party and you will receive this Item)*

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Special Info on Death Penalty (courtesy of Tyrant_Wave):

DP's Attack Formula:

Power = [Power * [Vincent's Kills / 128] / 16] + 10

The second Power = 16 for normal attack, 2 for morph.

Then go from a normal attack there onwards.

Also remember to add in defence and other such factors afterwards.

Check the Battle Mechanics FAQ for more info.

//OVERFLOW INFO//

First off, once you hit 65535 kills, it doesn't increase anymore. There's no overflow *there*.

You don't need to do 22 million damage to cause an overflow. There are two main dangers where overflow can occur. The first is right at the start

where your Base Damage is applied to both the Power of the attack and the enemy's Defense. If this damage goes above 262,144 damage, an overflow will occur.

The second danger occurs right when Random Variance is worked out which is after all the things like Berserk, Frog, Critical Hits and the like have been added. If the damage before Random Variance goes above a random value from 524288 to 559094, the damage will overflow.

If the damage overflows (and assuming that it doesn't overflow by enough to go back into positive numbers again - that *can* happen with low enough Defense and high enough Power/Hero Drinks), the damage will be negative.

Negative damage is not the same as positive healing. Negative damage makes FF7 think: "Oh, you did so much damage that his HP overflowed and he now has more HP than before the attack. I'd better fix that." Instant death.

**You can visit Lucrecia anytime, leave and fight ten battles, then return to get Chaos and Death Penalty (info from AdamantBarrage)

**The more enemies Vincent has killed with this weapon equipped, the more damage it will do. But beware: there is a bug that, if you kill too many enemies, the damage overflow will hurt Vincent.

H) Cait Sith's Weapons [CSW]

Name: Yellow M-Phone

Max Limit: 99

Description:

Attack-36

Atk %-100

Magic-8

Slots-4 (1 L, 2 U)

Materia Growth-N

Price: 500

Sell: 250

Rarity: Common

Locations:

Shops

Junon (Disc 2/3)

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

*Cait Sith comes equipped with this

Name: Red M-Phone

Max Limit: 99

Description:

Attack-60

Atk %-100

Magic-15

Slots-6 (2 L, 2 U)

Materia Growth-N

Price: 11000

Sell: 5500

Rarity: Common

Locations:

Shops

Icicle Inn

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Black M-Phone

Max Limit: 99

Description:

Attack-31

Atk %-104

Magic-10

Slots-4 (4 U)

Materia Growth-D

Price: 2800

Sell: 1400

Rarity: Common

Locations:

Shops

Junon (Disc 2/3)

Find

Gi Cave (Disc 1 only)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: White M-Phone

Max Limit: 99

Description:

Attack-35

Atk %-102

Magic-8

Slots-3 (3 U)

Materia Growth-D

Price: 2200

Sell: 1150

Rarity: Common

Locations:

Shops

Junon (Disc 2/3)

Find

Gongaga (house on topmost part)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Gold M-Phone

Max Limit: 99

Description:

Attack-58

Atk %-103

Magic-28

Slots-8 (4 L)

Materia Growth-N

Price: 15000

Sell: 7500

Rarity: Common

Locations:

Shops

Costa Del Sol (Disc 2/3)

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Blue M-Phone

Max Limit: 99

Description:

Attack-48

Atk %-100

Magic-10

Slots-5 (2 L, 1 U)

Materia Growth-N

Price: 5500

Sell: 2750

Rarity: Common

Locations:

Shops

Wutai

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Green M-Phone

Max Limit: 99

Description:

Attack-41

Atk %-100

Magic-9

Slots-4 (2 L)

Materia Growth-N

Price: 2400

Sell: 1200

Rarity: Common

Locations:

Shops

Cosmo Canyon

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Starlight M-Phone*

Max Limit: 1

Description:

Attack-88

Atk %-102

Magic-31

Slots-8 (4 L)

Materia Growth-N

Added Bonuses-Vitality +30

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Midgar (Disc 2 only)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Silver M-Phone

Max Limit: 99

Description:

Attack-29

Atk %-106

Magic-14
Slots-8 (8 U)
Materia Growth-N

Price: 3300
Sell: 1650
Rarity: Common
Locations:

Shops
Junon (Disc 2/3)
Find
Nibelheim Mansion
Win
Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed

Name: Trumpet Shell
Max Limit: 99

Description:
Attack-68
Atk %-118
Magic-2
Slots-0
Materia Growth-None

Price: 3000
Sell: 1500
Rarity: Common
Locations:

Shops
Junon (Disc 2/3)
Find
Temple of the Ancients (In the room with the clock, go to
room VII)
Win
Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed

Name: Crystal M-Phone
Max Limit: 99

Description:
Attack-74
Atk %-100
Magic-20
Slots-6 (3 L)
Materia Growth-N

Price: 18000
Sell: 9000
Rarity: Common
Locations:

Shops
Mideel (From man with White Chocobo/After Ultimate Weapon)

Find
Cannot be found
Win
Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed

Name: Battle Trumpet*

Max Limit: 1

Description:

Attack-95
Atk %-95
Magic-0
Slots-6 (3 L)
Materia Growth-None

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops
Cannot be bought
Find
Underwater Sub Docks
Win
Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed

Name: HP Shout*

Max Limit: 1

Description:

Attack-95
Atk %-110
Magic-44
Slots-8 (4 L)
Materia Growth-None

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops
Cannot be bought
Find
Shinra HQ-Locker Floor 65
Win
Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed

*The more HP Cait Sith has, the more damage this will do

I) Cid's Weapons [CW]

Name: Spear

Max Limit: 99

Description:

Attack-44

Atk %-97

Magic-8

Slots-4 (2 L)

Materia Growth-N

Price: 1200

Sell: 600

Rarity: Common

Locations:

Shops

Rocket Town (Disc 1 only)

Junon (Disc 2/3)

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

*Cid comes equipped with this

Name: Viper Halbred

Max Limit: 99

Description:

Attack-58

Atk %-102

Magic-13

Slots-4 (4 U)

Materia Growth-D

Price: 7000

Sell: 3500

Rarity: Common

Locations:

Shops

Junon (Disc 2/3)

Find

City of the Ancients Cave

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Scimitar*

Max Limit: 1

Description:

Attack-86
Atk %-102
Magic-20
Slots-2 (1 L)
Materia Growth-T

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Underwater Reactor Docks (Disc 2 only)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

*You must get this in the Underwater Reactor when you go there. Otherwise, it is lost.

Name: Mop

Max Limit: 99

Description:

Attack-68

Atk %-118

Magic-3

Slots-0

Materia Growth-None

Price: 3200

Sell: 1600

Rarity: Common

Locations:

Shops

Junon (Disc 2/3)

Find

Bone Village (Must dig it up)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Partisan

Max Limit: 99

Description:

Attack-78

Atk %-100

Magic-17

Slots-6 (3 L)

Materia Growth-N

Price: 19000

Sell: 9500

Rarity: Common

Locations:

Shops

Mideel (From man with White Chocobo/After Ultimate Weapon)

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Trident

Max Limit: 99

Description:

Attack-60

Atk %-105

Magic-12

Slots-6 (6 U)

Materia Growth-N

Price: 7500

Sell: 3750

Rarity: Common

Locations:

Shops

Junon (Disc 2/3)

Find

Temple of the Ancients (Disc 1 only)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Javelin*

Max Limit: 1

Description:

Attack-62

Atk %-104

Magic-12

Slots-5 (2 L, 1 U)

Materia Growth-D

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Gaea's Cliff (Disc 2 only)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

*You must get this when you are at Gaea's Cliff.
Otherwise, it is lost.

Name: Mast Ax

Max Limit: 99

Description:

Attack-64

Atk %-99

Magic-15

Slots-6 (2 L, 2 U)

Materia Growth-N

Price: 13000

Sell: 6500

Rarity: Common

Locations:

Shops

Icicle Inn

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Dragoon Lance

Max Limit: 99

Description:

Attack-66

Atk %-100

Magic-7

Slots-8 (8 U)

Materia Growth-N

Price: 6200

Sell: 3100

Rarity: Common

Locations:

Shops

Junon (Disc 2/3)

Find

Wutai-Da-Chao Statue (Need Leviathan Scales to get)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Slash Lance

Max Limit: 99

Description:

Attack-56
Atk %-98
Magic-43
Slots-5 (2 L, 1 U)
Materia Growth-N

Price: 6500

Sell: 3250

Rarity: Common

Locations:

Shops

Wutai

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Grow Lance*

Max Limit: 1

Description:

Attack-78
Atk %-102
Magic-31
Slots-6 (3 L)
Materia Growth-N

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Shinra HQ (In the area where you get the coupons/
Disc 2 Only)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

*You must get this during the raid on Midgar on

Disc 2. Otherwise, it is lost.

Name: Flayer*

Max Limit: 1

Description:

Attack-100
Atk %-100
Magic-20
Slots-6 (6 U)
Materia Growth-N

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Gold Saucer/Speed Square (Disc 2/3)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Spirit Lance

Description:

Attack-92

Atk %-112

Magic-43

Slots-4 (2 L)

Materia Growth-N

Added Bonuses-Spirit +20

Price: N/A

Sell:

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Venus Gospel*

Max Limit: 1

Description:

Attack-97

Atk %-103

Magic-42

Slots-8 (4 L)

Materia Growth-None

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Rocket Town (Talk to the old man who watched the rocket
twice/Disc 2/3)

Win

Shops

Cannot be bought

Find

Midgar-Underground (When you first climb down into the large underground area, climb down the first ladder, but DO NOT go to the ledge that drops you down to the next level. Otherwise, you will not be able to get this. Head up and climb the long ladder. It's in a treasure chest at the top)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Aurora Armlet

Max Limit: 99

Description: Absorbs Ice

Defense-76

Defense %-8

Magic Defense-54

Magic Defense %-3

Slots-4 (2 L)

Materia Growth-N

Price: N/A

Sell: 1

Rarity: Rare

Locations:

Shops

Cannot be bought

Find

City of the Ancients

Win

Cannot be won

Steal

Unknown 2 (Sunken Gelinka)

Morph

Cannot be morphed

Name: Bolt Armlet

Max Limit: 99

Description: Absorbs Lightning

Defense-74

Defense %-8

Magic Defense-55

Magic Defense %-3

Slots-4 (2 L)

Materia Growth-N

Price: N/A

Sell: 1

Rarity: Rare

Locations:

Shops

Cannot be bought
Find
City of the Ancients Cave
Win
Cannot be won
Steal
Unknown 3 (Sunken Gelinka)
Morph
Cannot be morphed

Name: Bronze Bangle*
Max Limit: 4
Description: Initial equipping
Defense-8
Defense %-0
Magic Defense-0
Magic Defense %-0
Slots-0
Materia Growth-None

Price: N/A
Sell:
Rarity: Very rare
Locations:

Shops
Cannot be bought
Find
Cannot be found
Win
Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed

*Cloud, Barret, Tifa, and Aeris comes equipped with this

Name: Carbon Bangle
Max Limit: 99
Description:
Defense-27
Defense %-3
Magic Defense-14
Magic Defense %-0
Slots-3 (1 L, 1 U)
Materia Growth-N

Price: 800
Sell: 400
Rarity: Rare
Locations:
Shops
North Corel
Costa Del Sol (Disc 1)
Find
Cannot be found
Win
Cannot be won

Steal

Moth Slasher (Shinra HQ/Disc 1/2 only)

Morph

Cannot be morphed

Name: Chocobracelet

Max Limit: 99

Description:

Defense-35

Defense %-10

Magic Defense-38

Magic Defense %-10

Slots-4 (4 U)

Materia Growth-N

Added Bonuses: Dexterity +30, Luck +20

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Gold Saucer/Chocobo Square (Win 7 straight S Rank races)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Crystal Bangle

Max Limit: 99

Description:

Defense-70

Defense %-8

Magic Defense-45

Magic Defense %-1

Slots-6 (3 L)

Materia Growth-N

Price: 4800

Sell: 2400

Rarity: Common

Locations:

Shops

Mideel

Find

Gold Saucer Wonder Square (Must score 89+ points on Course C in snowboard game)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Diamond Bangle

Max Limit: 99

Description:

Defense-57

Defense %-6

Magic Defense-37

Magic Defense %-0

Slots-5 (2 L, 1 U)

Materia Growth-N

Price: 3200

Sell: 1600

Rarity: Common

Locations:

Shops

Bone Village

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Dragon Armlet

Max Limit: 99

Description:

Defense-58

Defense %-3

Magic Defense-47

Magic Defense %-2

Slots-6 (3 L)

Materia Growth-N

Price: N/A

Sell: 1

Rarity: Rare

Locations:

Shops

Cannot be bought

Find

Cannot be found

Win

Blue Dragon (Gaea's Cliff/Disc 2 only/Found near the spring
after the fight with Schizo)

Red Dragon (Temple of the Ancients/Disc 1)

Steal

Dark Dragon (Northern Crater/Disc 3)

Morph

Cannot be morphed

Name: Edincoat

Max Limit: 99

Description:

Defense-50

Defense %-0

Magic Defense-33
Magic Defense %-0
Slots-7 (7 U)
Materia Growth-N
Added Bonuses: Magic +5
Price: 8000
Sell: 4000
Rarity: Rare
Locations:
Shops
Rocket Town
Find
Cannot be found
Win
Palmer (Rocket Town/Disc 1)
Steal
Cannot be stolen
Morph
Cannot be morphed

Name: Escort Guard*
Max Limit: 1 (99 from Iron Man)
Description:
Defense-62
Defense %-5
Magic Defense-55
Magic Defense %-0
Slots-6 (3 L)
Materia Growth-N

Price: N/A
Sell: 1
Rarity: Very rare
Locations:
Shops
Cannot be bought
Find
Sunken Gelinka
Win
Cannot be won
Steal
Cannot be stolen
Morph
Iron Man (Northern Crater/Point of No Return/Disc 3)*

*This is pointless to do, as you cannot return to a Save Point from here.

Name: Fire Armlet
Max Limit: 99
Description: Absorbs Fire
Defense-72
Defense %-8
Magic Defense-52
Magic Defense %-3
Slots-4 (2 L)
Materia Growth-N
Price: N/A

Sell: 1

Rarity: Rare

Locations:

Shops

Cannot be bought

Find

Gaea's Cliff (Disc 2 only)

Win

Cannot be won

Steal

Unknown (Sunken Gelinka)

Morph

Cannot be morphed

Name: Four Slots

Max Limit: 99

Description:

Defense-12

Defense %-0

Magic Defense-10

Magic Defense %-0

Slots-4 (4 U)

Materia Growth-n

Price: 1300

Sell: 650

Rarity: Rare

Locations:

Shops

Costa Del Sol (Disc 1 only)

Find

Shinra HQ (Trade B Coupon for it)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

*You cannot buy this after Disc 1.

Name: Fourth Bracelet*

Max Limit: 1

Description:

Defense-74

Defense %-3

Magic Defense-100

Magic Defense %-3

Slots-5 (2 L, 1 U)

Materia Growth-N

Added Bonuses: Magic +20

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought
Find
Rocket Town (Disc 2/3)
Win
Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed

Name: Gigas Armlet

Max Limit: 99

Description:

Defense-59
Defense %-0
Magic Defense-0
Magic Defense %-0
Slots-5 (2 L, 1 U)
Materia Growth-None

Added Bonuses: Strength +30

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops
Cannot be bought
Find
Cannot be found
Win
Demon's Gate (Temple of the Ancients/Disc 1)
Steal
Gigas (Whirlwind Maze/Disc 2 only)
Morph
Cannot be morphed

Name: Gold Armlet

Max Limit: 99

Description:

Defense-46
Defense %-4
Magic Defense-28
Magic Defense %-0
Slots-4 (2 L)
Materia Growth-N

Price: 2000

Sell: 1000

Rarity: Common

Locations:

Shops
Rocket Town (Disc 1 only)
Find
House south of Gongaga (Trade Mythril, then choose large box)
Win
Cannot be won
Steal
Dragon (Mt.Nibel)

Morph

Cannot be morphed

*Cid comes equipped with this

*You cannot buy this after Disc 1.

Name: Imperial Guard*

Max Limit: 3

Description:

Defense-82

Defense %-0

Magic Defense-74

Magic Defense %-0

Slots-6 (3 L)

Materia Growth-N

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Northern Crater (In the area with the Magic Pots)

Win

CMD. Grand Horn (Fort Condor/Final Battle/Disc 2)

Steal

Cannot be stolen

Morph

Cannot be morphed

*To get the third Imperial Guard, in the Northern Crater, you'll need to send Cid to the left, then send him up. MAKE SURE YOU DON'T GO TO WHERE YOUR PARTY GATHERS FIRST! Instead, go get the Imperial Guard from the swamp room, then go and gather up your party. Cid will give this to you then.

Name: Iron Bangle*

Max Limit: 99

Description:

Defense-10

Defense %-0

Magic Defense-2

Magic Defense %-0

Slots-1 (1 U)

Materia Growth-N

Price: 160

Sell: 80

Rarity: Very rare

Locations:

Shops

Sector 7 Slums (Must do before boarding train/Disc 1 only)

Find

Cannot be found
Win
Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed

*You cannot buy this after Disc 1.

Name: Minerva Band*

Max Limit: 2

Description:

Defense-60
Defense %-8
Magic Defense-57
Magic Defense %-0
Slots-6 (3 L)
Materia Growth-N

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Ancient Forest

Win

Cannot be won

Steal

Elena (Midgar-Subway/Disc 2)

Morph

Cannot be morphed

Name: Mystile*

Max Limit: 3

Description:

Defense-65
Defense %-50
Magic Defense-72
Magic Defense %-60
Slots-6 (6 U)
Materia Growth-N

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Midgar (Disc 2 only)

Northern Crater (In the area where your party splits, take the right path)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

*There is a glitch in the game at the Northern Crater that will give you a third Mystile. Follow this link to discover how to do so (credit goes to mabauti for providing the link)

<http://www.brinkofinsanity.net/ffvii/CraterDuplication.htm>

Name: Mythril Armlet

Max Limit: 99

Description:

Defense-18

Defense %-3

Magic Defense-8

Magic Defense %-2

Slots-2 (1 L)

Materia Growth-

Price: 350

Sell: 175

Rarity: Rare

Locations:

Shops

Wall Market

Underneath Junon

Kalm

Find

Cannot be found

Win

Heli Gunner (Shinra HQ-Elevator/Disc 1)

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Platinum Bangle

Max Limit: 99

Description:

Defense-22

Defense %-0

Magic Defense-12

Magic Defense %-0

Slots-2 (2 U)

Materia Growth-D

Price: 1800

Sell: 900

Rarity: Rare

Locations:

Shops

Costa Del Sol (Disc 1 only)

Junon (Disc 2)

Find

Cannot be found

Win

Cannot be won
Steal
Death Claw (Corel Prison/Disc 1 only)
Morph
Cannot be morphed

Name: Precious Watch

Max Limit: 99

Description:

Defense-0
Defense %-0
Magic Defense-0
Magic Defense %-0
Slots-8 (8 U)
Materia Growth-N

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Gold Saucer/Chocobo Square (Win 7 straight S Rank races)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Rune Armlet

Max Limit: 99

Description:

Defense-43
Defense %-5
Magic Defense-24
Magic Defense %-0
Slots-4 (4 U)
Materia Growth-D

Price: 3700

Sell: 1850

Rarity: Common

Locations:

Shops

Bone Village

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Shinra Alpha

Max Limit: 99

Description:

Defense-77

Defense %-0

Magic Defense-34

Magic Defense %-0

Slots-6 (3 L)

Materia Growth-N

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Cannot be found

Win

Cannot be won

Steal

SOLDIER: 1st (Midgar-Mako Cannon/Disc 2 only)

Captain (Shinra Sub/Disc 2 only)

Underwater MP (Underwater Reactor/Disc 2 only)

Morph

Cannot be morphed

*You cannot get this after the raid on Midgar on
Disc 2.

Name: Shinra Beta*

Max Limit: 99

Description:

Defense-30

Defense %-0

Magic Defense-0

Magic Defense %-0

Slots-4 (2 L ,2 U)

Materia Growth-N

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Cannot be found

Win

Underwater MP (Underwater Reactor/Disc 2 only)

Submarine Crew (Sub Docks/Disc 2 only)

Steal

Marine (Boat/Disc 1 only)

Underwater MP (Underwater Reactor/Disc 2 only)

Morph

Cannot be morphed

*You cannot get this after the Underwater Reactor.

It is best that you get 99 of these during the boat sequence.

Name: Silver Armlet

Max Limit: 99

Description:

Defense-34

Defense %-4

Magic Defense-22

Magic Defense %-0

Slots-4 (1 L, 2 U)

Materia Growth-N

Price: 1300

Sell: 650

Rarity: Common

Locations:

Shop

Cosmo Canyon

Find

Cannot be found

Win

Dyne (Corel Prison/Disc 1)

Steal

Cannot be stolen

Morph

Cannot be morphed

*Cait Sith comes equipped with this

Name: Titan Bangle

Max Limit: 99

Description:

Defense-14

Defense %-2

Magic Defense-4

Magic Defense %-0

Slots-2 (2 U)

Materia Growth-N

Price: 280

Sell: 140

Rarity: Rare

Locations:

Shops

Sector 5 Slums

Find

Cannot be found

Win

Air Buster (No.5 Reactor/Disc 1)

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Warrior Bangle*

Max Limit: 1

Description:

Defense-96

Defense %-0

Magic Defense-21

Magic Defense %-0

Slots-4

Materia Growth-None

Added Bonuses: Strength +20

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Cannot be found

Win

Cannot be won

Steal

Eagle Gun (Train to North Corel/Must steal it during
that battle. Otherwise, it is gone forever/Disc 2 only)

Morph

Cannot be morphed

Name: Wizard Bracelet

Max Limit: 99

Description:

Defense-6

Defense %-3

Magic Defense-85

Magic Defense %-3

Slots-8 (4 L)

Materia Growth-N

Added Bonuses: Magic +20

Price: 12000

Sell: 6000

Rarity: Rare

Locations:

Shops

Mideel (From man with White Chocobo/After Ultimate Weapon)

Find

Cannot be found

Win

Jenova-LIFE (City of the Ancients/Disc 1)

Steal

Epionlis (Ancient Forest)

Morph

Cannot be morphed

Name: Ziedrich*

Max Limit: 3

Description: Halves all elemental damage and the four physical
attributes: Cut, Shoot, Hit, and Punch.

Defense-100

Sleeping man in cave (When you first talk to him, you should get this when the last two digits of your battle numbers are 11, 33, 55, 77, or 99)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Cat's Bell

Max Limit: 99

Description: Recover HP with every step on field

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Gold Saucer/Chocobo Square (Prize in A Rank)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Champion Belt

Max Limit: 99

Description: Strength and Vitality +30

Price: 41960 BP (Disc 1/Before Tiny Bronco), 25600 BP (Disc 1/After Tiny Bronco)/16000 BP (Disc 3)

Sell: 1

Rarity: Rare

Locations:

Shops

Cannot be bought

Find

Gold Saucer/Battle Square (Buy with 12000 BP)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Chocofeather

Max Limit: 99

Description: Dexterity +10

Price: 10000/1600 BP (Disc 1 Only/After Tiny Bronco)

Sell: 5000

Rarity: Rare

Locations:

Shops

Wutai

Gold Saucer Battle Square

Find

Gold Saucer/Battle Square (When you're searching for the Keystone,
win the Battle Square)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Circlet

Max Limit: 99

Description: Magic and Spirit +30

Price: N/A

Sell: 1

Rarity: Rare

Locations:

Shops

Cannot be bought

Find

Cannot be found

Win

Cannot be won

Steal

Ultimate Weapon (While in air/Disc 2/3)

Snow (Great Glacier)

Ho-chu (Special Battle Square)

Morph

Cannot be morphed

Name: Curse Ring*

Max Limit: 2

Description: It increases each stat, but
you start the battle with Death Sentence

Stat Bonuses includes:

Strength +35

Dexterity +15

Vitality +15

Magic +35

Spirit +15

Luck +10

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Mideel (Must first examine door in shop. Then, go
outside of accessory shop and search
along the bridge (you'll hear a creaking sound as
you walk around). Check that spot to get
an 'Old Bent Key'. Go back to the shop with the

door and use the key. Pick the option that you
tried to open the door)

Win

Cannot be won

Steal

Ultimate Weapon (Mideel/Disc 2 only/Must do it before
he flies away)

Morph

Cannot be morphed

Name: Earring

Max Limit: 99

Description: Magic +10

Price: 7500

Sell: 3750

Rarity: Rare

Locations:

Shops

Rocket Town

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Fairy Ring

Max Limit: 99

Description: Prevents Poison/Darkness

Price: 7000

Sell: 3500

Rarity: Rare

Locations:

Shops

Mideel

Find

Gi Cave (Disc 1 only)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Fire Ring

Max Limit: 99

Description: Nullifies Fire

Price: 8000

Sell: 4000

Rarity: Rare

Locations:

Shops

Mideel
Find
Costa Del Sol Basement
Win
Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed

Name: Fury Ring
Max Limit: 99
Description: Automatically puts character in Berserk
Price: 5000/2560 BP (Disc 1 Only/Before Tiny Bronco)
Sell: 2500
Rarity: Rare
Locations:
Shops
Gongaga
Gold Saucer Battle Arena (Disc 1 Only)
Find
Cannot be found
Win
Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed

Name: Headband
Max Limit: 99
Description: Prevents Sleep
Price: 3000
Sell: 1500
Rarity: Rare
Locations:
Shops
Junon (Disc 1 only)
Gongaga
Find
Cannot be found
Win
Cannot be won
Steal
Cannot be stolen
Morph
Cannot be morphed

Name: HypnoCrown*
Max Limit: 1
Description: Increases Manipulation % rate
Price: N/A
Sell: 1
Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

City of the Ancients Cave

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Ice Ring

Max Limit: 99

Description: Nullifies Ice

Price: 8000

Sell: 4000

Rarity: Rare

Locations:

Shops

Mideel

Find

Cannot be found

Win

Chehov (Wutai)

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Jem Ring

Max Limit: 99

Description: Prevents Stone/Slow

Price: 7500

Sell: 3750

Rarity: Rare

Locations:

Shops

Mideel

Find

Cannot be found

Win

Materia Keeper (Mt.Nibel)

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Peace Ring

Max Limit: 99

Description: Prevents Berserk/Fury/Sadness

Price: 7500

Sell: 3750

Rarity: Rare

Locations:

Shops

Rocket Town (Disc 2/3)

Find

Fort Condor (Win second battle [Before Bottomswel, after going to Junon, but not going to Priscilla])

Win

Rapps (Wutai-Da-Chao Statue/Must be done before raid on Midgar)

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Poison Ring*

Max Limit: 1

Description: Prevents Poison. Absorbs Poison.

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Whirlwind Maze (After defeating Jenova-DEATH, search for it in the same area/Disc 2 only)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

*You must get this in the Whirlwind Maze. If not, it is lost.

Name: Power Wrist

Max Limit: 99

Description: Strength +10

Price: 7500

Sell: 3750

Rarity: Rare

Locations:

Shops

Rocket Town

Find

Cannot be found

Win

Bottomswell (Junon/Disc 1)

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Protect Ring

Max Limit: 99

Description: Start battle with Barrier and MBarrier

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Cannot be found

Win

Cannot be won

Steal

Schizo (Right neck) (Gaea's Cliff/Disc 2)

Morph

Movers (Northern Crater)

Name: Protect Vest

Max Limit: 99

Description: Vitality +10

Price: 3500

Sell: 1750

Rarity: Rare

Locations:

Shops

Rocket Town

Find

Cannot be found

Win

Rufus (Shinra HQ/Disc 1 only)

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Reflect Ring

Max Limit: 1 (99 via stealing from Ultimate
Weapon)

Description: Start battle with Reflect

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Win

Jenova-DEATH (Whirlwind Maze/Disc 2)

Steal

Ultimate Weapon (While on the ground/Disc 2/3)

Morph

Cannot be morphed

Name: Ribbon

Max Limit: 3 (99 via Morphing)

Description: Prevents all bad status effects except
Death, Slow Death, Paralyze,

Slow, and Stop

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Gaea's Cliff (You'll need to search for a hidden
passage/Disc 2 only)

Temple of the Ancients (In the room with the clock, go
to room V)

Gold Saucer (Win 10 Special battles in the Battle Square)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Master Tonberry (Northern Crater)

Ho-chu (Special Battle Square)

Name: Safety Bit

Max Limit: 99

Description: Prevents Slow Death and Death

Price: 7500

Sell: 3750

Rarity: Rare

Locations:

Shops

Rocket Town (Disc 2/3)

Find

Great Glacier (On the island where you must cross a bunch

Gold Saucer Wonder Square (Must get 89+ points on Course A
on snowboard game)

of floating ice)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Silver Glasses

Max Limit: 99

Description: Prevents Blind

Price: 3000

Sell: 1500

Rarity: Rare

Locations:

Shops

Junon (Disc 1 only)

Gongaga

Find

Junon (During Send Off/Must score between 0-50 points)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Sneak Glove*

Max Limit: 1

Description: Increases Steal % rate

Price: 140000

Sell: 1

Rarity: Very rare

Locations:

Shops

Wall Market (Disc 2/3)

Find

Cannot be found

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Sprint Shoes

Max Limit: 99

Description: Automatically puts person in Haste

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Gold Saucer/Battle Square (Tell the person outside that you're in the fight to win. After you win all 8 rounds, talk to her)

Gold Saucer/Chocobo Square (Prize in A Rank)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Star Pendant

Max Limit: 99

Description: Prevents Poison

Price: 4000

Sell: 2000

Rarity: Rare

Locations:

Shops

Gongaga

Find

Shinra HQ (Trade A Coupon for it)

Mt.Corel (On the tracks, if you fall down and take the
left route, climb back up and you will get it.)

Win

Motor Ball (Highway/Disc 1 only)

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Talisman

Max Limit: 99

Description: Spirit +10

Price: 4000

Sell: 2000

Rarity: Rare

Locations:

Shops

Rocket Town

Find

Cannot be found

Win

Sample: H0512 (Shinra HQ/Disc 1)

Steal

Cannot be stolen

Morph

Cannot be morphed

Name: Tetra Elemental

Max Limit: 99

Description: Absorbs Fire/Ice/Lightning

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Northern Cave (In the area where your party splits
up, take the right path)

Win

Cannot be won

Steal

Cannot be stolen

Morph

Cactuar (Cactuar Island/Located south of Cosmo Canyon)

Name: Tough Ring*

Max Limit: 2

Description: Vitality and Spirit +50

Price: N/A

Sell: 1
Rarity: Very rare
Locations:
Shops
Cannot be bought
Find
Cannot be found
Win
Cannot be won
Steal
Reno (Sunken Gelinka/Must do before Midgar raid/Disc 2 only)
Reno (Midgar subway/Disc 2 only)
Morph
Cannot be morphed

Name: Water Ring
Max Limit: 99
Description: Absorbs Water
Price: N/A
Sell: 1
Rarity: Rare
Locations:

Shops
Cannot be bought
Find
Outside of the City of the Ancients (before entering)
Win
Cannot be won
Steal
Serpent (Sunken Gelinka)
Acrophies (City of the Ancients)
Morph
Cannot be morphed

Name: White Cape
Max Limit: 99
Description: Prevents Mini and Frog
Price: 5000
Sell: 2500
Rarity: Rare
Locations:

Shops
Gongaga
Mideel
Find
Win
Jenova-BIRTH (Boat/Disc 1)
Steal
Cannot be stolen
Morph
Cannot be morphed

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7) Materia [M]

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A) Magic Materia [MM]

Name: Fire
Description:
AP

- Level 1-0 AP
Fire (4 MP)
- Level 2-2000 AP
Fire2 (22 MP)
- Level 3-18000 AP
Fire3 (52 MP)
- Level 4-35000 AP
MASTERED

Stat Bonuses/Penalties

- Str -1
- Mag +1
- Max HP -2%
- Max MP +2%

Price: 600
Sell: 35000
Rarity: Common

Locations:

Shops

- Sector 7 Slums
- Sector 5 Slums
- Wall Market
- Mideel (From materia shop)
- Costa Del Sol
- Junon (Disc 1)

Find

Cannot be found

Win

Cannot be won

*Red XIII comes equipped with this

Name: Ice
Description:
AP

- Level 1-0
Ice (4 MP)
- Level 2-2000 AP
Ice2 (22 MP)
- Level 3-18000 AP
Ice3 (52 MP)
- Level 4-35000 AP
MASTERED

Stat Bonuses/Penalties

- Str -1
- Mag +1
- Max HP -2%
- Max MP +2%

Price: 600
Sell: 35000
Rarity: Common

Locations:

Shops

Sector 7 Slums
Sector 5 Slums
Wall Market
Mideel (From materia shop)
Costa Del Sol
Junon (Disc 1)

Find

Cannot be found

Win

Cannot be won

*Cloud comes equipped with this

Name: Lightning

Description:

AP

Level 1-0 AP

Bolt (4 MP)

Level 2-2000 AP

Bolt2 (22 MP)

Level 3-18000 AP

Bolt3 (52 MP)

Level 4-35000 AP

MASTERED

Stat Bonuses/Penalties

Str -1

Mag +1

Max HP -2%

Max MP +2

Price: 600

Sell: 35000

Rarity: Common

Locations:

Shops

Sector 7 Slums
Sector 5 Slums
Wall Market
Mideel (From materia shop)
Costa Del Sol
Junon (Disc 1)

Find

Cannot be found

Win

Cannot be won

*Cloud comes equipped with this

Name: Earth

Description:

AP

Level 1-0 AP

Quake (6 MP)

Level 2-6000 AP

Quake2 (28 AP)

Level 3-22000 AP

Quake3 (68 MP)

Level 4-40000 AP

MASTERED

Stat Bonuses/Penalties

Strength: -01

Magic: +01

MaxHP: -02%

MaxMP: +02%

Price: 1500

Sell: 40000

Rarity: Common

Locations:

Shops

Kalm

Costa Del Sol

Junon (Disc 1)

Find

Cannot be found

Win

Cannot be won

Name: Poison

Description:

AP

Level 1-0 AP

Bio (6 MP)

Level 2-6000 AP

Bio2 (28 MP)

Level 3-22000 AP

Bio3 (68 MP)

Level 4-40000 AP

MASTERED

Stat Bonuses/Penalties

Strength: -01

Magic: +01

MaxHP: -02%

MaxMP: +02%

Price: 1500

Sell: 40000

Rarity: Common

Locations:

Shops

Kalm

Costa Del Sol

Junon (Disc 1)

Find

Shinra HQ (In a treasure box on the floor with Jenova/Disc 1 only)

Win

Cannot be won

Name: Gravity

Description:

Level 1-0 AP

Demi (14 MP)

Level 2-10000 AP

Demi2 (33 MP)
Level 3-20000 AP
Demi3 (48 MP)
Level 4-40000 AP
MASTERED
Stat Bonuses/Penalties
Strength: -01
Magic: +01
MaxHP: -02%
MaxMP: +02%
Price: 6000
Sell: 40000
Rarity: Common
Locations:
Shops
Costa Del Sol (Disc 2/3)
Mideel (From man with White Chocobo/After Ultimate Weapon)
Find
Gi Cave (After defeating Gi Nattak/Disc 1 only)
Win
Cannot be won

Name: Restore
Description:
Level 1-0 AP
Cure (5 MP)
Level 2-2500 AP
Cure2 (24 AP)
Level 3-17000 AP
Regen (30 MP)
Level 4-25000 AP
Cure3 (64 AP)
Level 5-40000 AP
MASTERED

Stat Bonuses/Penalties
Strength: -01
Magic: +01
MaxHP: -02%
MaxMP: +02%
Price: 750
Sell: 40000
Rarity: Common
Locations:
Shops
Sector 7 Slums
Sector 5 Slums
Mideel (From materia shop)
Wall Market
Costa Del Sol (Disc 1)
Find
No.1 Reactor (Before going to place bomb/Disc 1 only)
Win
Cannot be won

Name: Heal
Description:

Level 1-0 AP
Poisona (3 MP)
Level 2-12000 AP
Esuana (15 MP)
Level 3-52000 AP
Resist (120 MP)
Level 4-60000 AP
MASTERED

Stat Bonuses/Penalties

Strength: -01
Magic: +01
MaxHP: -02%
MaxMP: +02%

Price: 1000

Sell: 65000

Rarity: Common

Locations:

Shops

Kalm

Junon

Costa Del Sol (Disc 1)

Find

Cannot be found

Win

Cannot be won

Name: Revive

Description:

Level 1-0 AP
Life (34 MP)
Level 2-45000 AP
Life2 (100 MP)
Level 3-55000 AP
MASTERED

Stat Bonuses/Penalties

Strength: -02
Vitality: -01
Magic: +02
MagicDef: +01
MaxHP: -05%
MaxMP: +05%

Price: 3000

Sell: 55000

Rarity: Rare

Locations:

Shops

Junon

Costa Del Sol (Disc 1)

Find

Cannot be found

Win

Cannot be won

Name: Time

Description:

Level 1-0 AP

Haste (18 MP)
Level 2-8000 AP
Slow (20 MP)
Level 3-20000 AP
Stop (34 MP)
Level 4-42000 AP
MASTERED

Stat Bonuses/Penalties

Strength: -02
Vitality: -01
Magic: +02
MagicDef: +01
MaxHP: -05%
MaxMP: +05%

Price: 6000

Sell: 42000

Rarity: Rare

Locations:

Shops

Gongaga

Rocket Town

Find

Cannot be found

Win

Cannot be won

Name: Mystify

Description:

Level 1-0 AP
Confu (18 MP)
Level 2-12000 AP
Berserk (28 MP)
Level 3-25000 AP
MASTERED

Stat Bonuses/Penalties

Strength: -01
Magic: +01
MaxHP: -02%
MaxMP: +02%

Price: 5000

Sell: 25000

Rarity: Rare

Locations:

Shops

Cosmo Canyon

Gongaga

Find

Cannot be found

Win

Cannot be won

Name: Seal

Description:

Level 1-0 AP
Sleepel (8 MP)
Level 2-10000 AP

Silence (24 AP)
Level 3-20000 AP
MASTERED
Stat Bonuses/Penalties
Strength: -01
Magic: +01
MaxHP: -02%
MaxMP: +02%
Price: 3000
Sell: 20000
Rarity: Rare
Locations:
Shops
Junon
Find
Cannot be found
Win
Cannot be won

Name: Comet
Description:
Level 1-0 AP
Comet (70 MP)
Level 2-120000 AP
Comet 2 (110 MP)
Level 3-60000 AP
MASTERED
Stat Bonuses/Penalties
Strength: +02
Vitality: -01
Magic: +02
MagicDef: +01
MaxHP: -05%
MaxMP: +05%
Price: N/A
Sell: 1400000
Rarity: Very rare
Locations:
Shops
Cannot be bought
Find
City of the Ancients (Before going to fight
Jenova-LIFE, you'll find it at
the top of the spiral staircase
before descending into the
crystal-like city/Disc 1 only)
Win
Cannot be won

Name: Full Cure
Description:
Level 1-0 AP
Level 2-3000 AP
Full Cure (99 MP)
Level 3-100000 AP
MASTERED

Stat Bonuses/Penalties

Strength: -04
Vitality: -02
Magic: +04
MagicDef: +02
MaxHP: -10%
MaxMP: +10%

Price: N/A

Sell:

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Cosmo Canyon (Back of Item Shop/Disc 2/3)

Win

Cannot be won

Name: Ultima

Description:

Level 1-0 AP

Level 2-5000 AP

Ultima (130 MP)

Level 3-100000 AP

MASTERED

Stat Bonuses/Penalties

Strength: -04
Vitality: -02
Magic: +04
MagicDef: +02
MaxHP: -10%
MaxMP: +10%

Price: N/A (50000 if you fail to stop the train from crashing)

Sell:

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

North Corel (You must stop the train from crashing. If not, then you must buy it from the boy in the house with the well for 50000 Gil)

Win

Cannot win

Name: Transform

Description:

Level 1-0 AP

Mini (10 MP)

Level 2-8000 AP

Toad (14 MP)

Level 3-24000 AP

MASTERED

Stat Bonuses/Penalties

Strength: -01

Magic: +01
MaxHP: -02%
MaxMP: +02%
Price: 5000
Sell: 24000
Rarity: Common
Locations:

Shops

North Corel
Cosmo Canyon
Gongaga

Mideel (From man with White Chocobo/After Ultimate Weapon)

Find

Cannot be found

Win

Cannot be won

*Cait Sith comes equipped with this

Name: Exit

Description:

Level 1-0 AP

Exit (16 MP)

Level 2-10000 AP

Remove (99 MP)

Level 3-30000 AP

MASTERED

Stat Bonuses/Penalties

Strength: -01

Magic: +01

MaxHP: -02%

MaxMP: +02%

Price: 10000

Sell: 30000

Rarity: Rare

Locations:

Shops

Rocket Town

Find

Cannot be found

Win

Cannot be won

Name: Barrier

Description:

Level 1-0 AP

Barrier (16 MP)

Level 2-5000 AP

MBarrier (24 MP)

Level 3-15000 AP

Reflect (30 MP)

Level 4-30000 AP

Wall (58 MP)

Level 5-450000

Stat Bonuses/Penalties

Strength: +02

Vitality: -01
Magic: +02
MagicDef: +01
MaxHP: -05%
MaxMP: +05%
Price: 10000
Sell:
Rarity: Rare
Locations:
Shops
Rocket Town
Find
Cannot be found
Win
Cannot be won

Name: Destruct

Description:

Level 1-0 AP
DeBarrier (12 MP)
Level 2-6000 AP
DeSpell (20 MP)
Level 3-10000 AP
Death (30 MP)
Level 4-450000 AP
MASTERED

Stat Bonuses/Penalties

Strength: +02
Vitality: -01
Magic: +02
MagicDef: +01
MaxHP: -05%
MaxMP: +05%

Price: 9000

Sell:

Rarity: Rare

Locations:

Shops

Fort Condor

Mideel (From man with White Chocobo/After Ultimate Weapon)

Find

Shinra Mansion/Nibelheim (In the basement, in the library, you will encounter Sephiroth. He'll throw this at you. Best to do this when you first visit/Disc 1 only)

Win

Cannot be won

Name: Shield

Description:

Level 1-0 AP
Level 2-10000 AP
Shield (180 MP)
Level 3-100000 AP
MASTERED

Stat Bonuses/Penalties

Strength: -04

Vitality: -02

Magic: +04

MagicDef: +02

MaxHP: -10%

MaxMP: +10%

Price: N/A

Sell:

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Northern Crater (In the area where your party splits up, take the bottom path, then go right. It is in the second area from there (go up the left trunk to find it)

Win

Cannot be won

Name: Contain

Description:

Level 1-0 AP

Freeze (82 MP)

Level 2-5000 AP

Break (86 AP)

Level 3-10000 AP

Tornado (90 MP)

Level 4-15000 AP

Flare (100 MP)

Level 5-60000 AP

MASTERED

Stat Bonuses/Penalties

Strength: -04

Vitality: -02

Magic: +04

MagicDef: +02

MaxHP: -10%

MaxMP: +10%

Price: N/A

Sell:

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Mideel (Give the White Chocobo a Mimet Green, then scratch behind its ears to get it/Before Ultimate Weapon)

Win

Cannot be won

Name: Master Magic

Description:

Level 1-0 AP

MASTERED

Stat Bonuses/Penalties

None
Price: N/A
Sell: 1
Rarity: Very rare
Locations:

Shops

Cannot be bought

Find

Kalm (Trade the Earth Harp for it/House in
bottom right corner)

Cosmo Canyon (Get Huge Materia from Fort
Condor. Master all
other magic materia, then as you go to look
closer at the green materia,
blend them to get it)

Win

Cannot be won

B) Support Materia [SM]

Name: All
Description: Enables 'All' effects on Magic Materia
Level 1-0 AP
1 use
Level 2-1500 AP
2 uses
Level 3-6000 AP
3 uses
Level 4-18000 AP
4 uses
Level 5-35000 AP
5 uses
MASTERED

Can be used with:

Restore
Heal
Seal
Poison
Gravity
Barrier
Destruct
Transform
Mystify
Time
Ice
Fire
Lightning
Earth
Revive
Master Magic

Stat Bonuses/Penalties
Allows 'All' targeting.
Price: 20000
Sell: 1400000
Rarity: Very common
Locations:
Shops
Fort Condor

Find

Sector 7 Slums (In the Beginner's Hall, before going to
the No.4 Reactor)

Shinra HQ (Exchange C Coupon for it)

Shinra Boat (Before room with Jenova)

Gold Saucer Wonder Square (Must get 89+ points on Course B
in snowboard game)

Great Glacier (In the area where you can put
flags, try to keep as straight as you can. If you
do this correctly, you should
arrive at a cave. Search the cave for it)

Mt.Nibel (In the area where you fight the Materia Keeper, you must
take slide 4 to get it)

Win

Cannot be won

*Red XIII comes equipped with this

Name: Elemental

Description: Adds Element of paired materia to attack or defense

Level 1-0 AP

Half (Armor)

Level 2-10000 AP

Null (Armor)

Level 3-40000 AP

Absorb (Armor)

Level 4-80000 AP

MASTERED

Can be used with:

Fire

Ice

Earth

Choco/Mog

Ifrit

Titan

Alexander

Typhoon

Lightning

Poison

Gravity

Shiva

Ramuh

Leviathan

Phoenix

Stat Bonuses/Penalties

Adds Element of paired materia to weapon or armor

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Shinra HQ (Guess the password with the major on
the first try/Disc 1 only)

Mt. Nibel (In the area where the materia fountain is)

*Nibelheim/Tifa's House (You must have Tifa as your leader
to get it. Play the tune on her

piano to get it/Disc 2 only)

Win

Cannot be won

*In order to get this, you MUST have gotten the 1 Gil stash (before getting the Highwind), and must have played the piano tune 3 times (Data from Cloud Vs. Sephiroth).

Name: Added Effect

Description:

Level 1-0 AP

Level 2-100000 AP

MASTERED

Can be used with:

Poison

Transform

Time

Contain

Odin

Seal

Mystify

Destruct

Choco/Mog

Hades

Stat Bonuses/Penalties

Adds Status effects of paired materia to weapon or armor

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Gi Cave (You must enter the area with lava,
then head left (this is the area with the
goo and trap).

Go down to get it in the next area. You
must get it while you're there. Otherwise, it is lost./
Disc 1 only)

Win

Cannot be won

Name: Counter

Description:

Level 1-0 AP

Counter +30%

Level 2-40000 AP

Counter +40%

Level 3-80000 AP

Counter +60%

Level 4-120000 AP

Counter +80%

Level 5-200000 AP

Counter +100%

MASTERED

Can be used with:

Steal

Deathblow

Morph
Mime
Sense
Manipulate
Throw
Stat Bonuses/Penalties
Counter with paired materia

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Northern Crater (In the area where your party splits,
take the bottom path,
then the right path. Continue until you reach an area
with a glowing core. Search in the core to find it)

Win

Cannot be won

Name: Magic Counter

Description:

Level 1-0 AP

Counter +30%

Level 2-40000 AP

Counter +40%

Level 3-80000 AP

Counter +60%

Level 4-160000 AP

Counter +80%

Level 5-300000 AP

Counter +100%

MASTERED

Can be used with:

All Magic except Master Magic

All Summon except Master Summon

Stat Bonuses/Penalties

Counter with paired materia

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Gold Saucer/Chocobo Square (Prize in A Rank)

Northern Crater (Hidden in a waterfall. Use this link to help
locate it.)

<http://www.thebrink.us/ffvii/magiccounter.html>

Win

Cannot be won

Name: Added Cut

Description:

Level 1-0 AP

Level 2-200000 AP

MASTERED

Can be used with:

All Magic

All Summon

Steal

Deathblow

Morph

Mime

Sense

Manipulate

Throw

Master Command

Stat Bonuses/Penalties

Adds an additional attack to paired materia

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Great Glacier (From the signpost, go right. When you reach a fork, go to the upper rightmost path. Then, at the next fork, head left. Go left a couple screens, then search the snow)

Win

Cannot be won

Name: Quadra Magic

Description:

Level 1-0 AP

1 use

Level 2-40000 AP

2 uses

Level 3-80000 AP

3 uses

Level 4-120000 AP

4 uses

Level 5-200000 AP

5 uses

MASTERED

Can be used with:

All Magic

All Summon except Knights of Round

Stat Bonuses/Penalties

Can use paired materia 4 times in one turn

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Materia Cave

Win

Cannot be won

Name: Final Attack

Description:

Level 1-0 AP

1 use

Level 2-20000 AP

2 uses

Level 3-40000 AP

3 uses

Level 4-80000 AP

4 uses

Level 5-160000 AP

5 uses

MASTERED

Can be used with:

All Magic except:

Master Magic

All Summon except:

Master Summon

All Command except:

Slash All

W-Item

W-Magic

Double Cut

W-Summon

Master Command

Stat Bonuses/Penalties

Uses paired materia when KO'ed

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Gold Saucer/Battle Square (Complete the Special Battle)

Win

Cannot be won

Name: Sneak Attack

Description:

Level 1-0 AP

Sneak Attack +20%

Level 2-20000 AP

Sneak Attack+35%

Level 3-60000 AP

Sneak Attack +50%

Level 4-100000 AP

Sneak Attack +65%

Level 5-150000 AP

Sneak Attack +80%

MASTERED

Can be used with:

All Magic

All Summon

Steal

Deathblow

Morph
Mime
Sense
Manipulate
Throw

Stat Bonuses/Penalties

Allows character to attack with paired materia before anyone acts

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Gold Saucer/Chocobo Square (Prize in S Rank)

Win

Cannot be won

Name: HP Absorb

Description:

Level 1-0 AP

Level 2-100000 AP

MASTERED

Can be used with:

All Summon

Fire

Ice

Revive

Poison

Comet

Full Cure

Master Magic

Steal

Morph

Master Command

Lightning

Restore

Earth

Gravity

Contain

Ultima

Throw

Mime

Deathblow

Stat Bonuses/Penalties

Absorb 1/10 of damage dealt to target with paired materia

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Wutai (Treasure chest)

Northern Crater (In the area where you jump down to platforms (the area is green as well), head directly left to get it)

Win

Cannot be won

Name: MP Absorb

Description:

Level 1-0 AP

Level 2-100000 AP

MASTERED

Can be used with:

All Summon

Fire

Ice

Revive

Poison

Comet

Full Cure

Master Magic

Steal

Morph

Master Command

Lightning

Restore

Earth

Gravity

Contain

Ultima

Throw

Mime

Deathblow

Stat Bonuses/Penalties

Returns 1/100 of damage dealt as MP to character when paired
materia is used.

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Wutai (Must do Rapps sidequest in order to get. Must be
done before the raid on Midgar)

Win

Cannot be won

Name: MP Turbo

Description:

Level 1-0 AP

Spell +10%

Level 2-10000 AP

Spell +20%

Level 3-30000 AP

Spell +30%

Level 4-60000 AP

Spell +40%

Level 5-120000 AP

Spell +50%

MASTERED

Can be used with:

All Magic
All Summon

Stat Bonuses/Penalties

Increases strength of paired materia, but costs more MP

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Whirlwind Maze (After defeating Jenova-DEATH/Disc 2 only)

Win

Cannot be won

Name: Steal As Well

Description:

Level 1-0 AP

Level 2-200000 AP

MASTERED

Can be used with:

All Magic
All Summon
Steal
Deathblow
Morph
Mime
Sense
Manipulate
Throw

Stat Bonuses/Penalties

Steals when paired materia is used

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Wutai-Da-Chao Statue (Need Leviathan Scales
in order to get it)

Win

Cannot be won

C) Command Materia [CM]

Name: Steal

Description: Steal items from an enemy

Level 1-0 AP

Steal

Level 2-40000 AP

Mug

Level 3-50000 AP

MASTERED

Stat Bonuses/Penalties

Dexterity +02

Price: 1200

Sell: 50000 AP

Rarity: Common

Locations:

Shops

Kalm

Find

Sewers (Must get it before jumping down to second area/Disc 1 only)

Win

Cannot be won

Name: Sense

Description: See enemy's HP/MP/Lv/Weakness

Level 1-0 AP

Level 2-40000 AP

MASTERED

Stat Bonuses/Penalties

None

Price: 1000

Sell: 40000

Rarity: Common

Locations:

Shops

Kalm

Junon

Find

Sector 5 Playground (After Sector 7 Plate crashes)

Win

Cannot be won

Name: Manipulate*

Description: Control an enemy's movements

Level 1-0 AP

Level 2-40000 AP

MASTERED

Stat Bonuses/Penalties

None

Price: 10000

Sell: 40000

Rarity: Common

Locations:

Shops

Fort Condor (Disc 2/3)

Mideel (From man with White Chocobo/After Ultimate Weapon)

Rocket Town (Disc 2/3)

Find

Cannot be found

Win

Cannot be won

*Cait Sith comes equipped with this

Name: Mime

Description: Mimic last action taken

Level 1-0 AP

Level 2-100000 AP

MASTERED

Stat Bonuses/Penalties

None

Price: N/A

Sell: 100000

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Materia Cave

Win

Cannot be won

Name: Double Cut

Description: Attack consecutively

Level 1-0 AP

2x Cut

Level 2-100000 AP

4x Cut

Level 3-150000 AP

MASTERED

Stat Bonuses/Penalties

Dexterity +02

Price: N/A

Sell: ?

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Sunken Gelinka (In the first room as you enter)

Win

Cannot be won

Name: Deathblow

Description: Either critical hit or miss

Level 1-0 AP

Level 2-40000 AP

MASTERED

Stat Bonuses/Penalties

Luck +01

Price: 10000

Sell: 40000

Rarity: Common

Locations:

Shops

Fort Condor (Disc 2/3)

Mideel (From man with White Chocobo/After Ultimate Weapon)

Rocket Town (Disc 2/3)

Find

Gongaga (Near the second exit by the village)

Win

Cannot be won

Name: Slash-All

Description: Attack all enemies

Level 1-0 AP

Slash-All

Level 2-100000 AP

Flash (Death to enemies)

Level 3-150000 AP

MASTERED

Stat Bonuses/Penalties

None

Price: N/A

Sell: ?

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Ancient Forest

Win

Cannot be won

Name: W-Item

Description: Use 2 Items in the same turn

Level 1-0 AP

Level 2-250000 AP

MASTERED

Stat Bonuses/Penalties

None

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Midgar Underground (During Midgar raid. In the subway, head to the farthest south until you reach a Save Point. The materia is to the left of the Save Point)

Win

Cannot be won

Name: W-Magic

Description: Cast two Magic in the same turn

Level 1-0 AP

Level 2-250000 AP

MASTERED

Stat Bonuses/Penalties

None

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Northern Crater (In the area where your party splits,
take the bottom path,
then the right path. Continue until you reach an area
with a glowing core. Search
to the north of that core to find it)

Win

Cannot be won

Name: W-Summon

Description: Cast two Summon in the same turn

Level 1-0 AP

Level 2-250000 AP

MASTERED

Stat Bonuses/Penalties

None

Price: 32000 BP

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Gold Saucer/Battle Square (Get it with 32000 BP)

Win

Cannot be won

Name: Throw*

Description: Throw weapons to damage enemy

Level 1-0 AP

Throw

Level 2-45000 AP

Coin (Throw Gil to damage all enemies)

Level 3-60000 AP

MASTERED

Stat Bonuses/Penalties

Vitality +01

Price: 10000

Sell: 60000

Rarity: Common

Locations:

Shops

Fort Condor (Disc 2/3)

Mideel (From man with White Chocobo/After Ultimate Weapon)

Rocket Town (Disc 2/3)

Find

Cannot be found

Win

Cannot be won

*Yuffie comes equipped with this

Name: Enemy Skill

Description: Use Enemy Skills used on you

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Shinra HQ (after defeating H02512, look in the
tank that Aeris was in/Disc 1 Only)

Junon (Go to the Advanced Hall [In the area where a Soldier
cannot find his uniform])

City of the Ancients (In the area where you can rest.

Don't rest, and continue

up to find it behind the bed. If you do rest before
getting this, you cannot
get it/Disc 1 only)

Chocobo Sage's House (Talk to the Green Chocobo)

Win

Cannot be won

Name: Morph

Description: Change weakened enemies into Items

Level 1-0 AP

Level 2-40000 AP

MASTERED

Stat Bonuses/Penalties

None

Price: N/A

Sell: 40000

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Temple of the Ancients (In the room with the spring/Disc 1 only)

Win

Cannot be won

Name: Master Command

Description: Use all Commands except: Double Cut, W-Item, W-Magic,

W-Summon, Slash-All, Enemy Skill

Level 1-0 AP

Stat Bonuses/Penalties

None

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Kalm (Trade Earth Harp for it/House in bottom right corner)

Cosmo Canyon (Get the Huge Materia from North Corel. Approach it when you have mastered Mime, Throw, Steal, Sense, Deathblow, Manipulate, and Morph. Look closer at it, and blend the materias to get it)

Win

Cannot be won

D) Independent Materia [IM]

Name: Long Range

Description: Can attack from the back row/can attack flying enemies

Level 1-0 AP

Level 2-80000 AP

MASTERED

Stat Bonuses/Penalties

None

Price: N/A

Sell: ?

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Mythril Mines (Go to the room on the right upon entering. You'll need to climb a vine on the left wall in order to get it)

Win

Cannot be won

Name: Chocobo Lure

Description: Get into battles with Chocobos

Level 1-0 AP

x1

Level 2-3000 AP

x1.5

Level 3-10000 AP

x2

Level 4-30000 AP

x3

MASTERED

Stat Bonuses/Penalties

Luck +01

Price: 2000

Sell: ?

Rarity: Rare

Locations:

Shops

Chocobo Ranch (Buy from Chocobo Billy/Best to do it when you first arrive, even if you don't need it/Disc 1 only)

Find

Chocobo Ranch (Found outside of the chocobo pen/Disc 2)

Win

Cannot be won

Name: HP Plus

Description: Increases Max HP

Level 1-0 AP

Max HP +10%

Level 2-10000 AP

Max HP +20%

Level 3-20000 AP

Max HP +30%

Level 4-30000 AP

Max HP +40%

Level 5-50000 AP

Max HP +50%

MASTERED

Stat Bonuses/Penalties

Likewise to effect

Price: 8000

Sell: ?

Rarity: Common

Locations:

Shops

Cosmo Canyon (On the way to Bugenhagen)

Mideel (Man with White Chocobo/After Ultimate Weapon)

Find

Junon (Get Rufus' bar at 60 to 90 during Send Off/Disc 1 only)

Win

Cannot be won

Name: MP Plus

Description: Increases Max MP

Level 1-0 AP

Max MP +10%

Level 2-10000 AP

Max MP +20%

Level 3-20000 AP

Max MP +30%

Level 4-30000 AP

Max MP +40%

Level 5-50000 AP

Max MP +50%

MASTERED

Stat Bonuses/Penalties

Likewise to effect

Price: 8000

Sell: ?

Rarity: Common

Locations:

Shops

Cosmo Canyon (On the way to Bugenhagen)

Mideel (Man with White Chocobo/After Ultimate Weapon)

Find

Cannot be found

Win

Cannot be won

Name: Magic Plus

Description: Increases Magic

Level 1-0 AP

Magic +10%

Level 2-10000 AP

Magic +20%

Level 3-20000 AP

Magic +30%

Level 4-30000 AP

Magic +40%

Level 5-50000 AP

Magic +50%

MASTERED

Stat Bonuses/Penalties

Likewise to effect

Price: N/A

Sell: 1050000

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

City of the Ancients Cave (You'll have to take a long ladder
to get to it)

Win

Cannot be won

Name: Luck Plus

Description: Increases Luck

Level 1-0 AP

Luck +10%

Level 2-15000 AP

Luck +20%

Level 3-30000 AP

Luck +30%

Level 4-60000 AP

Luck +40%

Level 5-100000 AP

Luck +50%

MASTERED

Stat Bonuses/Penalties

Likewise to effect

Price: N/A

Sell: 1050000

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Temple of the Ancients (Maze/Disc 1 only)

Win

Cannot be won

Name: Speed Plus

Description: Increases Speed

Level 1-0 AP

Dexterity +10%
Level 2-15000 AP
Dexterity +20%
Level 3-30000 AP
Dexterity +30%
Level 4-60000 AP
Dexterity +40%
Level 5-100000 AP
Dexterity +50%
MASTERED

Stat Bonuses/Penalties

Likewise to effect

Price: 20480 BP (Disc 1/Before Tiny Bronco), 12000 BP (Disc 1/After
Tiny Bronco)/400 BP (Disc 2/3)

Sell: 1400000

Rarity: Rare

Locations:

Shops

Cannot be bought

Find

Gold Saucer/Battle Square

Win

Cannot be won

Name: EXP Plus

Description: Increases EXP earned after battle.

Level 1-0 AP

x1.5

Level 2-60000 AP

x2

Level 3-150000 AP

MASTERED

Stat Bonuses/Penalties

Luck +01

Price: 2000 GP

Sell: ?

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Gold Saucer/Wonder Square (Buy for 1000 GP)

Win

Cannot be won

Name: Gil Plus

Description: Increases Gil earned after battles.

Level 1-0 AP

x1.5

Level 2-60000 AP

x2

Level 3-150000 AP

MASTERED

Stat Bonuses/Penalties

Luck +01

Price: 1000 GP

Sell: ?

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Gold Saucer/Wonder Square (Buy for 2000 GP/Disc 2/3)

Win

Cannot be won

Name: Pre-emptive

Description: Increases chances of Pre-Emptive Strike.

Level 1-0 AP

Pre-Emptive +6%

Level 2-8000 AP

Pre-Emptive +12%

Level 3-20000 AP

Pre-Emptive +24%

Level 4-40000 AP

Pre-Emptive +36%

Level 5-80000 AP

Pre-Emptive +48%

MASTERED

Stat Bonuses/Penalties

Dexterity +02

Price: 10240 BP (Disc 1/Before Tiny Bronco), 6400 BP (Disc 1/After

Tiny Bronco)/1000 BP (Disc 2/3)

Sell: ?

Rarity: Rare

Locations:

Shops

Cannot be bought

Find

Gold Saucer/Battle Square

Win

Cannot be won

Name: HP <->MP

Description: Swaps HP with MP.

Level 1-0 AP

Level 2-80000 AP

MASTERED

Stat Bonuses/Penalties

None

Price: N/A

Sell: ?

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Materia Cave

Win

Cannot be won

Name: Counterattack

Description: Counterattack when you take damage

Level 1-0 AP

+20%

Level 2-10000 AP

+40%

Level 3-20000 AP

+60%

Level 4-50000 AP

+80%

Level 5-100000 AP

+100%

MASTERED

Stat Bonuses/Penalties

None

Price: N/A

Sell: ?

Rarity: Rare

Locations:

Shops

Cannot be bought

Find

Mt.Nibel (Defeat Materia Keeper)

Gold Saucer/Chocobo Square (Prize in A Rank [Appears as Counter])

Win

Cannot be won

Name: Cover

Description: Cover an ally when physically attacked

Level 1-0 AP

Cover +20%

Level 2-2000 AP

Cover +40%

Level 3-10000 AP

Cover +60%

Level 4-25000 AP

Cover +80%

Level 5-40000 AP

Cover +100%

Stat Bonuses/Penalties

Vitality +01

Price: 1000

Sell: 40000

Rarity: Common

Locations:

Shops

Wall Market

Find

Aeris's House (In the garden)

Win

Cannot be won

Name: Mega-All

Description: Adds All effect to all commands.

Level 1-0 AP

1 use

Level 2-10000 AP

2 uses

Level 3-50000 AP

3 uses

Level 4-80000 AP

4 uses

Level 5-160000 AP

5 uses

MASTERED

Stat Bonuses/Penalties

None

Price: N/A

Sell: ?

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Northern Crater (In the area where your party

splits up, take the bottom path, then take the bottom path again. Continue on until you see a waterfall. To get the materia, you must press X

right when Cloud jumps on the materia (lands near it).)

Win

Cannot be won

Name: Enemy Away

Description: Decreases encounter rate.

Level 1-0 AP

Encounter -1/2

Level 2-8000 AP

Encounter -3/4

Level 3-50000 AP

MASTERED

Stat Bonuses/Penalties

Luck +01

Price: N/A

Sell: ?

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Gold Saucer/Chocobo Square (Prize in Rank B)

Win

Cannot be won

Name: Enemy Lure

Description: Increases encounter rate.

Level 1-0 AP

Encounter Up x1.5

Level 2-8000 AP

Encounter Up x2

Level 3-50000 AP

MASTERED

Stat Bonuses/Penalties

Luck -01

Price: 5120 BP (Disc 1/Before Tiny Bronco), 800 BP (Disc 1/After Tiny Bronco)/250 BP (Disc 2/3)

Sell: ?

Rarity: Rare

Locations:

Shops

Cannot be bought

Find

Gold Saucer/Battle Square

Win

Cannot be won

Name: Underwater

Description: Stops timer in fight with Emerald Weapon

Level 1-0 AP

Stat Bonuses/Penalties

None

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Kalm (Trade the Guide Book for it/House in bottom right corner)

Win

Cannot be won

E) Summon Materia [SM]

Name: Choco/Mog

Description: Wind damage to all enemies. Sometimes inflicts Stop. (14 MP)

Level 1-0 AP

Level 2-2000 AP

Level 3-14000 AP

Level 4-25000 AP

Level 5-35000 AP

Stat Bonuses/Penalties

N/A

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Chocobo Ranch (Talk to the chocobos outside. Select 'Wark?'/Best to get it when you first arrive)

Win

Cannot be won

*You must get this before the chocobos in the ranch are no longer there. If they are no longer there,

this is lost.

Name: Shiva

Description: Ice damage to all enemies. (32 MP)

Level 1-0 AP

Level 2-4000 AP

Level 3-15000 AP

Level 4-30000 AP

Level 5-50000 AP

Stat Bonuses/Penalties

N/A

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Underneath Junon (Save Priscilla)

Win

Cannot be won

Name: Ifrit

Description: Fire damage to all enemies. (34 MP)

Level 1-0 AP

Level 2-5000 AP

Level 3-25000 AP

Level 4-35000 AP

Level 5-60000 AP

Stat Bonuses/Penalties

N/A

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Boat (Defeat Jenova-BIRTH. You must get it before leaving/Disc 1only)

Win

Cannot be won

*If you do not get this after the battle with Jenova-BIRTH,
it is lost.

Name: Ramuh

Description: Lightning damage to all enemies. (40 MP)

Level 1-0 AP

Level 2-10000 AP

Level 3-25000 AP

Level 4-50000 AP

Level 5-70000 AP

Stat Bonuses/Penalties

N/A

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Chocobo Square/Jockey's Room (After you defeat Dyne and have to win your freedom. You must get it then/Disc 1 only)

Win

Cannot be won

*If you do not get this when you must race as Cloud, it is lost.

Name: Titan

Description: Earth damage to all enemies. (46 MP)

Level 1-0 AP

Level 2-15000 AP

Level 3-30000 AP

Level 4-60000 AP

Level 5-80000 AP

Stat Bonuses/Penalties

N/A

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Gongaga Reactor (Find within the reactor)

Win

Cannot be won

Name: Odin

Description: Instant death or heavy damage to all enemies. (80 MP)

Level 1-0 AP

Level 2-15000 AP

Level 3-32000 AP

Level 4-60000 AP

Level 5-80000 AP

Stat Bonuses/Penalties

N/A

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Shinra Mansion/Nibelheim (Defeat Lost Number)

Win

Cannot be won

Name: Bahamut

Description: Unblockable Non-elemental damage to all enemies. (100 MP)

Level 1-0 AP

Level 2-20000 AP

Level 3-50000 AP

Level 4-80000 AP

Level 5-120000 AP

Stat Bonuses/Penalties

N/A

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Temple of the Ancients (Defeat Red Dragon/Disc 1 only)

Win

Cannot be won

*If you do not get this before the battle with Demon's Gate, it is lost.

Name: Kjata

Description: Fire/Ice/Lightning damage to all enemies. (110 MP)

Level 1-0 AP

Level 2-22000 AP

Level 3-60000 AP

Level 4-90000 AP

Level 5-140000 AP

Stat Bonuses/Penalties

N/A

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Sleeping Forest (You'll have to catch it amongst the trees)

Win

Cannot be won

Name: Neo Bahamut

Description: Unblockable Non-elemental damage to all enemies. (140 MP)

Level 1-0 AP

Level 2-30000 AP

Level 3-80000 AP

Level 4-140000 AP

Level 5-200000 AP

Stat Bonuses/Penalties

N/A

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Whirlwind Maze (In the area with the Save Point/Disc 2 only)

Win

Cannot be won

*If you do not get this before leaving the Whirlwind Maze, it is lost.

Name: Phoenix

Description: Fully restores and revives all KO'ed allies and Fire damage to all enemies (180 MP)

Level 1-0 AP

Level 2-28000 AP

Level 3-70000 AP

Level 4-120000 AP

Level 5-180000 AP

Stat Bonuses/Penalties

N/A

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Fort Condor (After the final battle, go to where the condor was/Disc 2/3)

Win

Cannot be won

Name: Typhoon

Description: Fire/Ice/Lightning/Earth damage to all enemies (160 MP)

Level 1-0 AP

Level 2-35000 AP

Level 3-120000 AP

Level 4-150000 AP

Level 5-250000 AP

Stat Bonuses/Penalties

N/A

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Ancient Forest (In the treetops. You'll have to swing to the farthest right to get it/Disc 2/3)

Win

Cannot be won

Name: Bahamut ZERO

Description: Unblockable Non-elemental damage to all enemies (180 MP)

Level 1-0 AP

Level 2-35000 AP

Level 3-120000 AP

Level 4-150000 AP

Level 5-250000 AP

Stat Bonuses/Penalties

N/A

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Cosmo Canyon (Get the Huge Materia from the Rocket. When you're in the room with the Huge Materia, look closer at the one at the bottom right corner/Disc 2/3)

Win

Cannot be won

*If you do not have all of the Huge Materia, and both Bahamut and Neo Bahamut, this is lost.

Name: Hades

Description: Randomly inflicts [Confu/Mini/Frog/Silence/Paralyze/Sleep/Slow/Stop/Non-elemental damage] (150 MP)

Level 1-0 AP

Level 2-35000 AP

Level 3-120000 AP

Level 4-150000 AP

Level 5-250000 AP

Stat Bonuses/Penalties

N/A

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Sunken Gelinka (In a treasure box in the back room/Disc 2/3)

Win

Cannot be won

Name: Alexander

Description: Holy damage to all enemies (120 MP)

Level 1-0 AP

Level 2-25000 AP

Level 3-65000 AP

Level 4-100000 AP

Level 5-150000 AP

Stat Bonuses/Penalties

N/A

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Great Glacier (Defeat Snow)

Win

Cannot be won

Name: Leviathan

Description: Water damage to all enemies (78 MP)

Level 1-0 AP

Level 2-18000 AP

Level 3-38000 AP

Level 4-70000 AP

Level 5-100000 AP

Stat Bonuses/Penalties

N/A

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Wutai (Defeat Godo/Should be done before the raid on Midgar)

Win

Cannot be won

*If you do not get this before the raid on Midgar,
it is lost.

Name: Knights of the Round

Description: Extreme summon. (250 MP)

Level 1-0 AP

Level 2-50000 AP

Level 3-200000 AP

Level 4-300000 AP

Level 5-500000 AP

Stat Bonuses/Penalties

N/A

Price: N/A

Sell: 1

Rarity: Very rare

Locations:

Shops

Cannot be bought

Find

Materia Cave (It is on the northeastern most part of the map.

To get there, you'll need a Gold Chocobo)

Win

Cannot be won

Name: Master Summon
Description: Use any Summons
Level 1-0 AP
All Summons x oo
Stat Bonuses/Penalties
None
Price: N/A
Sell: 1
Rarity: Very rare
Locations:
Shops
Cannot be bought
Find
Kalm (Trade Earth Harp for it/House in bottom right corner)
Cosmo Canyon (Must have all Summon
Materia master and the Red Huge Materia. Sacrifice
the mastered materia to get it)
Win
Cannot be won

**Note that Sell prices for materia are based on the final AP of the Mastered Materia. However, not all materia will sell for their max AP amount. All Summon Materia will sell for 1 gil apiece.

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8) Item/Equipment/Materia Locations (By Area) [IEML]

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This section is to show where you can find each of the individual items, equipment, and materia that are out in the open by each individual area in the order that you can visit them. For more information on each of the specific listed items, check the information section on that item.

DISC ONE

-Midgar-

-No. 1 Reactor-

-Potion x3
-Phoenix Down
-Restore materia

-Sector 8 Slums-

-Potion x2

-Sector 7-

-All materia
-Ether
-1500 Gil

-Train-

-Hi-Potion

-Phoenix Down

-No.5 Reactor-

-Potion

-Ether

-Sector 5 Slums-

-Ether

-Cover materia

-Phoenix Down

-Tent

-1 Gil

-Turtles Paradise Flyer #1

-Turbo Ether (after Midgar raid)

-Potion

-Wall Market-

-Diamond/Ruby/Glass Tiara

-Membership Card

-Bikini Briefs

-Lingerie

-Blonde/Dyed/Normal Wig

-Silk/Satin/Cotton Dress

-Ether

-Tent

-Hyper

-Premium Heart (after Midgar Raid)

-Sneak Glove (after Midgar Raid)

-Battery x3

-Digestive/Deodorant/Disinfectant

-Flower/Sexy/Normal Cologne

-Pharmacy Coupon

-Sewers/Train Graveyard-

-Potion

-Steal materia

-Hi-Potion

-Echo Screen

-Sector 7 Playground (After Plate incident)-

-Sense materia

-Shinra HQ-

-Turtles Paradise Flyer #2

-Master Fist (Midgar Raid)

-Pile Banger (Midgar Raid)

-All materia

-Four Slots

-Star Pendant

-Elemental materia

-Poison materia

-Enemy Skill materia

-Potion x4

- Coupon A/B/C
- Keycards
- Midgar Parts
- Behemoth Horn (Midgar Raid)
- Ether
- Potion
- HP Shout (Midgar Raid)
- Power Source (Midgar Raid)
- Glow Lance (Midgar Raid)
- Elixir

-Kalm-

- Ether x2
- Peacemaker
- Underwater materia
- Master Magic materia
- Master Command materia
- Master Summon materia
- Gold Chocobo

-Chocobo Farm-

- Chocobo Lure materia x2
- Choco/Mog

-Mythril Mines-

- Long Range materia
- Elixir
- Ether
- Mind Source
- Hi-Potion
- Tent

-Fort Condor-

- Peace Ring
- Potion x3
- Superball
- ????

-Junon-

- Enemy Skill materia
- HP Plus materia
- Shiva materia
- Mind Source
- Guard Source
- Power Source
- Speed Source
- Luck Source
- Magic Source
- 1/35 Soldier x2
- Grenade x6
- Potion x6
- Force Stealer

-Boat-

- Ether
- Wind Slash
- All materia
- Ifrit materia

-Costa Del Sol-

- Power Source
- Motor Drive
- Fire Ring

-Mt. Corel-

- Phoenix Down x10
- Tent
- Turbo Ether
- Power Source
- W Machine Gun
- Wizer Staff
- Transform materia

-Gold Saucer-

- Chocofeather
- Keystone
- Umbrella
- Ramuh materia

-Gongaga-

- X-Potion
- White M-Phone
- Deathblow materia
- Titan materia

-Cosmo Canyon-

- Turtle Paradise Flyer #3 and 4
- Elixir
- Magic Source
- Limited Moon (Disc 3)
- Full Cure materia (Disc 3)
- Bahamut ZERO materia
- Master Magic materia
- Master Command materia
- Master Summon materia

-Gi Cave-

- X-Potion x2
- Black M-Phone
- Fairy Ring
- Added Effect materia
- Gravity materia

-Nibelheim-

- Luck Source x2
- Magic Source
- Elixir

- Final Heaven
- Cosmo Memory
- Basement Key
- Enemy Launcher
- Twin Viper
- Platinum Fist
- Odin materia
- Destruct materia
- Elemental materia
- 1 Gil

-Mt. Nibel-

- Elixir
- Plus Barette
- Rune Blade
- Sniper CR
- Powersoul
- All materia
- Counterattack materia
- Elemental materia

-Rocket Town-

- Power Source
- Drill Arm
- Yoshiyuki
- Fourth Bracelet

-Wutai-

- Elixir
- Fire Veil
- All Creation
- Oritsuru
- Dragoon Lance
- Leviathan materia
- Steal As Well materia
- HP Absorb materia
- MP Absorb materia

-Temple of the Ancients-

- Mind Source
- Turbo Ether
- Elixir
- Megalixir
- Nail Bat
- Rocket Punch
- Silver Rifle
- Work Glove
- Ribbon
- Luck Plus materia
- Bahamut materia
- Morph materia
- Black Materia

-Bone Village/Sleeping Forest-

- Lunar Harp

- Mop
- Buntline
- Water Ring
- Kjata materia
- Key to Sector 7
- Elixir
- Potion

-City of the Ancients-

- Magic Source
- Trident
- Aurora Armlet
- Enemy Skill materia
- Comet materia

DISC TWO

-Corel Cave-

- Elixir
- Fire Armlet
- HypnoCrown
- Magic Plus materia

-Icicle Inn-

- Vaccine
- X-Potion
- Snowboard
- Glacier Map

-Great Glacier-

- Potion
- Mind Source
- Elixir
- Safety Bit
- Alexander materia
- Added Cut materia
- All materia

-Gaea's Cliff-

- Luck Source
- Megalixir
- Elixir
- Javelin
- Enhance Sword
- Ribbon

-Whirlwind Maze-

- Ether
- Hi-Potion
- Kaiser Knuckle
- Poison Ring
- MP Turbo materia

-Mideel-

-Elixir
-Old Bent Key
-Curse Ring

-Fort Condor-

-Phoenix materia
-Huge Materia

-North Corel-

-Catastrophe
-Ultima materia
-Huge materia

-Underwater Reactor-

-Leviathan Scales
-Battle Trumpet
-Scimitar
-Huge Materia

-Chocobo Sage's House-

-Enemy Skill materia

-Underwater Map-

-Ancient Key

-Sunken Gelinka-

-Elixir x2
-Megalixir
-Highwind
-Conformer
-Outsider
-Heaven's Cloud
-Slash Lance
-Double Cut materia
-Hades materia

-Rocket Town-

-Huge Materia
-Venus Gospel
-Fouth Bracelet

-Midgar-

-Elixir x2
-Megalixir
-Power Source
-Guard Source
-Magic Source
-Mind Source
-Max Ray
-Starlight M-Phone
-Missing Score

- Aegis Armlet
- Mystile
- W-Item materia

DISC THREE

-Northern Crater-

- Magic Source x2
- Power Source x2
- Mind Source x2
- Hero Drink x2
- Vaccine
- Save Crystal
- Elixir x2
- Turbo Ether
- X-Potion x2
- Escort Guard
- Mystile
- Tetra Elemental
- Magic Counter materia
- Counter materia
- W-Magic materia
- HP Absorb materia
- Mega-All materia
- Shield materia

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9) Enemy Skills [ES]

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The Enemy Skills will be listed as follows:

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- Angel Whisper
- Aqualung
- Bad Breath
- Beta
- Big Guard
- Chocobuckle
- Death Force
- Death Sentence
- Dragon Force
- Flame-Thrower
- Frog Song
- Goblin Punch
- L.4 Suicide
- L.5 Death
- Laser
- Magic Breath
- Magic Hammer
- Matra Magic
- Pandora ~~痴~~ Box
- Roulette
- Shadow Flare
- Trine
- White Wind

Note that you cannot learn Enemy Skills in the arena!

Name: ????

MP Cost: 3 MP

Description: Deals damage equal to the difference in the user's
Max HP and current HP

Locations: Nibelheim-Shinra Mansion (Jersey)
Midgar-Underground (Behemoth/Disc 2 only)

Name: Angel Whisper

MP Cost: 50 MP

Description: Revives/restores all HP/Status to one ally

Locations: Northern Crater (Pollensalta/Disc 3)

Name: Aqualung

MP Cost: 34 MP

Description: Water damage on all enemies

Locations: Gold Saucer Area (Harpy)
Sunken Gelinka (Serpent)

Name: Bad Breath

MP Cost: 58 MP

Description: Inflicts [Frog/Mini/Silence/Poison/Confu/Sleep] on all enemies

Locations: Gaea's Cliff (Malboro/Disc 2 only)
Northern Crater (Malboro/Disc 3)

Name: Beta

MP Cost: 35 MP

Description: Fire damage to all enemies

Locations: Mythril Swamp (Midgar Zolom)

Name: Big Guard

MP Cost: 56 MP

Description: Casts [Barrier/MBarrier/Haste] on all allies

Locations: Costa Del Sol Beach (Beachplug)

Name: Chocobuckle

MP Cost: 3 MP

Description: Deals damage equal to the number of times you ran away
throughout the entire game

Locations: Any Chocobo tracks (Chocobo Lv4)*

*Must use L.4 Suicide to get Enemy Skill

Name: Death Force

MP Cost: 3 MP

Description: Makes character immune to Death

Locations: Wutai Beach (Adamantaimai)

Name: Death Sentence

MP Cost: 10 MP

Description: Begins a 60-second countdown. When the counter reaches 0, the target is KO'ed.

Locations: Gi Cave (Gi Spector; Sneak Step/Disc 1 only)
Correl Valley (Boundfat)

Name: Dragon Force

MP Cost: 19 MP

Description: Increases Defense and Magic Defense

Locations: Northern Crater (Dark Dragon/Disc 3)

Name: Flame-Thrower

MP Cost: 10 MP

Description: Fire damage to one enemy

Locations: Mythril Mine (Ark Dragon)
Mt.Nibel (Dragon)

Name: Frog Song

MP Cost: 5 MP

Description: Inflicts [Frog/Sleep] on one enemy

Locations: Temple of the Ancients (Toxic Frog)
Gongaga Area (Touch Me)

Name: Goblin Punch

MP Cost: 0 MP

Description: Non-elemental damage to one enemy. Does x0.75 damage normally, but when used on an enemy whose Level is equal to casters, then damage dealt is x6 of Normal damage.

Locations: Goblin Island (Goblin)

Name: L.4 Suicide

MP Cost: 10 MP

Description: Inflicts [Mini/Near Death] to enemies with Levels multiple of 4

Locations: Chocobo Ranch Area (Mu)
Correl Valley (Trickplay)

Name: L.5 Death

MP Cost: 22 MP

Description: Inflicts [Death] to enemies with Levels multiple of 5

Locations: Northern Crater (Parasite/Disc 3)

Name: Laser
MP Cost: 16 MP
Description: Halves an enemy's HP
Locations: Coral Prison (Death Claw/Disc 1 only)
Northern Crater (Dark Dragon/Disc 3)

Name: Magic Breath
MP Cost: 75 MP
Description: Fire/Ice/Lightning damage to all enemies.
Locations: Gaea's Cliff (Stilva/Disc 2 only)
Northern Crater (Parasite/Disc 3)

Name: Magic Hammer
MP Cost: 3 MP
Description: Drains 100 MP out of target
Locations: Wutai area (Razor Weed)

Name: Matra Magic
MP Cost: 8 MP
Description: Non-elemental damage on all enemies
Locations: Midgar area (Custom Sweeper)
Corel Prison (Bullmotor)
Junon (Death Machine)

Name: Pandora's Box
MP Cost: 110 MP
Description: Big non-elemental damage to all enemies.
Considered to be Magical.
Locations: Northern Crater (Dragon Zombie/Disc 3)

*Pandora's Box is only used once! However, there is a glitch that may happen to make the Dragon Zombie use this once again. If that happens, you're lucky!

Name: Roulette
MP Cost: 6 MP
Description: Randomly kills one character or enemy
Locations: Northern Crater (Death Dealer/Disc 3)

Name: Shadow Flare
MP Cost: 100 MP
Description: Big non-elemental damage to one enemy.
Considered to be Physical.
Locations: Northern Crater (Dragon Zombie/Disc 3)
Gold Saucer Area (Ruby Weapon/Disc 3)

Final battle with Ultimate Weapon (Disc 2/3)
Final battle with Safer Sephiroth (Disc 3)

Name: Trine*
MP Cost: 20 MP
Description: Lightning damage to all enemies
Locations: Mt. Nibel (Materia Keeper)
 Gaea's Cliff (Stilva/Disc 2 only)
 Wutai (Godo)

*This skill cannot be gotten after all of the above places have been completed!

Name: White Wind
MP Cost: 34 MP
Description: Restores HP to entire party equal to the caster's current HP
Locations: Junon area (Zemzeleet)
 Whirlwind Maze (Wind Wing [Must Confuse to get]/Disc 2 only)

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10) Enemy Locations [EL]

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*All enemies all listed in alphabetical order. Bosses are indicated with a ** beside their name.

**Those with nothing beside them indicates Normal damage

Name: 1st Ray
Location: Midgar-No.1 Reactor (Disc 1 only)
Lv: 4
HP: 18
MP: 0
EXP: 12
AP: 1
Gil: 5
Items (Win): None
Items (Steal): None
Items (Morph): Potion
Elements:
 Fire:
 Ice:
 Lightning: Weakness
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
 Gravity:
Statuses:
 Death: Immune
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog: Immune

Mini: Immune
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze: Immune
Sleep: Immune
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind: Immune
Manipulate:
Silence:
Other:
Attacks:
 Laser (Non-elemental damage to one target)

Name: 2-Faced
Location: Corel Prison (Disc 1 only)
Lv: 18
HP: 330
MP: 80
EXP: 100
AP: 10
Gil: 156
Items (Win): Hi-Potion
Items (Steal): Phoenix Down
Items (Morph): Hi-Potion

Elements:
 Fire:
 Ice:
 Lightning:
 Earth: Immune
 Wind:
 Water:
 Poison:
 Holy:
 Gravity:

Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow Petrify:
 Slow:
 Stop: Immune
 Paralyze: Immune
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:

Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence:
Other:
Attacks:
Self-Destruct (Kills self to inflict massive damage to one target
/Used when Near Death)
Cure3 (Used when killed/Heals one of party member)

Name: 8-Eye
Location: Temple of the Ancients (Disc 1 only)

Lv: 30

HP: 500

MP: 220

EXP: 1000

AP: 100

Gil: 720

Items (Win): None

Items (Steal): None

Items (Morph): Magic Source

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison: Weakness

Holy:

Gravity: Immune

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk: Immune

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate: Immune

Silence: Immune

Other:

Attacks:

Darkness

Drain (Inflicts massive damage and restores HP equal to damage)

Name: Acrophies

Location: Corel Valley-City of the Ancients

Lv: 35

HP: 2400

MP: 220

EXP: 800

AP: 90

Gil: 1200

Items (Win): None

Items (Steal): Water Ring

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind: Immune

Water: Absorb

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate: Immune

Silence:

Other:

Attacks:

Claw

Huge Tidal Wave (Water damage to all targets)

Name: Adamantaimai

Location: Wutai beach

Lv: 30

HP: 1600

MP: 240

EXP: 720

AP: 100

Gil: 2000

Items (Win): Phoenix Down, Dragon Scales

Items (Steal): Adaman Bangle

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity: Weakness

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog: Immune

Mini: Immune

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Attacks:

Light Shell (Non-elemental damage to one target)

Death Force (Enemy Skill)

Barrier

MBarrier

Name: Aero Combatant

Location: Midgar-Sector 7 Plate (Disc 1 only)

Lv: 11

HP: 190

MP: 0

EXP: 40

AP: 4

Gil: 110

Items (Win): Potion

Items (Steal): Potion

Items (Morph): Potion

Elements:

Fire:

Ice:

Lightning:
Earth: Immune
Wind: Weakness
Water:
Poison:
Holy:
Gravity: Weakness

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop: Immune
Paralyze: Immune
Sleep:
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence:
Other:

Attacks:

Propellar
Sword Rush

Name: Air Buster*

Location: Midgar-Sector 5 Reactor

Lv: 15

HP: 1200

MP: 0

EXP: 180

AP: 16

Gil: 150

Items (Win): Titan Bangle

Items (Steal): None

Items (Morph): None

Elements:

Fire: Halves
Ice:
Lightning: Weakness
Earth: Immune
Wind:
Water:
Poison:
Holy:
Gravity: Immune

Statuses:

Death: Immune
Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison: Immune

Frog: Immune

Mini: Immune

Petrify: Immune

Slow Petrify: Immune

Slow:

Stop:

Paralyze: Immune

Sleep: Immune

Berserk: Immune

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind: Immune

Manipulate: Immune

Silence: Immune

Other:

 Bad Breath: Immune

Attacks:

 Big Bomber

 W Machine Gun

 Energy Ball

 Rear Gun

 Counter Attack

Name: Allemagnne

Location: Northern Crater

Lv: 48

HP: 8000

MP: 200

EXP: 1300

AP: 100

Gil: 1360

Items (Win): Eye Drop

Items (Steal): Eye Drop

Items (Morph): None

Elements:

 Fire:

 Ice:

 Lightning:

 Earth: Immune

 Wind: Weakness

 Water:

 Poison:

 Holy:

 Gravity:

Statuses:

 Death: Immune

 Near Death (aka Critical):

 Slow Death (aka Death Sentence): Immune

 Poison:

 Frog: Immune

 Mini: Immune

 Petrify: Immune

 Slow Petrify: Immune

Slow:
Stop:
Paralyze: Immune
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind: Immune
Manipulate: Immune
Silence:
Other:
 Bad Breath

Attacks:

Claw
Tear Drop (Inflicts damage and Sadness)
Big Breath
L4 Flare (Big non-elemental damage to targets whose Levels
 are multiple of 4)
L4 Death (Death to targets whose Levels are multiple of 4)

Name: Ancient Dragon

Location: Temple of the Ancients-Room with Murals

Lv: 34

HP: 2400

MP: 450

EXP: 800

AP: 80

Gil: 800

Items (Win): Turbo Ether

Items (Steal): None

Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth: Immune
Wind: Weakness
Water: Immune
Poison:
Holy:
Gravity: Weakness

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:

Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:
Horn
Southern Cross

Name: Aps*
Location: Midgar-Sewers
Lv: 18
HP: 1800
MP: 0
EXP: 240
AP: 22
Gil: 253
Items (Win): Phoenix Down
Items (Steal): None
Items (Morph): None
Elements:

Fire: Weakness
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity: Immune

Statuses:
Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop:
Paralyze:
Sleep:
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence: Immune

Other:

Attacks:

Tail Attack

Lick (Causes Sadness)

Sewer Tsunami (Can hit Aps from behind or party from behind)

Name: Ark Dragon

Location: Mythril Mines

Lv: 18

HP: 280

MP: 124

EXP: 84

AP: 10

Gil: 180

Items (Win): Phoenix Down, Ether

Items (Steal): Ether

Items (Morph): Phoenix Down

Elements:

Fire: Absorb

Ice:

Lightning:

Earth: Immune

Wind: Weakness

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Attacks:

Claw

Flame-Thrower (Enemy Skill)

Name: Armored Golem

Location: Northern Crater

Lv: 41

HP: 10000

MP: 200

EXP: 2500

AP: 100

Gil: 2680

Items (Win): Echo Screen

Items (Steal): Turbo Ether

Items (Morph): Guard Source

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison:

Frog: Immune

Mini: Immune

Petrify: Immune

Slow Petrify: Immune

Slow:

Stop:

Paralyze: Immune

Sleep: Immune

Berserk: Immune

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind: Immune

Manipulate: Immune

Silence:

Other:

Attacks:

Snap

Golem Laser

Name: Attack Squad

Location: Wutai, Junon Underwater Reactor, Rocket Town

Lv: 34

HP: 1300

MP: 100

EXP: 300

AP: 10

Gil: 420

Items (Win): 8-inch Cannon

Items (Steal): Tranquilizer, S-Mine

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Barrier:
 MBarrier:
 Reflect:
 Peerless:
 Blind:
 Manipulate:
 Silence:
 Other:
Attacks:
 Smoke Bullet (Blind & Sleep to one character)
 Grenade (Explosive damage to all targets)
 Machine Gun

Name: Bad Rap
Location: Sunken Gelinka-Hallway
Lv: 38
HP: 9000
MP: 120
EXP: 1100
AP: 70
Gil: 2500
Items (Win): Dazers
Items (Steal): Ink
Items (Morph): Luck Source

Elements:
 Fire:
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
 Gravity:

Statuses:
 Death:

Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:
Big Fang
Evil Poison (Inflicts Blind)

Name: Bad Rap Sample*
Location: Midgar-Cannon (Disc 2)
Lv:
HP: 13000
MP: 250
EXP: 0
AP: 0
Gil: 0
Items (Win): None
Items (Steal): None
Items (Morph): None
Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:
Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop:
Paralyze:

Sleep:
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Other:
Attacks:
Evil Poison (Blind)

Name: Bagnadragna
Location: Mt. Corel
Lv: 16
HP: 450
MP: 60
EXP: 110
AP: 11
Gil: 120
Items (Win): Hi-Potion
Items (Steal): Diamond Pin
Items (Morph): Guard Source
Elements:

Fire: Immune
Ice: Weakness
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity: Immune

Statuses:
Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop: Immune
Paralyze: Immune
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence:

Other:
Attacks:

Name: Bahba Velamyu
Location: Nibelheim area
Lv: 23
HP: 640
MP: 40
EXP: 285
AP: 20
Gil: 280
Items (Win): Mute Mask
Items (Steal): None
Items (Morph): Mute Mask
Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog:
Mini:
Petrify: Immune
Slow Petrify: Immune
Slow: Immune
Stop: Immune
Paralyze: Immune
Sleep: Immune
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind: Immune
Manipulate: Immune
Silence: Immune
Other:

Attacks:

Bone Cutter
Jumping Cutter
Magic Cutter

Name: Bandersnatch
Location: Icicle area
Lv: 30
HP: 860
MP: 100

EXP: 510
AP: 40
Gil: 600
Items (Win): Hi-Potion
Items (Steal): Nothing
Items (Morph): Ice Crystal

Elements:

Fire: Weakness
Ice: Absorbs
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog: Immune
Mini: Immune
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence:
Other:

Attacks:

Bite
Bodyblow

Name: Bandit
Location: Corel Prison
Lv: 17
HP: 360
MP: 0
EXP: 99
AP: 10
Gil: 220
Items (Win): Tent
Items (Steal): X-Potion
Items (Morph): Hi-Potion
Elements:
Fire:
Ice:
Lightning:

Earth:
Wind:
Water:
Poison:
Holy:
Gravity:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Hold Up (Steals Gil)
Mug (Steals random Item)
Hit
Flee (Runs away with Items and Gil. Items and Gil lost this way
cannot be recovered)

Name: Battery Cap

Location: Nibelheim area

Lv: 24

HP: 640

MP: 58

EXP: 270

AP: 32

Gil: 386

Items (Win): Eye Drop, Dazers

Items (Steal): Dazers

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog: Immune
Mini: Immune
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence:
Other:
Attacks:
Four Laser
Seed Shot

Name: Beachplug
Location: Costa del Sol beach
Lv: 16
HP: 200
MP: 100
EXP: 95
AP: 10
Gil: 155
Items (Win): Hi-Potion
Items (Steal): None
Items (Morph): Turbo Ether
Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:

Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Other:

Attacks:

Bite
Big Guard (Enemy Skill)
Ice

Name: Behemoth

Location: Midgar-Underground (Disc 2)

Lv: 45

HP: 7000

MP: 400

EXP: 1500

AP: 100

Gil: 2200

Items (Win): Stardust

Items (Steal): War Gong, Phoenix Down

Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop: Immune
Paralyze: Immune
Sleep:
Berserk:
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:

Blind:
Manipulate:
Silence:
Other:
Attacks:
Claw
Horn Lift
???? (Enemy Skill)
Flare

Name: Bizarre Bug
Location: Wutai area
Lv: 28
HP: 975
MP: 0
EXP: 420
AP: 40
Gil: 340
Items (Win):
Items (Steal):
Items (Morph):
Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence:
Other:

Attacks:
Poison Powder (Poison to entire party)

Name: Bizarro Sephiroth (Core)

Location: ??? (Disc 3)

Lv: 61

HP: 10000

MP: 400

EXP: 0

AP: 0

Gil: 0

Items (Win): None

Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth: Immune

Wind:

Water:

Poison:

Holy:

Gravity: Immune

Statuses:

Death: Immune

Near Death (aka Critical): Immune

Slow Death (aka Death Sentence): Immune

Poison: Immune

Frog: Immune

Mini: Immune

Petrify: Immune

Slow Petrify: Immune

Slow: Immune

Stop: Immune

Paralyze: Immune

Sleep: Immune

Berserk: Immune

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless: Immune

Blind: Immune

Manipulate: Immune

Other:

Attacks:

Stigma

Name: Bizarro Sephiroth (Head)

Location: ??? (Disc 3)

Lv: 61

HP: 2000

MP: 400

EXP: 0

AP: 0

Gil: 0

Items (Win): None

Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:
Lightning:
Earth: Immune
Wind:
Water:
Poison:
Holy:
Gravity: Immune

Statuses:

Death: Immune
Near Death (aka Critical): Immune
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow: Immune
Stop: Immune
Paralyze: Immune
Sleep: Immune
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless: Immune
Blind: Immune
Manipulate: Immune
Other:

Attacks:

Demi3
Heartless Angel (Reduces all allies HP to 1)

Name: Bizarro Sephiroth (Left Arm)

Location: ??? (Disc 3)

Lv: 61

HP: 6000

MP: 600

EXP: 0

AP: 0

Gil: 0

Items (Win): None

Items (Steal): None

Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth: Immune
Wind:
Water:
Poison:
Holy:
Gravity: Immune

Statuses:

Death: Immune
Near Death (aka Critical): Immune

Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow: Immune
Stop: Immune
Paralyze: Immune
Sleep: Immune
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless: Immune
Blind: Immune
Manipulate: Immune
Other:

Attacks:

Ice3
Bolt3
Quake3

Name: Bizarro Sephiroth (Right Arm)

Location: ???? (Disc 3)

Lv: 61

HP: 4000

MP: 400

EXP: 0

AP: 0

Gil: 0

Items (Win): None

Items (Steal): None

Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth: Immune
Wind:
Water:
Poison:
Holy:
Gravity: Immune

Statuses:

Death: Immune
Near Death (aka Critical): Immune
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow: Immune
Stop: Immune
Paralyze: Immune
Sleep: Immune

Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless: Immune
Blind: Immune
Manipulate: Immune
Other:
Attacks:
Fire3
Stop

Name: Bizarro Sephiroth
Location: ??? (Disc 3)
Lv: 61
HP: 82500
MP: 3000
EXP: 0
AP: 0
Gil: 0
Items (Win): None
Items (Steal): None
Items (Morph): None
Elements:

Fire:
Ice:
Lightning:
Earth: Immune
Wind:
Water:
Poison:
Holy:
Gravity: Immune

Statuses:
Death: Immune
Near Death (aka Critical): Immune
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow: Immune
Stop: Immune
Paralyze: Immune
Sleep: Immune
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless: Immune
Blind: Immune
Manipulate: Immune
Other:

Attacks:

Bizarro Energy (Recovers HP to self)

Name: Black Bat

Location: Shinra Mansion

Lv: 25

HP: 550

MP: 0

EXP: 270

AP: 24

Gil: 80

Items (Win): Vampire Fang

Items (Steal): None

Items (Morph): Vampire Fang

Elements:

Fire:

Ice:

Lightning:

Earth: Immune

Wind: Weakness

Water:

Poison:

Holy: Weakness

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze: Immune

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Restore: Weakness

Revive: Weakness

Attacks:

Blood Suck (Drains HP from target)

Name: Bloatfloat

Location: Mt. Corel

Lv: 18

HP: 240

MP: 0

EXP: 90

AP: 9

Gil: 125

Items (Win): Hi-Potion

Items (Steal): Soft

Items (Morph): Hi-Potion

Elements:

Fire:

Ice:

Lightning:

Earth: Immune

Wind: Weakness

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop: Immune

Paralyze: Immune

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Other:

Attacks:

Spikey Hell

Vacuum

Bodyblow

Name: Blood Taste

Location: Midgar-No.5 Reactor

Lv: 8

HP: 72

MP: 0

EXP: 24

AP: 2

Gil: 32

Items (Win): Antidote

Items (Steal): Eye Drop

Items (Morph): Potion

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:
Water:
Poison:
Holy:
Gravity:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Barrier:
 MBarrier:
 Reflect:
 Peerless:
 Blind:
 Manipulate:
 Silence:
 Other:
Attacks:
 Bite
 Tentacle Drain (Drains HP from target)

Name: Blue Dragon
Location: Gaea's Cliff-Near Healing Spring
Lv: 41
HP: 8800
MP: 500
EXP: 1200
AP: 200
Gil: 1000
Items (Win): Dragon Armlet
Items (Steal): None
Items (Morph): None

Elements:
 Fire:
 Ice: Absorb
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
 Gravity: Immune

Statuses:
 Death: Immune
 Near Death (aka Critical):
 Slow Death (aka Death Sentence): Immune
 Poison:

Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop:
Paralyze: Immune
Sleep: Immune
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence: Immune
Other:

Attacks:

Dragon Force (Enemy Skill)
Tail
Blue Dragon Breath (Ice elemental)
Great Gale
Bite

Name: Blugu

Location: Midgar-Sector 4 Underground

Lv: 4

HP: 120

MP: 0

EXP: 18

AP: 2

Gil: 35

Items (Win): Potion

Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:

Lightning: Weakness

Earth:

Wind:

Water:

Poison:

Holy: Weakness

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Bite
Hell's Bubbles (Sleep)

Name: Bomb

Location: Mt. Corel-Bridge

Lv: 18

HP: 600

MP: 30

EXP: 150

AP: 20

Gil: 192

Items (Win): Shrapnel

Items (Steal): Right Arm

Items (Morph): Shrapnel

Elements:

Fire: Absorb
Ice:
Lightning:
Earth: Immune
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog: Immune
Mini: Immune
Petrify:
Slow Petrify:
Slow:
Stop: Immune
Paralyze: Immune
Sleep:
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:

Manipulate: Immune
Silence:
Other:
Attacks:
Bomb Blast
Fire Ball (Fire elemental)
Bomb Blast (Uses when HP is in Critical)

Name: Bottomswell*

Location: Junon

Lv: 23

HP: 2500

MP: 100

EXP: 550

AP: 52

Gil: 1000

Items (Win): Power Wrist

Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth: Immune

Wind: Weakness

Water:

Poison:

Holy:

Gravity: Halves

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison:

Frog: Immune

Mini: Immune

Petrify: Immune

Slow Petrify: Immune

Slow:

Stop:

Paralyze: Immune

Sleep:

Berserk: Immune

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate: Immune

Silence: Immune

Other:

Attacks:

Tail Attack

Moonstrike

Waterball (Imprison/If all characters are like this, it's Game Over)

Big Wave

Name: Boundfat

Location: City of the Ancients area

Lv: 27

HP: 500

MP: 80

EXP: 420

AP: 40

Gil: 350

Items (Win): Dazers

Items (Steal): Dazers

Items (Morph): Dazers

Elements:

Fire:

Ice: Absorb

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Attacks:

Dark Needle (Blind)

Ice2

Death Sentence (Enemy Skill)

Name: Brain Pod

Location: Midgar-Shinra HQ Floors 65

Lv: 15

HP: 240

MP: 46

EXP: 52

AP: 6

Gil: 95

Items (Win): Deadly Waste

Items (Steal): Antidote

Items (Morph): Deadly Waste

Elements:

Fire:

Ice:

Lightning:

Earth: Immune

Wind:

Water:

Poison: Immune

Holy: Weakness

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison: Immune

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Restore: Weakness

Revive: Weakness

Attacks:

Body Blow

Refuse (Sleep or Poison)

Name: Bullmotor

Location: Corel Prison

Lv: 19

HP: 420

MP: 96

EXP: 92

AP: 9

Gil: 140

Items (Win): Ether

Items (Steal): X-Potion

Items (Morph): Turbo Ether

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:
Poison:
Holy:
Gravity:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:
Matra Magic (Enemy Skill)
Bodyblow

Name: Cactuar
Location: Corel Prison
Lv: 20
HP: 200
MP: 20
EXP: 1
AP: 1
Gil: 10000
Items (Win): None
Items (Steal): None
Items (Morph): Hi-Potion
Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:

Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:
1000 Needles

Name: Cactuar
Location: Cactus Island, North Corel area
Lv: 40
HP: 6000
MP: 120
EXP: 1000
AP: 100
Gil: 1000
Items (Win): None
Items (Steal): None
Items (Morph): Tetra Elemental

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:

Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

1000 Needles

Name: Cappairwire

Location: Junon forests

Lv: 15

HP: 210

MP: 20

EXP: 60

AP: 6

Gil: 103

Items (Win): Potion

Items (Steal): Ether

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Attacks:

Wire Attack

Grand Spark

Name: Captain
Location: Underwater Reactor-Sub
Lv: 34
HP: 2000
MP: 90
EXP: 850
AP: 84
Gil: 1050
Items (Win): None
Items (Steal): Shinra Alpha
Items (Morph): None
Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Machine Gun

Name: Carry Armor (Left Arm)**
Location: Underwater Reactor
Lv: 45
HP: 10000
MP: 100
EXP: 1500
AP: 90
Gil: 0
Items (Win): None
Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:

Lightning: Weakness

Earth:

Wind:

Water:

Poison: Immune

Holy:

Gravity: Immune

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison: Immune

Frog: Immune

Mini: Immune

Petrify: Immune

Slow Petrify: Immune

Slow: Immune

Stop: Immune

Paralyze: Immune

Sleep: Immune

Berserk: Immune

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless: Immune

Blind: Immune

Manipulate: Immune

Silence: Immune

Other:

Hades: Immune

Attacks:

Grab (Must attack arm or kill taken member to get member
unprisoned. If a character is KO'ed,
and a character is Grabbed, the game is over)

Claw Slam

Name: Carry Armor (Right Arm)**

Location: Underwater Reactor

Lv: 45

HP: 10000

MP: 100

EXP: 1500

AP: 90

Gil: 0

Items (Win): None

Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:

Lightning: Weakness

Earth:

Wind:

Water:

Poison: Immune

Holy:

Gravity: Immune

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison: Immune

Frog: Immune

Mini: Immune

Petrify: Immune

Slow Petrify: Immune

Slow: Immune

Stop: Immune

Paralyze: Immune

Sleep: Immune

Berserk: Immune

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless: Immune

Blind: Immune

Manipulate: Immune

Silence: Immune

Other:

Hades: Immune

Attacks:

Grab (Must attack arm or kill taken member to get member
unprisoned. If a character is KO'ed,
and a character is Grabbed, the game is over)

Claw Slam

Name: Carry Armor

Location: Underwater Reactor

Lv: 45

HP: 24000

MP: 200

EXP: 2800

AP: 240

Gil: 4000

Items (Win): God's Hand

Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:

Lightning: Weakness

Earth:

Wind:

Water:

Poison: Immune

Holy:

Gravity: Immune

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison: Immune

Frog: Immune

Mini: Immune

Petrify: Immune

Slow Petrify: Immune

Slow: Immune

Stop: Immune

Paralyze: Immune

Sleep: Immune

Berserk: Immune

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless: Immune

Blind: Immune

Manipulate: Immune

Silence: Immune

Other:

 Hades: Immune

Attacks:

 Lapis Laser

Name: Castanets

Location: Mythril Mines

Lv: 15

HP: 190

MP: 0

EXP: 65

AP: 7

Gil: 113

Items (Win): Hi-Potion

Items (Steal): None

Items (Morph): None

Elements:

 Fire: Weakness

 Ice:

 Lightning:

 Earth:

 Wind:

 Water:

 Poison:

 Holy:

 Gravity:

Statuses:

 Death:

 Near Death (aka Critical):

 Slow Death (aka Death Sentence):

 Poison:

 Frog:

 Mini:

 Petrify:

 Slow Petrify:

 Slow:

 Stop:

 Paralyze:

 Sleep:

Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:
Two Stage Attack
Scissor Spark

Name: Ceasar
Location: Midgar Sewers
Lv: 8
HP: 120
MP: 0
EXP: 23
AP: 2
Gil: 55
Items (Win): Potion, Tranquilizer
Items (Steal): Potion
Items (Morph): None
Elements:

Fire:
Ice: Weakness
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:

Silence:

Other:

Attacks:

Bubble

Name: Chekhov**

Location: Wutai-Pagoda

Lv: 34

HP: 5000

MP: 210

EXP: 1500

AP: 50

Gil: 0

Items (Win): Ice Ring

Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity: Immune

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison:

Frog: Immune

Mini: Immune

Petrify: Immune

Slow Petrify: Immune

Slow:

Stop:

Paralyze:

Sleep: Immune

Berserk: Immune

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless: Immune

Blind:

Manipulate: Immune

Silence: Immune

Other:

Attacks:

Absorb

Stare Down (Paralyze)

Name: Chocobo

Location: Around various Chocobo tracks

Lv: Random

HP: Random

MP: Random

EXP: 0
AP: 0
Gil: 0
Items (Win): None
Items (Steal): None
Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Chocobuckle (Enemy Skill)

Name: Christopher
Location: Northern Crater
Lv: 34
HP: 6000
MP: 200
EXP: 1300
AP: 80
Gil: 800
Items (Win): Phoenix Down
Items (Steal): Earth Drum
Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth:

Wind:
Water:
Poison:
Holy:
Gravity:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop: Immune
Paralyze: Immune
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:
Aspil (Drains MP)
Bolt3
High/Low Suite (Causes Sadness)
Stardust
Frog Song (Enemy Skill)
Cure2

Name: Chuse Tank
Location: Sector 4 Plate
Lv: 6
HP: 36
MP: 0
EXP: 23
AP: 2
Gil: 30
Items (Win): Potion
Items (Steal): None
Items (Morph): None
Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:
Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:
Rolling Claw

Name: CMD.Grand Horn**

Location: Fort Condor

Lv:

HP:

MP:

EXP:

AP:

Gil:

Items (Win):

Items (Steal):

Items (Morph):

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:

Name: Cocatolis
Location: Mt. Corel
Lv: 17
HP: 420
MP: 0
EXP: 97
AP: 10
Gil: 168
Items (Win): Soft
Items (Steal): Soft
Items (Morph): Soft
Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:

Silence:

Other:

Attacks:

Beak

Bird Kick

Petrify Smog (Slow Petrify)

Name: Corneo痴 Lackey

Location: Wall Market-Corneo's Mansion

Lv: 8

HP: 42

MP: 0

EXP: 8

AP: 0

Gil: 10

Items (Win): None

Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Attacks:

Stab

Machine Gun

Name: Corvette

Location: Underwater Reactor

Lv: 36

HP: 3200
MP: 260
EXP: 1050
AP: 60
Gil: 2200
Items (Win): Loco Weed
Items (Steal): Hyper
Items (Morph): Light Curtain

Elements:

Fire:
Ice:
Lightning:
Earth: Immune
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop: Immune
Paralyze: Immune
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Body Blow
Spinning Cut
Gash
Slap

Name: Crawler
Location: Mythril Mines
Lv: 15
HP: 170
MP: 48
EXP: 56
AP: 6
Gil: 65
Items (Win): Hi-Potion
Items (Steal): None
Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth: Weakness
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Bite
Cold Breath

Name: Crazy Saw

Location: Midgar-Underground (Disc 2)

Lv: 44

HP: 3900

MP: 340

EXP: 800

AP: 80

Gil: 1300

Items (Win): Phoenix Down, Ether

Items (Steal): Mute Mask

Items (Morph): Turbo Ether

Elements:

Fire:
Ice:
Lightning: Weakness
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze: Immune
Sleep: Immune
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind: Immune
Manipulate:
Silence:
Other:

Attacks:

Upper Cut
Rifle

Name: Cripsay

Location: Train Graveyard

Lv: 8

HP: 100

MP: 0

EXP: 26

AP: 3

Gil: 53

Items (Win): Potion

Items (Steal): Potion

Items (Morph): Potion

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:

Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Ram
Dual Spikes
Fire

Name: Cromwell

Location: Midgar-Raid

Lv: 42

HP: 3500

MP: 120

EXP: 800

AP: 80

Gil: 1500

Items (Win): 8inch Cannon

Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:

Lightning: Weakness

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison: Immune

Frog: Immune

Mini: Immune

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze: Immune

Sleep: Immune

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:
Peerless:
Blind: Immune
Manipulate:
Silence:
Other:
Attacks:
Normal Shell

Name: Crown Lance
Location: Cosmo Canyon/Rocket Town/Nibelheim area
Lv: 20
HP: 440
MP: 70
EXP: 225
AP: 23
Gil: 400
Items (Win): Hi-Potion
Items (Steal): None
Items (Morph): Dream Powder

Elements:
Fire: Weakness
Ice:
Lightning: Absorbs
Earth: Immune
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop: Immune
Paralyze: Immune
Sleep:
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence:
Other:

Attacks:
Deadly Needle
Bolt
Sleepel

Name: Crysales
Location: Mideel area
Lv: 37
HP: 1500
MP: 100
EXP: 800
AP: 80
Gil: 600
Items (Win): Ether
Items (Steal): None
Items (Morph): Dream Powder

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Bite
Sleep Scales

Name: Cuahl
Location: Gaea's Cliff
Lv: 33
HP: 1300
MP: 60
EXP: 720
AP: 70
Gil: 800
Items (Win): Hi-Potion
Items (Steal): Tranquilizer

Items (Morph): Tranquilizer

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Attacks:

Blaster (Death)

Light Shell

Name: Custom Sweeper

Location: Midgar area

Lv: 15

HP: 300

MP: 100

EXP: 63

AP: 7

Gil: 120

Items (Win): Potion

Items (Steal): Atomic Scissors

Items (Morph): X-Potion

Elements:

Fire:

Ice:

Lightning: Weakness

Earth:

Wind:

Water:

Poison: Immune

Holy:

Gravity:

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison: Immune

Frog: Immune

Mini: Immune

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep: Immune

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind: Immune

Manipulate:

Silence:

Other:

Attacks:

Smog Shot

W Machine Gun

Matra Magic (Enemy Skill)

Name: Dark Dragon

Location: Northern Crater

Lv: 57

HP: 14000

MP: 600

EXP: 5000

AP: 350

Gil: 2500

Items (Win): Elixir

Items (Steal): Dragon Armlet

Items (Morph): Vaccine

Elements:

Fire:

Ice:

Lightning: Immune

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Attacks:

Dark Dragon Breath

Ultima

Laser (Enemy Skill)

Dragon Force (Enemy Skill)

Claw

Bite

Name: Dark Nation**

Location: Shinra HQ-Top Floor

Lv: 15

HP: 140

MP: 80

EXP: 70

AP: 7

Gil: 250

Items (Win): Guard Source

Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:
Barrier
MBarrier
Bolt

Name: Death Claw
Location: Corel Prison (Disc 1 only)
Lv: 19
HP: 400
MP: 120
EXP: 96
AP: 10
Gil: 168
Items (Win): Hi-Potion
Items (Steal): Platinum Bangle
Items (Morph): Hi-Potion
Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:

Silence:

Other:

Attacks:

Claw

Death Claw (Paralyze)

Barrier

MBarrier

Laser (Enemy Skill)

Name: Death Dealer

Location: Northern Crater (Right Path)

Lv: 48

HP: 7000

MP: 400

EXP: 1800

AP: 200

Gil: 1200

Items (Win): Kiss of Death, X-Potion

Items (Steal): Turbo Ether

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify: Immune

Slow Petrify: Immune

Slow:

Stop:

Paralyze: Immune

Sleep:

Berserk: Immune

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind: Immune

Manipulate: Immune

Silence:

Other:

Bad Breath

Attacks:

Spin Wheel

Star

World

Roulette (Enemy Skill)

Name: Death Machine

Location: Junon-Path to Underwater Reactor

Lv: 35

HP: 2500

MP: 150

EXP: 900

AP: 80

Gil: 1200

Items (Win): None

Items (Steal): W Machine Gun

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Attacks:

W Machine Gun

100 Needles

Matra Magic (Enemy Skill)

Name: Deenglow

Location: Train Graveyard

Lv: 10

HP: 120

MP: 0

EXP: 35

AP: 4

Gil: 70

Items (Win): Graviball

Items (Steal): Ether

Items (Morph): Phoenix Down

Elements:

Fire:

Ice: Immune

Lightning:

Earth: Immune

Wind: Weakness

Water: Immune

Poison:

Holy:

Gravity: Immune

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop: Immune

Paralyze: Immune

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Attacks:

Tail Slash

Ice

Demi

Name: Demon痴 Gate**

Location: Temple of the Ancients

Lv: 45

HP: 10000

MP: 400

EXP: 3800

AP: 400

Gil: 4000

Items (Wn): Gigas Armlet

Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth: Halves

Wind:
Water:
Poison: Immune
Holy:
Gravity: Immune
Statuses:
Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop:
Paralyze: Immune
Sleep: Immune
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence: Immune
Other:
Attacks:
Cave In
Petrif-Eye
Demon Rush

Name: Desert Sahagin
Location: Cosmo Canyon area
Lv: 20
HP: 580
MP: 0
EXP: 230
AP: 21
Gil: 300
Items (Win): Potion
Items (Steal): Potion
Items (Morph): Fire Veil

Elements:
Fire:
Ice: Weakness
Lightning:
Earth:
Wind:
Water: Absorb
Poison:
Holy:
Gravity:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):

Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Harpoon
Sand Gun (Blind)

Name: Devil Ride

Location: Midgar/Kalm/Grasslands area

Lv: 13

HP: 240

MP: 0

EXP: 60

AP: 6

Gil: 100

Items (Win): Potion

Items (Steal): Hi-Potion

Items (Morph): Hi-Potion

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze: Immune
Sleep:
Berserk: Immune

Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind: Immune
Manipulate:
Silence:
Other:
 Bad Breath

Attacks:

Wheelie
Drift Turn

Name: Diablo

Location: Ancient Forest

Lv: 41

HP: 4000

MP: 200

EXP: 1100

AP: 70

Gil: 1100

Items (Win): None

Items (Steal): None

Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:

Silence:

Other:

Attacks:

Horn Bomber

Flame

Cold

Name: Diamond WEAPON**

Location: Midgar area-Disc 2

Lv: 49

HP: 30000

MP: 30000

EXP: 35000

AP: 3500

Gil: 25000

Items (Win): None

Items (Steal): Rising Sun

Items (Morph): None

Elements:

Fire: Halves

Ice:

Lightning: Weakness

Earth:

Wind:

Water:

Poison:

Holy:

Gravity: Immune

Statuses:

Death: Immune

Near Death (aka Critical): Immune

Slow Death (aka Death Sentence): Immune

Poison: Immune

Frog: Immune

Mini: Immune

Petrify: Immune

Slow Petrify: Immune

Slow:

Stop: Immune

Paralyze: Immune

Sleep: Immune

Berserk: Immune

Confuse: Immune

Haste:

Regen: Immune

Barrier:

MBarrier:

Reflect:

Peerless: Immune

Blind:

Manipulate: Immune

Silence: Immune

Other:

Attacks:

Daimond Flash (Silence + damage to all)

Diamond Fire

Foot Stamp

Name: Diver Nest

Location: Underwater Reactor Path

Lv: 38
HP: 2800
MP: 100
EXP: 1340
AP: 60
Gil: 1250
Items (Win): X-Potion
Items (Steal): None
Items (Morph): None
Elements:

Fire:
Ice:
Lightning:
Earth: Immune
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Big Wave
Bodyblow
Tornado Wave

Name: Doorbull
Location: Temple of the Ancients
Lv: 35
HP: 2800
MP: 160
EXP: 760
AP: 50
Gil: 680
Items (Win): Hi-Potion
Items (Steal): Hi-Potion
Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity: Immune

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence:
Other:

Attacks:

Slash
Fang
Light Shell
Fire Shell (Fire)

Name: Dorky Face

Location: Shinra Mansion-Nibelheim

Lv: 23

HP: 520

MP: 80

EXP: 300

AP: 35

Gil: 202

Items (Win): Phoenix Down

Items (Steal): Echo Screen

Items (Morph): Mute Mask

Elements:

Fire:
Ice:
Lightning:
Earth: Immune
Wind:
Water:
Poison:

Holy:
Gravity:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:
Funny Breath (Confusion/All)
Cutter
Curses (Silence)

Name: Dragon
Location: Mt. Nibel
Lv: 32
HP: 3500
MP: 250
EXP: 900
AP: 110
Gil: 1400
Items (Win): Fire Fang
Items (Steal): Gold Armlet
Items (Morph): None

Elements:
Fire: Absorbs
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity: Immune

Statuses:
Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune

Petrify: Immune
Slow Petrify: Immune
Slow:
Stop: Immune
Paralyze: Immune
Sleep:
Berserk:
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Dragon Fang
Flame-Thrower (Enemy Skill)

Name: Dragon Rider

Location: Whirlwind Maze

Lv: 35

HP: 3500

MP: 180

EXP: 100

AP: 80

Gil: 690

Items (Win): Hi-Potion

Items (Steal): Hi-Potion

Items (Morph): Mind Source

Elements:

Fire:
Ice:
Lightning:
Earth: Immune
Wind: Weakness
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:

Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Bite
Head Hunting
Head Hunting 2
Dual Attack
Rider Breath

Name: Dragon Zombie

Location: Northern Crater

Lv: 54

HP: 13000

MP: 400

EXP: 4000

AP: 300

Gil: 2800

Items (Win): Cauldron, X-Potion

Items (Steal): Cauldron

Items (Morph): Vaccine

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison: Absorbs
Holy: Weakness
Gravity:

Statuses:

Death: Absorbs
Near Death (aka Critical):
Slow Death (aka Death Sentence): Absorbs
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop: Immune
Paralyze: Immune
Sleep:
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence: Immune

Other:

Restore-Weakness

Revive-Weakness

Attacks:

Body Tail

Poison Bite

Abnormal Breath (Statuses)

Shadow Flare (Enemy Skill)

Pandora's Box (Used when first killed/Enemy Skill)

Name: Dual Horn

Location: Goblin Island

Lv: 30

HP: 2500

MP: 0

EXP: 550

AP: 45

Gil: 500

Items (Win): Pepio Nut

Items (Steal): Pepio Nut

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Attacks:

Angel Punch

Horn Lift

Name: Dyne**

Location: Corel Prison

Lv: 23

HP: 1200

MP: 20

EXP: 600

AP: 55

Gil: 750

Items (Win): Silver Armlet

Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity: Immune

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison:

Frog: Immune

Mini: Immune

Petrify: Immune

Slow Petrify: Immune

Slow:

Stop:

Paralyze:

Sleep:

Berserk: Immune

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate: Immune

Silence: Immune

Other:

Attacks:

Needle Gun

Molotov Cocktail

S-Mine

Name: Eagle Gun

Location: North Corel-Train (Disc 2 only)

Lv: 20

HP: 17000

MP: 40

EXP: 2000

AP: 90

Gil: 3800

Items (Win): X-Potion

Items (Steal): Warrior Bangle

Items (Morph): None

Elements:

Fire:

Ice:

Lightning: Weakness

Earth: Immune

Wind:

Water: Immune

Poison:

Holy:

Gravity:

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison:

Frog:

Mini:

Petrify: Immune

Slow Petrify: Immune

Slow:

Stop:

Paralyze: Immune

Sleep:

Berserk: Immune

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind: Immune

Manipulate: Immune

Silence:

Other:

Bad Breath

Attacks:

Single Gun Fire

Dual Gun Fire

Name: Edgehead

Location: Wutai area

Lv: 40

HP: 900

MP: 80

EXP: 370

AP: 36

Gil: 385

Items (Win): Smoke Bomb, Hourglass

Items (Steal): Turbo Ether

Items (Morph): None

Elements:

Fire:

Ice:

Lightning: Absorb

Earth:

Wind:

Water:

Poison:
Holy:
Gravity:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:
Scissors
Electric Burst

Name: Elena**
Location: Midgar-Raid (Disc 2)
Lv: 53
HP: 300000
MP: 100
EXP: 6400
AP: 800
Gil: 7000
Items (Win): None
Items (Steal): Minerva Band
Items (Morph): None
Elements:
Fire:
Ice: Absorb
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity: Immune
Statuses:
Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune

Petrify: Immune
Slow Petrify: Immune
Slow:
Stop: Immune
Paralyze: Immune
Sleep: Immune
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless: Immune
Blind:
Manipulate: Immune
Silence: Immune
Other:

Attacks:

Firebomb
Fascination (Confuse)
S-Mine

Name: Elfadunk

Location: Grasslands area

Lv: 15

HP: 220

MP: 34

EXP: 64

AP: 7

Gil: 140

Items (Win): Potion

Items (Steal): Hi-Potion

Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:

Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Body Blow
Shower (Sadness)

Name: Eligor

Location: Train Graveyard

Lv: 34

HP: 300

MP: 0

EXP: 36

AP: 4

Gil: 12

Items (Win):

Items (Steal):

Items (Morph):

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Attacks:

Mono Laser
Sleepel
Silence

Name: Emerald WEAPON**

Location: Underwater (with Sub)

Lv: 99

HP: 1000000

MP: 100

EXP: 50000

AP: 50000

Gil: 50000

Items (Win): Earth Harp

Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice: Absorbs

Lightning: Absorbs

Earth: Immune

Wind:

Water: Absorbs

Poison:

Holy:

Gravity: Weakness

Statuses:

Death: Immune

Near Death (aka Critical): Immune

Slow Death (aka Death Sentence): Immune

Poison: Immune

Frog: Immune

Mini: Immune

Petrify: Immune

Slow Petrify: Immune

Slow:

Stop: Immune

Paralyze: Immune

Sleep: Immune

Berserk: Immune

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless: Immune

Blind: Immune

Manipulate: Immune

Silence: Immune

Other:

Attacks:

Revenge Stamp

Emerald Beam (Reduces target's HP by 21/32)

Emerald Shoot (Removes Barrier/MBarrier/Shield/Resist/Death Force)

Aire Tam Storm (Does damage equal to number of materia

on a character x1111/Removes Haste/Slow/Stop/
Regen/Barrier/MBarrier/Reflect/Shield/
Death Force/Resist)

Name: Emerald WEAPON (Eye)

Location: Underwater

Lv: 50

HP: 25000

MP: 100

EXP: 0

AP: 0

Gil: 0

Items (Win): None

Items (Steal): None

Items (Morph): None

Elements:

Fire: Weakness

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death: Immune

Near Death (aka Critical): Immune

Slow Death (aka Death Sentence): Immune

Poison: Immune

Frog: Immune

Mini: Immune

Petrify: Immune

Slow Petrify: Immune

Slow:

Stop: Immune

Paralyze: Immune

Sleep: Immune

Berserk: Immune

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless: Immune

Blind: Immune

Manipulate: Immune

Silence: Immune

Other:

Attacks:

Emerald Laser (Reduces HP)

Emerald Laser (Reduces MP)

Name: Epiolnis

Location: Ancient Forest

Lv: 15

HP: 1800

MP: 90

EXP: 950

AP: 70

Gil: 1500

Items (Win): None

Items (Steal): Wizard Bracelet

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Attacks:

Bird Kick

Acid Rain

Catapult

Name: Evilhead

Location: Gaea's Cliff

Lv: 28

HP: 740

MP: 45

EXP: 650

AP: 50

Gil: 400

Items (Win): Vampire's Fang

Items (Steal): None

Items (Morph): Holy Torch

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:
Gravity:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:
Blood Suck (Drains HP)
Ultrasound (Silence)

Name: Flapbeat
Location: Corel area
Lv: 18
HP: 330
MP: 60
EXP: 140
AP: 15
Gil: 186
Items (Win): T/S Bomb
Items (Steal): T/S Bomb
Items (Morph): T/S Bomb

Elements:
Fire:
Ice:
Lightning:
Earth: Immune
Wind: Weakness
Water:
Poison:
Holy:
Gravity:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:

Slow Petrify:
Slow:
Stop: Immune
Paralyze: Immune
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Tail Beat
Flying Sickle

Name: Flower Prong
Location: Gongaga area
Lv: 19
HP: 550
MP: 68
EXP: 0
AP: 0
Gil: 0
Items (Win): Earth Drum
Items (Steal): None
Items (Morph): None
Elements:

Fire: Weakness
Ice:
Lightning:
Earth: Weakness
Wind:
Water:
Poison: Immune
Holy:
Gravity:

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop:
Paralyze:
Sleep:
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:

MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence:
Other:

Attacks:

Seed Bullet
Pollen
W-Laser
Bio2

Name: Formula

Location: Junon area

Lv: 16

HP: 240

MP: 100

EXP: 65

AP: 7

Gil: 120

Items (Win): Hi-Potion

Items (Steal): Boomerang

Items (Morph): Speed Drink

Elements:

Fire:

Ice:

Lightning:

Earth: Immune

Wind: Weakness

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop: Immune

Paralyze: Immune

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate: Immune

Silence:

Other:

Attacks:

Cross Impulse
Blue Impulse

Name: Foulander
Location: Wutai-Da Chao Statue
Lv: 27
HP: 800
MP: 100
EXP: 440
AP: 34
Gil: 480
Items (Win): Lunar Curtain, Fire Veil
Items (Steal): None
Items (Morph): None
Elements:
 Fire: Immune/Absorb
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
 Gravity:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Barrier:
 MBarrier:
 Reflect:
 Peerless:
 Blind:
 Manipulate:
 Silence:
 Other:
Attacks:
 Claw
 Flame Dance

Name: Frozen Nail
Location: Great Glacier
Lv: 28
HP: 1300
MP: 100
EXP: 520
AP: 50

Gil: 800

Items (Win): None

Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Attacks:

Continu-Claw

Flying Sickle

Name: Gagihandi

Location: Gongaga area

Lv: 15

HP: 480

MP: 55

EXP: 173

AP: 18

Gil: 220

Items (Win): Soft

Items (Steal): Soft

Items (Morph): Remedy

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:
Poison:
Holy:
Gravity:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:
Claw
Stone Stare (Slow Petrify)

Name: Gargoyle
Location: Northern Crater
Lv: 43
HP: 2000
MP: 200
EXP: 800
AP: 80
Gil: 2500
Items (Win): X-Potion, Remedy
Items (Steal): X-Potion
Items (Morph): None
Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:

Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:
Bite
Petrify
L4 Death (Death to characters whose Levels are mutliple of 4)

Name: Garuda
Location: Wutai Da-Chao Statue
Lv: 29
HP: 1400
MP: 200
EXP: 520
AP: 30
Gil: 520
Items (Win): Ice Crystal, Bolt Plume, Mute Mask, Light Curtain
Items (Steal): None
Items (Morph): None
Elements:
Fire:
Ice: Absorb
Lightning: Absorb
Earth: Immune
Wind: Weakness
Water:
Poison:
Holy:
Gravity:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop: Immune
Paralyze: Immune
Sleep:
Berserk:
Confuse:

Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:
Rod
Dance
Ice2
Bolt2

Name: Gas Ducter
Location: North Corel-Train (Disc 2)
Lv: 42
HP: 3000
MP: 200
EXP: 900
AP: 80
Gil: 1100
Items (Win): None
Items (Steal): None
Items (Morph): None
Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison: Absorb
Holy:
Gravity:

Statuses:
Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep: Immune
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind: Immune
Manipulate:

Silence:
Other:
Attacks:
Smog Alert
Punch

Name: Ghirifelgo
Location: Shinra Mansion-Nibelheim
Lv: 26
HP: 1600
MP: 0
EXP: 380
AP: 44
Gil: 300
Items (Win): Phoenix Down
Items (Steal): None
Items (Morph): None

Elements:
Fire:
Ice:
Lightning:
Earth: Immune
Wind:
Water:
Poison:
Holy:
Gravity: Weakness

Statuses:
Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow: Immune
Stop: Immune
Paralyze: Immune
Sleep:
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:
Slash

Name: Ghost
Location: Train Graveyard
Lv: 10
HP: 130
MP: 80

EXP: 30

AP: 3

Gil: 22

Items (Win): Ghost Hand

Items (Steal): Ghost Hand

Items (Morph): Ether

Elements:

Fire: Weakness

Ice:

Lightning:

Earth: Immune

Wind:

Water: Immune

Poison:

Holy: Weakness

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop: Immune

Paralyze: Immune

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence: Immune

Other:

Restore-Weakness

Revive-Weakness

Attacks:

Slap

Drain

Fire

Name: Ghost Ship

Location: Underwater Reactor Path

Lv: 44

HP: 6600

MP: 100

EXP: 1600

AP:60

Gil: 2000

Items (Win): Phoenix Down

Items (Steal): Phoenix Down

Items (Morph): Guide Book

Elements:

Fire:
Ice:
Lightning:
Earth: Immune
Wind:
Water: Immune
Poison:
Holy: Weakness
Gravity: Immune

Statuses:

Death: Absorb
Near Death (aka Critical):
Slow Death (aka Death Sentence): Absorb
Poison:
Frog: Immune
Mini: Immune
Petrify:
Slow Petrify:
Slow:
Stop: Immune
Paralyze: Immune
Sleep:
Berserk:
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence:
Other:
Restore: Weakness
Revive: Weakness

Attacks:

Goannai
St.Elmo's Fire

Name: Gi Nattak**

Location: Gi Cave-Cosmo Canyon

Lv: 29

HP: 5500

MP: 200

EXP: 1400

AP: 150

Gil: 3000

Items (Win): Wizer Staff

Items (Steal): None

Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth: Immune
Wind:
Water: Immune
Poison:
Holy: Weakness

Gravity: Immune

Statuses:

Death: Absorbs

Near Death (aka Critical):

Slow Death (aka Death Sentence): Absorbs

Poison: Immune

Frog: Immune

Mini: Immune

Petrify: Immune

Slow Petrify: Immune

Slow:

Stop: Immune

Paralyze: Immune

Sleep: Immune

Berserk: Immune

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate: Immune

Silence: Immune

Other:

Attacks:

Drain (Drains HP)

Aspil (Drains MP)

DeBarrier

Name: Gi Spector

Location: Gi Cave-Cosmo Canyon

Lv: 23

HP: 450

MP: 88

EXP: 260

AP: 20

Gil: 150

Items (Win): Smoke Bomb

Items (Steal): None

Items (Morph): Ghost Hand

Elements:

Fire: Weakness

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy: Weakness

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
 Restore: Weakness
 Revive: Weakness

Attacks:
 Skewer
 Hell Spear
 Death Sentence (Enemy Skill)

Name: Gigas
Location: Whirlwind Maze
Lv: 40
HP: 3500
MP: 100
EXP: 840
AP: 84
Gil: 560
Items (Win): Earth Mallet
Items (Steal): Gigas Armlet
Items (Morph): None

Elements:
 Fire:
 Ice:
 Lightning:
 Earth: Absorb
 Wind:
 Water:
 Poison:
 Holy:
 Gravity:

Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:

Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:
Moon Wars
Quake3

Name: Gighee
Location: Northern Crater
Lv: 34
HP: 5500
MP: 100
EXP: 700
AP: 60
Gil: 600
Items (Win): Ether
Items (Steal): Elixir
Items (Morph): None

Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:

Other:
Attacks:
Tail Slap
Petrif-Eye
Stardust March

Name: Goblin
Location: Goblin Island
Lv: 19
HP: 2000
MP: 80
EXP: 20
AP: 20
Gil: 20
Items (Win): Zeio Nut
Items (Steal): Zeio Nut
Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:
Punch
Sleepel
Goblin Punch (Enemy Skill)

Name: Godo**
Location: Wutai-Pagoda
Lv: 41

HP: 10000
MP: 1000
EXP: 5000
AP: 60
Gil: 40000
Items (Win): All Creation
Items (Steal): None
Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop:
Paralyze: Immune
Sleep: Immune
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless: Immune
Blind:
Manipulate: Immune
Silence:
Other:

Attacks:

Beast Sword
Trine
Cure2
Sleepel
Mini
Demi3
Bio2
Drain

Name: Golem
Location: Cosmo Canyon area
Lv: 48
HP: 1000
MP: 0
EXP: 300
AP: 22

Gil: 500

Items (Win): Hi-Potion

Items (Steal): Turbo Ether

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog: Immune

Mini: Immune

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk: Immune

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate: Immune

Silence:

Other:

Attacks:

Finger Shot

Megaton Punch

Name: Gorki**

Location: Wutai-Pagoda

Lv: 30

HP: 3000

MP: 150

EXP: 1500

AP: 50

Gil: 0

Items (Win): X-Potion

Items (Steal):

Items (Morph):

Elements:

Fire:

Ice:

Lightning:

Earth: Immune

Wind: Weakness

Water:
Poison:
Holy:
Gravity: Immune

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop:
Paralyze:
Sleep: Immune
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless: Immune
Blind:
Manipulate: Immune
Silence: Immune
Other:

Attacks:

Dive Kick
Reflect
MBarrier
Regen
Demi2

Name: Grand Horn

Location: Gongaga area, Cosmo Canyon area

Lv: 19

HP: 460

MP: 43

EXP: 180

AP: 15

Gil: 240

Items (Win): Hi-Potion, War Gong

Items (Steal): None

Items (Morph): Hi-Potion

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Attacks:

Punch

Grand Punch

Name: Grangalan

Location: Corel area, Cosmo Canyon area

Lv: 16

HP: 550

MP: 60

EXP: 88

AP: 10

Gil: 220

Items (Win): Hi-Potion

Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth: Immune

Wind:

Water: Immune

Poison:

Holy:

Gravity: Immune

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison:

Frog: Immune

Mini: Immune

Petrify: Immune

Slow Petrify: Immune

Slow:

Stop: Immune

Paralyze: Immune

Sleep:

Berserk:
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence:
Other:
Attacks:
Silver Wheel
Dark Eye

Name: Grangalan Jr.
Location: Corel area, Cosmo Canyon area (from Grangalan)
Lv: 15
HP: 330
MP: 40
EXP: 77
AP: 8
Gil: 110
Items (Win): Potion
Items (Steal): None
Items (Morph): None
Elements:

Fire:
Ice:
Lightning:
Earth: Immune
Wind:
Water: Immune
Poison:
Holy:
Gravity: Immune

Statuses:
Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop: Immune
Paralyze: Immune
Sleep:
Berserk:
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune

Silence:

Other:

Attacks:

Silver Wheel

Sad Eye

Name: Grangalan Jr. Jr.

Location: Corel area, Cosmo Canyon area (from Grangalan Jr.)

Lv: 14

HP: 110

MP: 20

EXP: 66

AP: 6

Gil: 55

Items (Win): None

Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth: Immune

Wind:

Water: Immune

Poison:

Holy:

Gravity: Immune.

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune.

Poison:

Frog: Immune

Mini: GImmune

Petrify: Immune

Slow Petrify: Immune

Slow:

Stop: Immune

Paralyze: Immune

Sleep:

Berserk:

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate: Immune

Silence:

Other:

Attacks:

Silver Wheel

Name: Grashstrike

Location: Sector 4 Plate

Lv: 8

HP: 42

MP: 0

EXP: 20
AP: 2
Gil: 20
Items (Win): Spider Web
Items (Steal): Spider Web
Items (Morph): Spider Web

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Silk (Slow)

Name: Gremlin
Location: Whirlwind Maze
Lv: 38
HP: 1500
MP: 100
EXP: 750
AP: 60
Gil: 750
Items (Win): Shrivell
Items (Steal): Tent
Items (Morph): X-Potion

Elements:

Fire:
Ice:
Lightning:
Earth:

Wind:
Water:
Poison:
Holy:
Gravity:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Barrier:
 MBarrier:
 Reflect:
 Peerless:
 Blind:
 Manipulate:
 Silence:
 Other:
Attacks:
 Claw
 Bad Mouth

Name: Grenade
Location: Whirlwind Maze
Lv: 32
HP: 2000
MP: 0
EXP: 900
AP: 100
Gil: 400
Items (Win): Right Arm
Items (Steal): Right Arm
Items (Morph): Right Arm

Elements:
 Fire: Absorb
 Ice:
 Lightning:
 Earth: Immune
 Wind:
 Water:
 Poison:
 Holy:
 Gravity:

Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:

Frog: Immune
Mini: Immune
Petrify:
Slow Petrify:
Slow:
Stop: Immune
Paralyze: Immune
Sleep:
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence:
Other:
Attacks:
Gush
Bomb Blast

Name: Grenade Combatant

Location: Shinra HQ

Lv: 10

HP: 130

MP: 0

EXP: 42

AP: 4

Gil: 72

Items (Win): Grenade

Items (Steal): Tranquilizer

Items (Morph): Grenade

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:
Hand Grenade
Machine Gun

Name: Griffin
Location: Cosmo Canyon area
Lv: 21
HP: 760
MP: 40
EXP: 260
AP: 25
Gil: 350
Items (Win): Phoenix Down
Items (Steal): Phoenix Down
Items (Morph): Phoenix Down

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog: Immune
Mini: Immune
Petrify:
Slow Petrify:
Slow:
Stop: Immune
Paralyze: Immune
Sleep: Immune
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence: Immune
Other:

Attacks:

Peacock (Drains MP)

Name: Grimguard

Location: Correl Valley (past the City of the Ancients)

Lv: 31

HP: 880

MP: 120

EXP: 600

AP: 45

Gil: 560

Items (Win): Shrivel

Items (Steal): Shrivel

Items (Morph): None

Elements:

Fire:

Ice: Immune/Absorbs

Lightning: Immune/Absorbs

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog: Immune

Mini: Immune

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk: Immune

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate: Immune

Silence:

Other:

Attacks:

Spin Shield

Grim Rod

Ice2

Bolt2

Name: Grosspanzer Mobile Body

Location: Midgar Raid-Sector 8

Lv: 50

HP: 10000

MP: 300
EXP: 400
AP: 80
Gil: 1400
Items (Win): 8-inch Cannon
Items (Steal): None
Items (Morph): None
Elements:

Fire:
Ice:
Lightning: Weakness
Earth:
Wind:
Water:
Poison: Immune
Holy:
Gravity:

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog:
Mini:
Petrify: Immune
Slow Petrify: Immune
Slow: Immune
Stop: Immune
Paralyze: Immune
Sleep:
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind: Immune
Manipulate: Immune
Silence:
Other:
Bad Breath: Immune

Attacks:

Wheelie

Name: Grosspanzer Small A (Left)

Location: Midgar Raid-Sector 8

Lv: 42

HP: 2900

MP: 160

EXP: 600

AP: 80

Gil: 700

Items (Win): None

Items (Steal): None

Items (Morph): None

Elements:

Fire:
Ice:

Lightning: Weakness

Earth:

Wind:

Water:

Poison: Immune

Holy:

Gravity:

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison:

Frog:

Mini:

Petrify: Immune

Slow Petrify: Immune

Slow: Immune

Stop: Immune

Paralyze: Immune

Sleep:

Berserk: Immune

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind: Immune

Manipulate: Immune

Silence:

Other:

Bad Breath: Immune

Attacks:

Machine Gun

Name: Grosspanzer Small B (Right)

Location: Midgar Raid-Sector 8

Lv: 42

HP: 2900

MP: 160

EXP: 600

AP: 80

Gil: 700

Items (Win): None

Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:

Lightning: Weakness

Earth:

Wind:

Water:

Poison: Immune

Holy:

Gravity:

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison:

Frog:

Mini:

Petrify: Immune

Slow Petrify: Immune

Slow: Immune

Stop: Immune

Paralyze: Immune

Sleep:

Berserk: Immune

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind: Immune

Manipulate: Immune

Silence:

Other:

 Bad Breath: Immune

Attacks:

 Machine Gun

Name: Grunt

Location: No.1 Reactor

Lv: 7

HP: 40

MP: 0

EXP: 22

AP: 2

Gil: 15

Items (Win): Potion

Items (Steal): Grenade

Items (Morph): Potion

Elements:

 Fire:

 Ice:

 Lightning:

 Earth:

 Wind:

 Water:

 Poison:

 Holy:

 Gravity:

Statuses:

 Death:

 Near Death (aka Critical):

 Slow Death (aka Death Sentence):

 Poison:

 Frog:

 Mini:

 Petrify:

 Slow Petrify:

 Slow:

 Stop:

 Paralyze:

 Sleep:

Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:
Beam Gun

Name: Guard Hound

Location: No.1 Reactor, Train Graveyard (Before leaving Sector 7)

Lv: 3

HP: 42

MP: 0

EXP: 20

AP: 2

Gil: 12

Items (Win): Potion

Items (Steal): Potion

Items (Morph): Potion

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:
Attacks:
Tentacle

Name: Guard Scorpion**
Location: No.1 Reactor
Lv: 12
HP: 800
MP: 0
EXP: 100
AP: 10
Gil: 100
Items (Win): Assault Gun
Items (Steal): None
Items (Morph): None
Elements:

Fire:
Ice:
Lightning: Weakness
Earth:
Wind:
Water:
Poison: Immune
Holy:
Gravity: Immune

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop:
Paralyze: Immune
Sleep: Immune
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind: Immune
Manipulate: Immune
Silence: Immune
Other:

Attacks:

Search Scope (Uses before attacking)
Scorpion Tail
Tail Laser (Used when tail is up)
Rifle

Name: Guard System
Location: Junon Path
Lv: 35
HP: 2200

MP: 200
EXP: 1100
AP: 80
Gil: 1200
Items (Win): Molotov
Items (Steal): None
Items (Morph): None
Elements:

Fire:
Ice:
Lightning: Weakness
Earth:
Wind:
Water:
Poison: Immune
Holy:
Gravity:

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog:
Mini:
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop:
Paralyze: Immune
Sleep:
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind: Immune
Manipulate: Immune
Silence:
Other:
Bad Breath: Immune

Attacks:

None

Name: Guardian
Location: Underwater Reactor
Lv: 40
HP: 4000
MP: 340
EXP: 940
AP: 60
Gil: 500
Items (Win): None
Items (Steal): None
Items (Morph): None
Elements:
Fire:
Ice:

Lightning:
Earth:
Wind:
Water:
Poison: Immune
Holy:
Gravity:

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog:
Mini:
Petrify: Immune
Slow Petrify: Immune
Slow: Immune
Stop: Immune
Paralyze: Immune
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind: Immune
Manipulate: Immune
Silence:
Other:
 Bad Breath: Immune

Attacks:

Rocket Punch
W Rocket Punch
Jumping Blow

Name: Gun Carrier

Location: Underwater Reactor

Lv: 39

HP: 3400

MP: 240

EXP: 860

AP: 75

Gil: 1600

Items (Win): S-Mine

Items (Steal): None

Items (Morph): None

Elements:

Fire:
Ice:
Lightning: Weakness
Earth:
Wind:
Water:
Poison: Immune
Holy:
Gravity:

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze: Immune
Sleep: Immune
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind: Immune
Manipulate:
Silence:
Other:

Attacks:

Body Blow
Normal Shell
Abnormal Shell

Name: Hammer Blaster

Location: Shinra HQ

Lv: 12

HP: 210

MP: 0

EXP: 43

AP: 5

Gil: 80

Items (Win): Loco Weed

Items (Steal): Echo Screen

Items (Morph): Smoke Bomb

Elements:

Fire:

Ice:

Lightning: Weakness

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog: Immune

Mini: Immune

Petrify: Immune

Slow Petrify: Immune

Slow:

Stop: Immune
Paralyze:
Sleep:
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence:
Other:
Attacks:
Pound

Name: Hard Attacker
Location: Underwater Reactor
Lv: 32
HP: 2500
MP: 150
EXP: 750
AP: 58
Gil: 600
Items (Win): Molotov
Items (Steal): None
Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:

Blind:
Manipulate:
Silence:
Other:

Attacks:
Bodyblow
Oil

Name: Harpy
Location: Gold Saucer area
Lv: 18
HP: 800
MP: 200
EXP: 148
AP: 14
Gil: 210
Items (Win): Hi-Potion
Items (Steal): Striking Staff
Items (Morph): Elixir
Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:
Claw
Poison Storm (Poison)
Aqualung (Enemy Skill)

Name: Head Bomber

Location: Gaea's Cliff

Lv: 35

HP: 1600

MP: 200

EXP: 640

AP: 64

Gil: 460

Items (Win): Hyper

Items (Steal): Tranquilizer

Items (Morph): Tranquilizer

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Attacks:

Dorsal Punch

Extreme Bomber

Name: Head Hunter

Location: Mideel area

Lv: 30

HP: 2000

MP: 100

EXP: 650

AP: 80

Gil: 1000

Items (Win): Ether

Items (Steal): Tranquilizer

Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Sickle
Rising Dagger

Name: Heavy Tank

Location: Gongaga Reactor

Lv: 21

HP: 1600

MP: 25

EXP: 340

AP: 45

Gil: 1300

Items (Win): Hi-Potion

Items (Steal): Phoenix Down

Items (Morph): Power Source

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity: Weakness

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Attacks:

Wheelie Attack

Big Spiral

Name: Hedgehog Pie

Location: Midgar-Outside of Church

Lv: 6

HP: 50

MP: 52

EXP: 20

AP: 3

Gil: 25

Items Win): Potion

Items (Steal): Ether

Items (Morph): Ether

Elements:

Fire:

Ice: Weakness

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:
Fire

Name: Heg
Location: Gi Cave-Cosmo Canyon
Lv: 22
HP: 400
MP: 0
EXP: 250
AP: 20
Gil: 240
Items (Win): Hi-Potion
Items (Steal): None
Items (Morph): None

Elements:
Fire:
Ice: Weakness
Lightning:
Earth:
Wind:
Water:
Poison: Absorb
Holy:
Gravity:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:

Blind:
Manipulate:
Silence:
Other:
Attacks:
Halt Whip (Paralyze)
Poison Fang (Poison)

Name: Heli Gunner**
Location: Shinra HQ-Elevator
Lv: 19
HP: 1000
MP: 0
EXP: 250
AP: 25
Gil: 200
Items (Win): Mythril Armlet
Items (Steal): None
Items (Morph): None
Elements:

Fire:
Ice:
Lightning: Weakness
Earth: Immune
Wind: Weakness
Water:
Poison:
Holy:
Gravity:

Statuses:
Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop: Immune
Paralyze: Immune
Sleep: Immune
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence: Immune
Other:

Attacks:
AB Cannon
C Cannon
Firing Line
Spinnig Bodyblow
Flying Drill

Name: Hell House
Location: Midgar-Sector 6
Lv: 11
HP: 450
MP: 0
EXP: 44
AP: 6
Gil: 250
Items (Win): Potion, Hi-Potion
Items (Steal): None
Items (Morph): Potion
Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop:
Paralyze:
Sleep:
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence:
Other:

Attacks:

Hell Bomber
Hell Press
Suicide Drop
Lunattack

Name: Hell Rider VR2
Location: Junon area
Lv: 18
HP: 350
MP: 50
EXP: 72
AP: 8

Gil: 130

Items (Win): Potion

Items (Steal): Hi-Potion

Items (Morph): Hi-Potion

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity: Immune

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison:

Frog: Immune

Mini: Immune

Petrify: Immune

Slow Petrify: Immune

Slow:

Stop: Immune

Paralyze: Immune

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate: Immune

Silence:

Other:

Attacks:

Electromag (Switches positions of characters to opposite positions)

Name: Helletic Hojo**

Location: Midgar-Mako Cannon

Lv: 55

HP: 26000

MP: 200

EXP: 0

AP: 0

Gil: 0

Items (Win): None

Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:
Holy:
Gravity: Immune

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop: Immune
Paralyze: Immune
Sleep: Immune
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless: Immune
Blind:
Manipulate: Immune
Silence: Immune
Other:

Attacks:

Same as Left Arm

Name: Hellectic-Hojo (Left Arm)**

Location: Midgar-Mako Cannon

Lv: 55

HP: 24000

MP: 400

EXP: 0

AP: 0

Gil: 0

Items (Win): None

Items (Steal): None

Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity: Immune

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune

Slow Petrify: Immune
Slow: Immune
Stop: Immune
Paralyze: Immune
Sleep: Immune
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless: Immune
Blind:
Manipulate: Immune
Silence: Immune
Other:

Attacks:

Pile Banger
Bio Gas (Poison/All)
Confu
Sleepel
Silence

Name: Helletic-Hojo (Right Arm)**

Location: Midgar-Mako Cannon

Lv: 55

HP: 5000

MP: 300

EXP: 0

AP: 0

Gil: 0

Items (Win): None

Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity: Immune

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison: Immune

Frog: Immune

Mini: Immune

Petrify: Immune

Slow Petrify: Immune

Slow:

Stop: Immune

Paralyze: Immune

Sleep: Immune

Berserk: Immune

Confuse: Immune

Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless: Immune
Blind: Immune
Manipulate: Immune
Silence: Immune
Other:

Attacks:
Same as Left Arm

Name: Hippogriff
Location: Mideel area
Lv: 37
HP: 3000
MP: 280
EXP: 800
AP: 80
Gil: 1500
Items (Win): Echo Screen
Items (Steal): None
Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop: Immune
Paralyze: Immune
Sleep: Immune
Berserk:
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Peck
Peacock (Drains MP)
L2 Confu (Confuse on targets with Levels multiple of 2)

Name: Ho-Chu
Location: Special Battle Square-Gold Saucer
Lv: 39
HP: 8600
MP: 290
EXP: 0
AP: 0
Gil: 0
Items (Win): None
Items (Steal): Circlet
Items (Morph): Ribbon
Elements:

Fire:
Ice:
Lightning: Immune
Earth: Immune
Wind:
Water: Weakness
Poison: Immune/Absorb
Holy:
Gravity: Immune

Statuses:
Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog:
Mini:
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop: Immune
Paralyze: Immune
Sleep: Immune
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:
Big Pollen (Sleep)
Whip Sting (Paralyze)

Name: Hojo**
Location: Midgar-Mako Cannon
Lv: 50
HP: 13000
MP: 250
EXP: 0

AP: 0
Gil: 0
Items (Win): None
Items (Steal): None
Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity: Immune

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop: Immune
Paralyze: Immune
Sleep: Immune
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless: Immune
Blind:
Manipulate: Immune
Silence: Immune
Other:

Attacks:

Capsule (Summons Bad Rap Sample and Poodler Sample)

Name: Hundred Gunner**

Location: Shinra HQ-Elevator

Lv: 18

HP: 1600

MP: 0

EXP: 330

AP: 35

Gil: 300

Items (Win): None

Items (Steal): None

Items (Morph): None

Elements:

Fire:
Ice:
Lightning: Weakness
Earth:
Wind:

Water:
Poison:
Holy:
Gravity: Immune

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop: Immune
Paralyze: Immune
Sleep: Immune
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind: Immune
Manipulate: Immune
Silence: Immune
Other:

Attacks:

Aux Artillery
Hidden Artillery
Main Artillery
Wave Artillery
Sub Artillery

Name: Hungry

Location: City of the Ancients area

Lv: 33

HP: 2000

MP: 100

EXP: 700

AP: 60

Gil: 600

Items (Win): Ether

Items (Steal): None

Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog: Immune

Mini: Immune

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Attacks:

Mini

Eat (Used only on characters that are Mini/Eject)

Name: Ice Golem

Location: Great Glacier

Lv: 40

HP: 4000

MP: 300

EXP: 1000

AP: 70

Gil: 1500

Items (Win): Hi-Potion

Items (Steal): Hi-Potion

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog: Immune

Mini: Immune

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence:
Other:
Attacks:
Cold Snap
Wide Grazer

Name: Icicle
Location: Gaea's Cliff
Lv: 30
HP: 3000
MP: 300
EXP: 500
AP: 0
Gil: 0
Items (Win): None
Items (Steal): None
Items (Morph): None
Elements:

Fire: Weakness
Ice: Absorbs
Lightning:
Earth: Weakness
Wind:
Water:
Poison:
Holy:
Gravity: Weakness

Statuses:
Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop:
Paralyze:
Sleep: Immune
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune

Silence: Immune

Other:

Attacks:

Icicle Drop

Name: Iron Man

Location: Point of No Return-Northern Crater

Lv: 46

HP: 20000

MP: 100

EXP: 10000

AP: 150

Gil: 600

Items (Win): Phoenix Down

Items (Steal): Elixir

Items (Morph): Escourt Guard (Pointless to do)

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water: Weakness

Poison:

Holy:

Gravity: Immune

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison:

Frog: Immune

Mini: Immune

Petrify: Immune

Slow Petrify: Immune

Slow:

Stop:

Paralyze:

Sleep:

Berserk: Immune

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate: Immune

Silence:

Other:

Attacks:

Adrenaline

Grand Sword

Name: Ironite

Location: Whirlwind Maze

Lv: 30

HP: 2400

MP: 100

EXP: 900
AP: 48
Gil: 680
Items (Win): Hi-Potion
Items (Steal): None
Items (Morph): Phoenix Down

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Bodyblow
Flying Upper
Sleepel

Name: Jamar Armor**
Location: Midgar-Sector 8
Lv: 62
HP: 20000
MP: 300
EXP: 8000
AP: 1500
Gil: 15000
Items (Win): None
Items (Steal): None
Items (Morph): None
Elements:
Fire:
Ice:

Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity: Immune

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow: Immune
Stop: Immune
Paralyze: Immune
Sleep: Immune
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless: Immune
Blind: Immune
Manipulate: Immune
Silence: Immune
Other:

Attacks:

Materia Jammer

Name: Jayjujayne

Location: Wutai area, Wutai Da-Chao Statue

Lv: 28

HP: 640

MP: 20

EXP: 410

AP: 35

Gil: 350

Items (Win): Remedy, Deadly Waste, X-Potion

Items (Steal): None

Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):

Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Silk (Slow)
Thread
Confu-Scales (Confuse)

Name: Jemnezmy

Location: Temple of the Ancients

Lv: 27

HP: 800

MP: 80

EXP: 510

AP: 50

Gil: 400

Items (Win): None

Items (Steal): None

Items (Morph): None

Elements:

Fire:
Ice: Immune/Absorb
Lightning:
Earth:
Wind:
Water:
Poison: Weakness
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze: Immune
Sleep: Immune

Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence:
Other:

Attacks:

Cold Breath
Toad
Fascination (Confuse)

Name: Jenova-BIRTH**

Location: Junon Boat

Lv: 25

HP: 4000

MP: 110

EXP: 680

AP: 64

Gil: 800

Items (Win): White Cape

Items (Steal): None

Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity: Immune

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop: Immune
Paralyze: Immune
Sleep:
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:

Manipulate: Immune
Silence: Immune
Other:
Attacks:
Gas
W-Laser
Stop (All)

Name: Jenova-DEATH**
Location: Whirlwind Maze
Lv: 55
HP: 25000
MP: 800
EXP: 6000
AP: 400
Gil: 5000
Items (Win): Reflect Ring
Items (Steal): None
Items (Morph): None

Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity: Immune

Statuses:
Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop: Immune
Paralyze:
Sleep: Immune
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless: Immune
Blind:
Manipulate: Immune
Silence: Immune
Other:
Bad Breath: Immune

Attacks:
Red Light (Fire)
Tropic Wind (Fire)
Silence

Name: Jenova-LIFE**

Location: City of the Ancients

Lv: 50

HP: 10000

MP: 300

EXP: 4000

AP: 350

Gil: 1500

Items (Win): Wizard Bracelet

Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth: Weakness

Wind:

Water: Absorbs

Poison:

Holy:

Gravity: Immune

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison:

Frog: Immune

Mini: Immune

Petrify: Immune

Slow Petrify: Immune

Slow:

Stop: Immune

Paralyze:

Sleep: Immune

Berserk: Immune

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless: Immune

Blind:

Manipulate: Immune

Silence: Immune

Other:

Attacks:

Aqualung (Enemy Skill)

Blue Light (Water)

Blue Flame (Water)

Reflect (Used when hit by magic)

Name: Jenova-SYNTHESIS (Left Tentacle)**

Location: Point of No Return-Northern Crater

Lv: 61

HP: 8000

MP: 600

EXP: 0

AP: 0

Gil: 0
Items (Win): None
Items (Steal): None
Items (Morph): None
Elements:
 Fire:
 Ice:
 Lightning:
 Earth: Immune
 Wind:
 Water:
 Poison:
 Holy:
 Gravity: Immune

Statuses:
 Death: Immune
 Near Death (aka Critical):
 Slow Death (aka Death Sentence): Immune
 Poison: Immune
 Frog: Immune
 Mini: Immune
 Petrify: Immune
 Slow Petrify: Immune
 Slow:
 Stop: Immune
 Paralyze: Immune
 Sleep: Immune
 Berserk: Immune
 Confuse: Immune
 Haste:
 Regen:
 Barrier:
 MBarrier:
 Reflect:
 Peerless: Immune
 Blind: Immune
 Manipulate: Immune
 Silence: Immune
 Other:

Attacks:
 Magic Absorb (Drains MP)
 Bio2

Name: Jenova-SYNTHESIS (Right Tentacle)**
Location: Point of No Return-Northern Crater
Lv: 61
HP: 10000
MP: 600
EXP: 0
AP: 0
Gil: 0
Items (Win): None
Items (Steal): None
Items (Morph): None
Elements:
 Fire:
 Ice:
 Lightning:
 Earth: Immune
 Wind:

Water:
Poison:
Holy:
Gravity: Immune

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop: Immune
Paralyze: Immune
Sleep: Immune
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless: Immune
Blind: Immune
Manipulate: Immune
Silence: Immune
Other:

Attacks:

Absorb (Drain HP)
Bio2

Name: Jenova-SYNTHESIS**

Location: Point of No Return-Northern Crater

Lv: 61

HP: 65535

MP: 3000

EXP: 60000

AP: 1000

Gil: 0

Items (Win): None

Items (Steal): None

Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth: Immune
Wind:
Water:
Poison:
Holy:
Gravity: Immune

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune

Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop: Immune
Paralyze: Immune
Sleep: Immune
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless: Immune
Blind: Immune
Manipulate: Immune
Silence: Immune
Other:

Attacks:

Ultima (Will use as final attack. If you don't defeat
Jenova before Ultima, battle will
end immediately. You will not gain any EXP, AP,
or Gil, and you will be
forced to fight Bizarro Sephiroth with just one party)

Name: Jersey

Location: Shinra Mansion-Nibelheim

Lv: 25

HP: 500

MP: 100

EXP: 320

AP: 30

Gil: 384

Items (Win): Turbo Ether

Items (Steal): Turbo Ether

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth: Immune

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop: Immune

Paralyze: Immune

Sleep:

Berserk: Immune

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate: Immune

Silence:

Other:

 Magic: Weakness (Only when scales weighted to left)

 Physical: Weakness (Only when scales weighted to right)

Attacks:

Spin Attack

Fire

???? (Enemy Skill)

Name: Joker

Location: Gold Saucer area

Lv: 18

HP: 370

MP: 0

EXP: 150

AP: 30

Gil: 260

Items (Win): Hi-Potion

Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth: Immune

Wind: Weakness

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:
Blind:
Manipulate: Immune
Silence:
Other:

Attacks:

Spade
Diamond
Heart (Heals HP)
Joker (Death)
Club

Name: Jumping

Location: Icicle Inn area, Great Glacier, Gaea's Cliff

Lv: 24

HP: 999

MP: 0

EXP: 400

AP: 30

Gil: 50

Items (Win): Hi-Potion

Items (Steal): None

Items (Morph): Antarctic Wind

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Club Sword

Dive Kick

Name: Kalm Fang

Location: Kalm area

Lv: 10

HP: 160

MP: 0

EXP: 53

AP: 5

Gil: 92

Items (Win): Potion

Items (Steal): Ether

Items (Morph): Hi-Potion

Elements:

Fire: Weakness

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Attacks:

Fang

Bodyblow

Name: Kelmeltzer

Location: Temple of the Ancients forest

Lv: 30

HP: 800

MP: 0

EXP: 410

AP: 35

Gil: 400

Items (Win): Potion
Items (Steal): Antidote
Items (Morph): Antidote

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Claw
Liquid Poison (Poison)

Name: Killbin
Location: Whirlwind Maze
Lv: 30
HP: 3200
MP: 380
EXP: 700
AP: 150
Gil: 1000

Items (Win): Ether
Items (Steal): Turbo Ether
Items (Morph): Turbo Ether

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:

Poison:
Holy:
Gravity:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:
Normal

Name: Kimara Bug
Location: Gongaga
Lv: 19
HP: 700
MP: 25
EXP: 190
AP: 19
Gil: 278
Items (Win): Hi-Potion
Items (Steal): Spider Web
Items (Morph): Hourglass
Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity: Immune

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Attacks:

Butterfly Attack

Stop Web (Stop)

Spider Attack

Name: King Behemoth

Location: Northern Crater

Lv: 60

HP: 18000

MP: 560

EXP: 2000

AP: 250

Gil: 950

Items (Win): X-Potion

Items (Steal): Phoenix Down

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison:

Frog: Immune

Mini: Immune

Petrify: Immune

Slow Petrify: Immune

Slow:

Stop: Immune

Paralyze: Immune

Sleep:

Berserk:

Confuse: Immune

Haste:

Regen:

Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:
Bite
Claw
King Teal
Comet2
???? (Enemy Skill)
Counter

Name: Kyuvilduns
Location: Mt. Nibel, Rocket Town area
Lv: 24
HP: 800
MP: 0
EXP: 340
AP: 34
Gil: 368
Items (Win): Hi-Potion
Items (Steal): None
Items (Morph): Hi-Potion

Elements:
Fire: Weakness
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:

Silence:

Other:

Attacks:

Lay Flat

Name: Land Worm

Location: Corel Prison-Desert

Lv: 22

HP: 1500

MP: 80

EXP: 400

AP: 40

Gil: 256

Items (Win): Ether

Items (Steal): Turbo Ether

Items (Morph): Fire Fang

Elements:

Fire: Immune

Ice: Weakness

Lightning:

Earth: Absorb

Wind:

Water:

Poison:

Holy:

Gravity: Immune

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Attacks:

Earthquake

Sand Storm (Damage + Blind/All)

Name: Laser Cannon

Location: Shinra HQ Floors 67, 68

Lv: 9

HP: 155

MP: 0

EXP: 5
AP: 0
Gil: 0
Items (Win): None
Items (Steal): None
Items (Morph): Hi-Potion

Elements:

Fire:
Ice:
Lightning: Weakness
Earth:
Wind:
Water:
Poison: Immune
Holy:
Gravity:

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze: Immune
Sleep: Immune
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind: Immune
Manipulate:
Silence:
Other:

Attacks:

Laser Cannon
Paralysis Laser (Paralyze)

Name: Lessaloploth
Location: Great Glacier
Lv: 34
HP: 2000
MP: 400
EXP: 920
AP: 65
Gil: 1000
Items (Win): Phoenix Down, Ether
Items (Steal): Phoenix Down
Items (Morph): None
Elements:
Fire:
Ice: Absorb
Lightning:

Earth: Immune
Wind: Weakness
Water:
Poison: Immune
Holy:
Gravity: Immune
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze: Immune
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:
Wing Cut
Scorpion Tail (Poison)
Avalanche

Name: Levrikon
Location: Grasslands area
Lv: 14
HP: 200
MP: 0
EXP: 65
AP: 7
Gil: 128
Items (Win): Hi-Potion
Items (Steal): Ether
Items (Morph): Hi-Potion

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Attacks:

Bird Kick

Flaming Peck

Name: Lifeform-Hojo**

Location: Midgar-Mako Cannon

Lv: 58

HP: 30000

MP: 100

EXP: 25000

AP: 2500

Gil: 6000

Items (Win): Power Source

Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth: Immune

Wind:

Water:

Poison:

Holy:

Gravity: Immune

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison: Immune

Frog: Immune

Mini: Immune

Petrify: Immune

Slow Petrify: Immune

Slow:

Stop: Immune

Paralyze: Immune

Sleep: Immune

Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless: Immune
Blind: Immune
Manipulate: Immune
Silence: Immune
Other:

Attacks:

Combo
Tentacle
Slow
Stop

Name: Lost Number**

Location: Shinra Mansion-Nibelheim

Lv: 35

HP: 7000

MP: 300

EXP: 2000

AP: 80

Gil: 2000

Items (Win): Cosmo Memory

Items (Steal): None

Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity: Immune

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop:
Paralyze:
Sleep: Immune
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:

Blind:
Manipulate: Immune
Silence: Immune
Other:

Attacks:

Bolt2
(2nd Form/Physical)
Lost Blow
(3rd Form/Magical)
Bio
Bio2
Quake
Quake2
Tentacle
Aspil (Drains MP)
Bolt
Bolt2

Name: Machine Gun

Location: Shinra HQ Floors 67, 68

Lv: 8

HP: 155

MP: 0

EXP: 5

AP: 0

Gil: 0

Items (Win): None

Items (Steal): None

Items (Morph): Hi-Potion

Elements:

Fire:
Ice:
Lightning: Weakness
Earth:
Wind:
Water:
Poison: Immune
Holy:
Gravity:

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze: Immune
Sleep: Immune
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:

Blind: Immune
Manipulate:
Silence:
Other:

Attacks:

Machine Gun

Name: Magic Pot

Location: Northern Crater-Swamp Room

Lv: 41

HP: 4096

MP: 128

EXP: 8000

AP: 1000

Gil: 8500

Items (Win): Turbo Ether

Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison: Immune

Frog: Immune

Mini: Immune

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep: Immune

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind: Immune

Manipulate: Immune

Silence:

Other:

Invincible until fed an Elixir

Attacks:

Bad Mouth (Steals items)

Name: Magnade

Location: Great Glacier

Lv: 35

HP: 1000
MP: 100
EXP: 980
AP: 50
Gil: 1200
Items (Win): X-Potion
Items (Steal): Phoenix Down
Items (Morph): None

Elements:

Fire: Weakness
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity: Weakness

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify: Immune
Slow Petrify: Immune
Slow: Immune
Stop: Immune
Paralyze: Immune
Sleep:
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence:
Other:
Bad Breath: Immune

Attacks:

Shield Throw
W-Shield Throw

Name: Malboro
Location: Great Glacier, Northern Crater
Lv: 44
HP: 4400
MP: 900
EXP: 1000
AP: 100
Gil: 100
Items (Win): M-Tentacles
Items (Steal): M-Tentacles
Items (Morph): None
Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water: Weakness
Poison: Absorb
Holy:
Gravity: Immune

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop:
Paralyze:
Sleep:
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence:
Other:

Attacks:

Frozen Breath
Bad Breath (Enemy Skill)
Bio2

Name: Malldancer

Location: Corral Valley (City of the Ancients area)

Lv: 32

HP: 600

MP: 100

EXP: 500

AP: 56

Gil: 700

Items (Win): Hi-Potion

Items (Steal): Phoenix Down

Items (Morph): X-Potion

Elements:

Fire:
Ice:
Lightning:
Earth: Immune
Wind:
Water: Immune
Poison: Immune
Holy:
Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop: Immune

Paralyze: Immune

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Attacks:

Claw

Dance (Slow + Blind)16

Name: Madouge

Location: Mythril Mines

Lv: 16

HP: 220

MP: 0

EXP: 70

AP: 8

Gil: 150

Items (Win): Hi-Potion

Items (Steal): Grand Glove

Items (Morph): Hi-Potion

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:
Swamp Shoot (Blind)

Name: Mandragora
Location: Grasslands area
Lv: 10
HP: 120
MP: 0
EXP: 55
AP: 6
Gil: 135
Items (Win): Lasan Nut
Items (Steal): Lasan Nut
Items (Morph): Ether

Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:

Blind:
Manipulate:
Silence:
Other:
Attacks:
Grass Punch
Slow Dance (Slow)

Name: Manhole
Location: Midgar Raid-Underground
Lv: 35
HP: 2500
MP: 110
EXP: 900
AP: 80
Gil: 3000
Items (Win): X-Potion
Items (Steal): None
Items (Morph): None
Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:
Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog:
Mini:
Petrify: Immune
Slow Petrify: Immune
Slow: Immune
Stop:
Paralyze:
Sleep:
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind: Immune
Manipulate: Immune
Silence:
Other:
Bad Breath: Immune

Attacks:
Fire2
Ice2

Name: Marine

Location: Shinra Boat

Lv: 16

HP: 300

MP: 20

EXP: 75

AP: 8

Gil: 150

Items (Win): Eye Drop

Items (Steal): Shinra Beta

Items (Morph): X-Potion

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Attacks:

Grenade

Machine Gun

Smoke Gun (Sleep + Blind)

Name: Master Tonberry

Location: Northern Crater

Lv: 45

HP: 44444

MP: 100

EXP: 6000

AP: 200

Gil: 6800

Items (Win): Megalixir

Items (Steal): Elixir

Items (Morph): Ribbon

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity: Immune

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison:

Frog:

Mini:

Petrify: Immune

Slow Petrify: Immune

Slow:

Stop:

Paralyze:

Sleep:

Berserk: Immune

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind: Immune

Manipulate: Immune

Silence:

Other:

Attacks:

Everyone's Grudge (Damage=Number of kills character has done x10)

Knife (Death)

Name: Materia Keeper**

Location: Mt. Nibel

Lv: 38

HP: 8400

MP: 300

EXP: 3000

AP: 200

Gil: 2400

Items (Win): Jem Ring

Items (Steal): None

Items (Morph): None

Elements:

Fire: Absorbs

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity: Immune

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison:

Frog: Immune

Mini: Immune

Petrify: Immune

Slow Petrify: Immune

Slow:

Stop:

Paralyze:

Sleep: Immune

Berserk: Immune

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate: Immune

Silence:

Other:

Attacks:

Big Horn

Hell Combo

Cure2 (When HP is low)

Trine

Name: Maximum Kimara

Location: Midgar-Mako Cannon

Lv: 49

HP: 4000

MP: 350

EXP: 1200

AP: 90

Gil: 3800

Items (Win): None

Items (Steal): None

Items (Morph): Guard Source

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence:
Other:
Attacks:
Northern Cross

Name: Midgar Zolom
Location: Grasslands/Mythril Mines Swamp
Lv: 46
HP: 4000
MP: 348
EXP: 250
AP: 25
Gil: 400
Items (Win): None
Items (Steal): None
Items (Morph): X-Potion
Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow: Immune
Stop: Immune
Paralyze: Immune
Sleep:
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:

MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence: Immune
Other:
Attacks:
Bite
Beta (Enemy Skill)
Eject (Used when HP gets low)

Name: Mighty Grunt
Location: Shinra HQ Floors 59, 60
Lv: 12
HP: 230
MP: 0
EXP: 50
AP: 5
Gil: 98
Items (Win): Tranquilizer
Items (Steal): Tranquilizer, Grenade
Items (Morph): None
Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:
Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop:
Paralyze:
Sleep:
Berserk: Immune
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence:
Other:
Attacks:
Double Shot

Rollerspin (when armor is destroyed)

Name: Mirage

Location: Shinra Mansion-Nibelheim

Lv: 24

HP: 570

MP: 0

EXP: 290

AP: 22

Gil: 280

Items (Win): Mirror

Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth: Immune

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk: Immune

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate: Immune

Silence:

Other:

Has Auto-Reflect

Attacks:

Normal

Name: Missile Launcher

Location: Underwater Reactor (from Guard System)

Lv: 20

HP: 1000

MP: 0

EXP: 600

AP: 60

Gil: 300

Items (Win): None
Items (Steal): None
Items (Morph): Hi-Potion

Elements:

Fire:
Ice:
Lightning: Weakness
Earth:
Wind:
Water:
Poison: Immune
Holy:
Gravity:

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog:
Mini:
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop:
Paralyze: Immune
Sleep:
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind: Immune
Manipulate: Immune
Silence:
Other:
Bad Breath: Immune

Attacks:

Rocket Launcher
Fray Missile

Name: Mono Drive

Location: No.1 Reactor, Train Graveyard (before leaving Sector 7)

Lv: 2

HP: 28

MP: 28

EXP: 18

AP: 3

Gil: 8

Items (Win): Potion, Ether (rare)

Items (Steal): None

Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth: Immune
Wind:

Water:
Poison:
Holy:
Gravity:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop: Immune
Paralyze: Immune
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:
Fire

Name: Moth Slasher
Location: Shinra HQ
Lv: 13
HP: 260
MP: 0
EXP: 46
AP: 5
Gil: 75
Items (Win): None
Items (Steal): Carbon Bangle
Items (Morph): None

Elements:
Fire:
Ice:
Lightning: Weakness
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:

Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:
Speed Slash

Name: Motor Ball**
Location: Midgar-Highway
Lv: 16
HP: 2600
MP: 120
EXP: 440
AP: 45
Gil: 350
Items (Win): Star Pendant
Items (Steal): None
Items (Morph): None
Elements:

Fire: Halves
Ice:
Lightning: Weakness
Earth:
Wind:
Water:
Poison:
Holy:
Gravity: Immune

Statuses:
Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop: Immune
Paralyze: Immune
Sleep: Immune
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:

MBarrier:
Reflect:
Peerless:
Blind: Immune
Manipulate: Immune
Silence: Immune
Other:
Attacks:
Rolling Fire
Twin Burner
Arm Attack

Name: Mover
Location: Northern Crater-Swamp Room
Lv: 59
HP: 3000
MP: 120
EXP: 0
AP: 800
Gil: 30000
Items (Win): Turbo Ether
Items (Steal): Turbo Ether
Items (Morph): Protect Ring
Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence:
Other:
Attacks:
Normal

Name: MP
Location: No.1 Reactor, Sector 5 Church
Lv: 2
HP: 30
MP: 0
EXP: 16
AP: 2
Gil: 10
Items (Win): Potion
Items (Steal): Grenade
Items (Morph): Potion
Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Machine Gun

Name: Mu
Location: Grasslands area
Lv: 12
HP: 210
MP: 52
EXP: 54
AP: 6
Gil: 130
Items (Win): None
Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog: Immune

Mini: Immune

Petrify: Immune

Slow Petrify: Immune

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate: Immune

Silence:

Other:

Attacks:

Rock Shot

Hot Springs (Heals HP)

L4 Suicide (Enemy Skill)

Sewer

Sinking

Name: Mystery Ninja (Yuffie)

Location: Any forests

Lv: 22

HP: 800

MP: 150

EXP: 240

AP: 0

Gil: 800

Items (Win): None

Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:
Poison:
Holy:
Gravity:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence:
Other:

Attacks:
Normal
? (Turn character into a Frog)
? (Fire attack to all)

Name: Needle Kiss
Location: Mt. Corel
Lv: 17
HP: 180
MP: 40
EXP: 75
AP: 8
Gil: 130
Items (Win): Bolt Plume
Items (Steal): Soft
Items (Morph): Remedy

Elements:
Fire:
Ice:
Lightning: Absorb
Earth: Immune
Wind: Weakness
Water:
Poison:
Holy:
Gravity:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:

Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze: Immune
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:
 Diving Attack
 Thunder Kiss

Name: Neurosufferoth
Location: Junon area
Lv: 16
HP: 150
MP: 20
EXP: 53
AP: 5
Gil: 146
Items (Win): Hi-Potion
Items (Steal): None
Items (Morph): None
Elements:
 Fire:
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
 Gravity:

Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:

Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Beak
Heatwing

Name: Nibel Wolf

Location: Nibelheim area, Rocket Town area

Lv: 23

HP: 700

MP: 0

EXP: 265

AP: 24

Gil: 260

Items (Win): Luchile Nut

Items (Steal): Luchile Nut

Items (Morph): Hi-Potion

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Fang
Bodyblow

Name: Palmer**

Location: Rocket Town

Lv: 38

HP: 6000

MP: 240

EXP: 1800

AP: 98

Gil: 5000

Items (Win): Edincoat

Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity: Immune

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison:

Frog: Immune

Mini: Immune

Petrify: Immune

Slow Petrify: Immune

Slow:

Stop:

Paralyze:

Sleep: Immune

Berserk: Immune

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless: Immune

Blind:

Manipulate: Immune

Silence: Immune

Other:

Attacks:

Mako Gun (Fire2, Ice2, Bolt2)

Name: Parasite

Location: Northern Crater

Lv: 51

HP: 6000

MP: 300

EXP: 1100

AP: 100

Gil: 1000

Items (Win): Remedy

Items (Steal): Remedy

Items (Morph): Remedy

Elements:

Fire:

Ice:

Lightning:

Earth: Immune

Wind: Weakness

Water:

Poison:

Holy: Weakness

Gravity:

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison:

Frog:

Mini:

Petrify: Immune

Slow Petrify: Immune

Slow:

Stop:

Paralyze:

Sleep:

Berserk: Immune

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind: Immune

Manipulate:

Silence:

Other:

Bad Breath: Immune

Attacks:

Para Tail (Sadness)

Magic Extinguish

L5 Death (Enemy Skill)

Magic Breath (Enemy Skill)

Name: Pollensalta

Location: Northern Crater

Lv: 41

HP: 4000

MP: 220

EXP: 1000

AP: 100

Gil: 1000

Items (Win): X-Potion

Items (Steal): Hyper

Items (Morph): None

Elements:

Fire: Absorbs

Ice:

Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Barrier:
 MBarrier:
 Reflect:
 Peerless:
 Blind:
 Manipulate:
 Silence:
 Other:
Attacks:
 Cold Breath
 Fascination (Confuse)
 Fire2
 Fire3
 Angel Whisper (Enemy Skill)

Name: Poodler
Location: Sunken Gelinka
Lv: 42
HP: 6000
MP: 220
EXP: 900
AP: 70
Gil: 2500
Items (Win): None
Items (Steal): Turbo Ether
Items (Morph): Speed Source
Elements:
 Fire:
 Ice:
 Lightning:
 Earth:
 Wind:
 Water:
 Poison:
 Holy:
 Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Attacks:

Fire

*No data for this monster

Name: Poodler Sample **

Location: Midgar-Mako Cannon

Lv:

HP: 10000

MP: 200

EXP: 0

AP: 0

Gil: 0

Items (Win): None

Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison:

Frog: Immune

Mini: Immune

Petrify: Immune

Slow Petrify: Immune

Slow:

Stop:
Paralyze:
Sleep:
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence: Immune
Other:
Attacks:
Bodyblow

Name: Proto-Machine Gun
Location: Sector 5 Reactor
Lv: 4
HP: 100
MP: 0
EXP: 16
AP: 2
Gil: 15
Items (Win): None
Items (Steal): None
Items (Morph): Potion

Elements:
Fire:
Ice:
Lightning: Weakness
Earth:
Wind:
Water:
Poison: Immune
Holy:
Gravity:

Statuses:
Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze: Immune
Sleep: Immune
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:

Blind: Immune
Manipulate:
Silence:
Other:

Attacks:

Machine Gun

Name: Proud Clod**

Location: Midgar-Sector 8

Lv: 53

HP: 60000

MP: 320

EXP: 7000

AP: 1000

Gil: 10000

Items (Win): Ragnarok

Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity: Immune

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison: Immune

Frog: Immune

Mini: Immune

Petrify: Immune

Slow Petrify: Immune

Slow:

Stop: Immune

Paralyze: Immune

Sleep: Immune

Berserk: Immune

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind: Immune

Manipulate: Immune

Silence: Immune

Other:

Attacks:

Beam Cannon

Wrist Laser

Knee Blend (Ice/Fire)

Machine Gun

Name: Prowler

Location: Midgar area

Lv: 12

HP: 150

MP: 0

EXP: 55

AP: 5

Gil: 160

Items (Win): Potion

Items (Steal): Ether

Items (Morph): Hi-Potion

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Attacks:

Strike

Grind (Steal items)

Name: Quick Machine Gun

Location: Underwater Reactor

Lv: 20

HP: 1000

MP: 0

EXP: 600

AP: 60

Gil: 300

Items (Win): None

Items (Steal): None

Items (Morph): Hi-Potion

Elements:

Fire:
Ice:
Lightning: Weakness
Earth:
Wind:
Water:
Poison: Immune
Holy:
Gravity:

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze: Immune
Sleep: Immune
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind: Immune
Manipulate:
Silence:
Other:

Attacks:

Machine Gun

Name: Rapps**

Location: Wutai Da-Chao Statue

Lv: 39

HP: 6000

MP: 300

EXP: 3200

AP: 23

Gil: 20000

Items (Win): Peace Ring

Items (Steal): None

Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop:
Paralyze: Immune
Sleep: Immune
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence: Immune
Other:

Attacks:

Scorpion's Tail (Poison)
Aero3

Name: Razor Weed
Location: Wutai area
Lv: 27
HP: 1000
MP: 145
EXP: 375
AP: 30
Gil: 350
Items (Win): Tranquilizer, Loco Weed, Hi-Potin
Items (Steal): None
Items (Morph): None
Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:

Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:
Glass Cutter
Spaz Voice (?)
Magic Hammer (Enemy Skill)

Name: Red Dragon**
Location: Temple of the Ancients

Lv: 39

HP: 6800

MP: 300

EXP: 3500

AP: 200

Gil: 1000

Items (Win): Dragon Armlet

Items (Steal): None

Items (Morph): None

Elements:

Fire: Absorbs

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity: Immune

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison:

Frog: Immune

Mini: Immune

Petrify: Immune

Slow Petrify: Immune

Slow:

Stop: Immune

Paralyze:

Sleep: Immune

Berserk: Immune

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless: Immune
Blind:
Manipulate: Immune
Silence: Immune
Other:

Attacks:

Tail Attack
Red Dragon Breath

Name: Reno (1st)**

Location: Midgar-Sector 7 Plate

Lv: 17

HP: 1000

MP: 0

EXP: 290

AP: 22

Gil: 500

Items (Win): Ether

Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:

Lightning: Halves

Earth:

Wind:

Water:

Poison:

Holy:

Gravity: Immune

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison:

Frog: Immune

Mini: Immune

Petrify: Immune

Slow Petrify: Immune

Slow:

Stop:

Paralyze: Immune

Sleep:

Berserk: Immune

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate: Immune

Silence: Immune

Other:

Attacks:

Pyramid (Traps a character. If all character's are like this, it's Game Over)
Electro-Mag Rod

Name: Reno (2nd)**

Location: Gongaga
Lv: 22
HP: 2000
MP: 80
EXP: 660
AP: 60
Gil: 1500
Items (Win): Fairy Tale
Items (Steal): None
Items (Morph): None
Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity: Immune

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop:
Paralyze:
Sleep:
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence:
Other:

Attacks:

Turk Light
Electropod

Name: Reno (3rd)**
Location: Sunken Gelinka (Before going to Midgar)
Lv: 42
HP: 15000
MP: 230
EXP: 5000
AP: 300
Gil: 4500
Items (Win): Elixir
Items (Steal): Toup Ring
Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity: Immune

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop: Immune
Paralyze:
Sleep: Immune
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless: Immune
Blind: Immune
Manipulate: Immune
Silence: Immune
Other:

Attacks:

Neo Turk Light (Confuse)
Electropod

Name: Reno (4th)**

Location: Midgar Raid-Winding Tunnel

Lv: 50

HP: 25000

MP: 200

EXP: 3400

AP: 80

Gil: 3000

Items (Win): X-Potion

Items (Steal): Tough Ring

Items (Morph): None

Elements:

Fire:
Ice:
Lightning: Absorbs
Earth:
Wind: Immune
Water:
Poison:
Holy:
Gravity: Immune

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop: Immune
Paralyze: Immune
Sleep: Immune
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless: Immune
Blind:
Manipulate: Immune
Silence: Immune
Other:

Attacks:

Turk Light (Confuse)
Electropod

Name: Rilfsak

Location: Ancient Forest

Lv: 40

HP: 2000

MP: 500

EXP: 1000

AP: 70

Gil: 900

Items (Win): X-Potion

Items (Steal): None

Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:

Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:
Blood Suck (Drains HP)
Autumn Leaves (Slow/All)

Name: Rocket Launcher
Location: Sector 4 Plate
Lv: 5
HP: 50
MP: 0
EXP: 13
AP: 3
Gil: 7
Items (Win): None
Items (Steal): None
Items (Morph): Potion

Elements:
Fire:
Ice:
Lightning: Weakness
Earth:
Wind:
Water:
Poison: Immune
Holy:
Gravity:

Statuses:
Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze: Immune
Sleep: Immune
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:

Peerless:
Blind: Immune
Manipulate:
Silence:
Other:
Attacks:
Rocket Launcher

Name: Roulette Cannon
Location: Junon Path
Lv: 38
HP: 3000
MP: 200
EXP: 1200
AP: 100
Gil: 1600
Items (Win): X-Potion
Items (Steal): None
Items (Morph): None
Elements:

Fire:
Ice:
Lightning: Weakness
Earth:
Wind:
Water:
Poison: Immune
Holy:
Gravity:

Statuses:
Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog:
Mini:
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop:
Paralyze: Immune
Sleep:
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence:
Other:
Bad Breath: Immune

Attacks:
Rocket Launcher

Name: Ruby WEAPON**
Location: Gold Saucer Desert (after defeating Ultimate WEAPON)

Lv: 59
HP: 800000
MP: 2560
EXP: 45000
AP: 50000
Gil: 30000
Items (Win): Desert Rose
Items (Steal): None
Items (Morph): None

Elements:

Fire: Absorbs
Ice: Absorbs
Lightning: Absorbs
Earth: Absorbs
Wind:
Water: Immune
Poison:
Holy:
Gravity: Immune

Statuses:

Death: Immune
Near Death (aka Critical): Immune
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop: Immune
Paralyze:
Sleep: Immune
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless: Immune
Blind:
Manipulate: Immune
Silence: Immune
Other:

Attacks:

Big Claw
Comet2
Ultima
Ultima Counter (Used when Knights of the Round is used on it)
Ruby Flame
Ruby Ray
Big Swing
Whirsand (Ejects character)
Shadow Flare (Enemy Skill)

Name: Ruby WEAPON (Tentacles)
Location: Gold Saucer Desert
Lv: 37
HP: 40000
MP: 1000

EXP: 0
AP: 0
Gil: 0
Items (Win): None
Items (Steal): None
Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death: Immune
Near Death (aka Critical): Immune
Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop: Immune
Paralyze:
Sleep: Immune
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless: Immune
Blind:
Manipulate: Immune
Silence: Immune
Other:

Attacks:

Right Revenge (Mini/Frog/HP reduced by 15/32)
Left Revenge (Poison/Slow Petrify/HP reduced by 15/32)
Left Thrust (Slow Numb/HP reduced by 15/32)

Name: Rude (1st)**
Location: Gongaga
Lv: 23
HP: 2000
MP: 135
EXP: 720
AP: 70
Gil: 2000
Items (Win): X-Potion
Items (Steal): None
Items (Morph): None
Elements:
Fire:
Ice:

Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity: Immune

Statuses:
Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop:
Paralyze:
Sleep:
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence: Immune
Other:

Attacks:
Fire
Cure

Name: Rude (2nd)**
Location: Rocket Town
Lv: 42
HP: 9000
MP: 240
EXP: 3400
AP: 80
Gil: 3000
Items (Win): Hi-Potion
Items (Steal): Ziedrich
Items (Morph): None

Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity: Immune

Statuses:
Death: Immune
Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop:
Paralyze:
Sleep: Immune
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence: Immune
Other:
Attacks:
Grand Spark
Barrier
MBarrier
Cure2
Bolt2

Name: Rude (3rd)**
Location: Sunken Gelinka
Lv: 49
HP: 20000
MP: 280
EXP: 5500
AP: 360
Gil: 4500
Items (Win): None
Items (Steal): Ziedrich
Items (Morph): None
Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity: Immune

Statuses:
Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:

Stop:
Paralyze:
Sleep: Immune
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless: Immune
Blind: Immune
Manipulate: Immune
Silence: Immune
Other:

Attacks:

Grand Spark
Fire2
Ice2

Name: Rude (4th)**

Location: Midgar Raid-Winding Tunnel

Lv: 51

HP: 2800

MP: 250

EXP: 5500

AP: 600

Gil: 5000

Items (Win): Elixir

Items (Steal): Ziedrich

Items (Morph): None

Elements:

Fire: Absorb

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity: Immune

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison:

Frog: Immune

Mini: Immune

Petrify: Immune

Slow Petrify: Immune

Slow:

Stop: Immune

Paralyze: Immune

Sleep: Immune

Berserk: Immune

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:
Peerless: Immune
Blind:
Manipulate: Immune
Silence: Immune
Other:
Attacks:
Grand Spark

Name: Rufus**
Location: Shinra HQ-Top Floor
Lv: 21
HP: 500
MP: 0
EXP: 240
AP: 35
Gil: 400
Items (Win): Protect Vest
Items (Steal): None
Items (Morph): None

Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity: Immune

Statuses:
Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop:
Paralyze:
Sleep:
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence: Immune
Other:
Attacks:
Shotgun

Name: Safer Sephiroth**
Location: ????

Lv: 87
HP: 150000
MP: 8500
EXP: 0
AP: 0
Gil: 0
Items (Win): None
Items (Steal): None
Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth: Immune
Wind:
Water:
Poison:
Holy:
Gravity: Immune

Statuses:

Death: Immune
Near Death (aka Critical): Immune
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop: Immune
Paralyze: Immune
Sleep: Immune
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless: Immune
Blind: Immune
Manipulate: Immune
Silence: Immune
Other:

Attacks:

Havoc Wing (Can inflict Stop)
Pale Horse (Frog)
Super Nova (Critical HP/Silence + Confuse + Slow/All)
Shadow Flare (Enemy Skill)
Wall
DeSpell
Deen
Break

Name: Sahagin
Location: Midgar Sewers
Lv: 10
HP: 150
MP: 0

EXP: 30
AP: 3
Gil: 89
Items (Win): Potion, Hyper
Items (Steal): Hyper
Items (Morph): Potion

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water: Absorb
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Water Gun

Name: Sample: H0152**
Location: Shinra HQ-Floor 67
Lv: 19
HP: 1000
MP: 120
EXP: 300
AP: 30
Gil: 250
Items (Win): Talisman
Items (Steal): None
Items (Morph): None
Elements:
Fire:
Ice:
Lightning: Halves
Earth:

Wind:
Water:
Poison: Absorbs
Holy:
Gravity: Immune
Statuses:
Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop:
Paralyze:
Sleep:
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence: Immune
Other:
Attacks:
Shady Breath (Poison/All)
Reanimagic (Revives Sample: H0152-Opt when one of them is KO'ed/
Used only 3 times)

Name: Sample: H0152-Opt**
Location: Shinra HQ-Floor 67
Lv: 7
HP: 300
MP: 48
EXP: 20
AP: 2
Gil: 0
Items (Win): Tranquilizer
Items (Steal): None
Items (Morph): None
Elements:
Fire:
Ice:
Lightning:
Earth: Immune
Wind:
Water:
Poison:
Holy:
Gravity:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):

Poison:
Frog: Immune
Mini: Immune
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence:
Other:

Attacks:

Fire
Ice
Rolling Attack

Name: Schizo (Left Neck)**

Location: Gaea's Cliff

Lv: 43

HP: 18000

MP: 350

EXP: 2200

AP: 120

Gil: 1500

Items (Win): None

Items (Steal): Protect Ring

Items (Morph): None

Elements:

Fire: Absorbs
Ice: Weakness
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity: Immune

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow: Immune
Stop: Immune
Paralyze: Immune
Sleep: Immune

Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless: Immune
Blind:
Manipulate: Immune
Silence: Immune
Other:
 Bad Breath: Immune

Attacks:

Fire Breath
Quake3
Tremor
Double Breath (Used only if Right Neck is still alive)

Name: Schizo (Right Neck)**

Location: Gaea's Cliff

Lv: 43

HP: 18000

MP: 350

EXP: 2200

AP: 120

Gil: 1500

Items (Win): Dragon Fang

Items (Steal): None

Items (Morph): None

Elements:

Fire: Weakness
Ice: Absorbs
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity: Immune

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow: Immune
Stop: Immune
Paralyze: Immune
Sleep: Immune
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:

Reflect:

Peerless: Immune

Blind:

Manipulate: Immune

Silence:

Other:

Bad Breath: Immune

Attacks:

Ice Breath

Quake3

Double Breath (Used only if Right Neck is still alive)

Tremor

Name: Scissors (Lower Half)

Location: Northern Crater

Lv: 0

HP: 0

MP: 0

EXP: 0

AP: 0

Gil: 0

Items (Win): Same as Scissors (Upper Half)

Items (Steal): Same as Scissors (Upper Half)

Items (Morph): Same as Scissors (Upper Half)

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity: Immune

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog: Immune

Mini: Immune

Petrify: Immune

Slow Petrify: Immune

Slow: Immune

Stop: Immune

Paralyze: Immune

Sleep: Immune

Berserk: Immune

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate: Immune

Silence:

Other:

Attacks:

Scissor Kick
Confu Kick (Confuse)

Name: Scissors (Upper Half)

Location: Northern Crater

Lv: 33

HP: 2900

MP: 88

EXP: 1000

AP: 90

Gil: 1400

Items (Win): X-Potion

Items (Steal): Ether

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity: Immune

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog: Immune

Mini: Immune

Petrify: Immune

Slow Petrify: Immune

Slow: Immune

Stop: Immune

Paralyze: Immune

Sleep: Immune

Berserk: Immune

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate: Immune

Silence:

Other:

Attacks:

Cross Scissor (Death)

Scissor Attack

Blood Nail

Scissor Tornado

Name: Scotch

Location: Wall Market-Corneo's Mansion

Lv: 10

HP: 140

MP: 0

EXP: 10
AP: 0
Gil: 22
Items (Win): None
Items (Steal): None
Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Machine Gun

Name: Screamer

Location: Mt. Nibel

Lv: 26

HP: 800

MP: 40

EXP: 400

AP: 33

Gil: 400

Items (Win): Earth Drum

Items (Steal): None

Items (Morph): Power Source

Elements:

Fire:
Ice:
Lightning:
Earth:

Wind:
Water:
Poison:
Holy:
Gravity: Immune

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Iron Ball
War Cry

Name: Scrutin Eye

Location: Shinra Boat

Lv: 15

HP: 240

MP: 60

EXP: 80

AP: 8

Gil: 120

Items (Win): Ether

Items (Steal): Ether

Items (Morph): Turbo Ether

Elements:

Fire:
Ice:
Lightning:
Earth: Immune
Wind: Weakness
Water: Immune
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:

Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop: Immune
Paralyze: Immune
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:
Fire2
Ice2

Name: Sculpture
Location: Whirlwind Maze
Lv: 32
HP: 1700
MP: 100
EXP: 860
AP: 60
Gil: 640
Items (Win): Tranquilizer
Items (Steal): None
Items (Morph): None

Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy: Weakness
Gravity:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:

Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Body Blow
Fire Shell

Name: Sea Worm

Location: Mideel area, North Corel (beach shores)

Lv: 22

HP: 9000

MP: 200

EXP: 1300

AP: 200

Gil: 5000

Items (Win): Turbo Ether

Items (Steal): Dragon Scales

Items (Morph): Dragon Scales

Elements:

Fire: Immune
Ice: Weakness
Lightning:
Earth: Immune
Wind:
Water:
Poison:
Holy:
Gravity: Immune

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop: Immune
Paralyze: Immune
Sleep:
Berserk:
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence:
Other:

Attacks:

Earthquake
Sandstorm (Blind)
Crush

Name: Search Crown

Location: Mt. Corel

Lv:16

HP: 150

MP: 30

EXP: 80

AP: 8

Gil: 111

Items (Win): Hi-Potion

Items (Steal): Turbo Ether

Items (Morph): Hi-Potion

Elements:

Fire: Immune

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog: Immune

Mini: Immune

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate: Immune

Silence:

Other:

Attacks:

Seed Shot

Four Laser

Name: Senior Grunt

Location: Rocket Town (during Rocket Launch), Underwater Reactor

Lv: 35

HP: 2600

MP: 245

EXP: 930

AP: 90

Gil: 800

Items (Win): None

Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Attacks:

Hand Claw

Harrier Beam

Water Wave

Name: Sephiroth**

Location: ????

Lv: 1

HP: 0

MP: 0

EXP: 0

AP: 0

Gil: 0

Items (Win): None

Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):
 Poison:
 Frog:
 Mini:
 Petrify:
 Slow Petrify:
 Slow:
 Stop:
 Paralyze:
 Sleep:
 Berserk:
 Confuse:
 Haste:
 Regen:
 Barrier:
 MBarrier:
 Reflect:
 Peerless:
 Blind:
 Manipulate:
 Silence:
 Other:
Attacks:

Name: Serpent
Location: Sunken Gelinka
Lv: 40
HP: 14000
MP: 290
EXP: 1400
AP: 70
Gil: 2500
Items (Win): Dragon Scales, Stardust
Items (Steal): Water Ring
Items (Morph): Mind Source
Elements:
 Fire:
 Ice:
 Lightning:
 Earth: Immune
 Wind: Weakness
 Water: Absorb
 Poison:
 Holy:
 Gravity:
Statuses:
 Death:
 Near Death (aka Critical):
 Slow Death (aka Death Sentence):

Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence:
Other:

Attacks:

Viper Breath
Aqualung (Enemy Skill)

Name: Shadow Maker

Location: Midgar Raid-Winding Tunnel

Lv: 42

HP: 2000

MP: 120

EXP: 500

AP: 25

Gil: 500

Items (Win): Turbo Ether

Items (Steal): Graviball

Items (Morph): None

Elements:

Fire:
Ice:
Lightning: Weakness
Earth:
Wind:
Water:
Poison: Immune
Holy:
Gravity:

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze: Immune
Sleep: Immune
Berserk:

Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind: Immune
Manipulate: Immune
Silence:
Other:
Attacks:
Magnetic Spark (Slow)

Name: Shake**
Location: Wutai-Pagoda
Lv: 32
HP: 4000
MP: 180
EXP: 2200
AP: 50
Gil: 0
Items (Win): Turbo Ether
Items (Steal): None
Items (Morph): None

Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity: Immune

Statuses:
Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop:
Paralyze:
Sleep: Immune
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless: Immune
Blind:
Manipulate: Immune
Silence: Immune
Other:

Attacks:

Rage Bomber

Name: Shred

Location: Great Glacier

Lv: 32

HP: 900

MP: 100

EXP: 500

AP: 40

Gil: 950

Items (Win): Ether

Items (Steal): None

Items (Morph): None

Elements:

Fire: Weakness

Ice: Immune/Absorb

Lightning:

Earth: Immune

Wind: Weakness

Water: Immune

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop: Immune

Paralyze: Immune

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Attacks:

Tail

Crazy Claw (Berserk)

Cure3

Name: Skeeskee

Location: Cosmo Canyon area

Lv: 20

HP: 540

MP: 0

EXP: 222

AP: 22

Gil: 222

Items (Win): Hyper

Items (Steal): Tranquilizer

Items (Morph): Hyper

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Attacks:

Beak

Rage Bomber

Name: Slalom

Location: Junon Path, Underwater Reactor

Lv: 37

HP: 1600

MP: 30

EXP: 700

AP: 70

Gil: 1500

Items (Win): Deadly Waste

Items (Steal): Smoke Bomb

Items (Morph): Hi-Potion

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:
Water:
Poison: Absorb
Holy:
Gravity:
Statuses:
Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze: Immune
Sleep: Immune
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind: Immune
Manipulate:
Silence:
Other:
Attacks:
Punch
Smog (Poison/Blind)

Name: Slaps
Location: Temple of the Ancients forest
Lv: 29
HP: 900
MP: 50
EXP: 370
AP: 30
Gil: 450
Items (Win): Hi-Potion
Items (Steal): None
Items (Morph): Hyper

Elements:
Fire:
Ice:
Lightning:
Earth: Immune
Wind: Weakness
Water:
Poison:
Holy:
Gravity:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:

Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze: Immune
Sleep:
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Paralyzer Needle (Paralyze)
Berserk Needle (Berserk)
Bug Needle (Poison)

Name: Smogger

Location: No.5 Reactor

Lv: 8

HP: 90

MP: 0

EXP: 32

AP: 3

Gil: 60

Items (Win): Deadfly Waste

Items (Steal): Hi-Potion

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison: Absorbs

Holy:

Gravity:

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison: Immune

Frog: Immune

Mini: Immune

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze: Immune

Sleep: Immune

Berserk:

Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind: Immune
Manipulate:
Silence:
Other:
Attacks:
Poison
Smog (Blind/Poison)

Name: Sneaky Step
Location: Gi Cave-Cosmo Canyon
Lv: 21
HP: 600
MP: 65
EXP: 270
AP: 24
Gil: 330
Items (Win): M-Tentacles
Items (Steal): None
Items (Morph): Ghost Hand
Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:

Other:

Attacks:

Triple Attack

Death Sentence (Enemy Skill)

Name: Snow

Location: Great Glacier

Lv: 32

HP: 4000

MP: 160

EXP: 500

AP: 42

Gil: 700

Items (Win): Ice Crystal

Items (Steal): Circlet

Items (Morph): None

Elements:

Fire: Weakness

Ice: Absorb

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison:

Frog:

Mini:

Petrify: Immune

Slow Petrify: Immune

Slow:

Stop:

Paralyze:

Sleep:

Berserk: Immune

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate: Immune

Silence:

Other:

Bad Breath: Immune

Attacks:

Cold Breath

Fascination (Confuse)

Ice2

Name: Soldier: 1st

Location: Midgar Raid-Mako Cannon

Lv: 44

HP: 5000

MP: 400

EXP: 960

AP: 90

Gil: 2400

Items (Win): None

Items (Steal): Shinra Alpha

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate: Immune

Silence:

Other:

Attacks:

Sowrd of Doom

Silence

Name: Soldier: 2nd

Location: Junon-Pathway

Lv: 35

HP: 4000

MP: 340

EXP: 1000

AP: 85

Gil: 750

Items (Win): X-Potion

Items (Steal): Remedy

Items (Morph): None

Elements:

Fire:

Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:
Fight
Sword of Doom

Name: Soldier: 3rd
Location: Shinra HQ-Floor 67
Lv: 13
HP: 250
MP: 40
EXP: 54
AP: 6
Gil: 116
Items (Win): Loco Weed
Items (Steal): Hardedge
Items (Morph): None
Elements:
Fire: Weakness
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:
Statuses:
Death:

Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Flying Sickle
Bolt2
Ice2
Sleepel

Name: Sonic Speed

Location: Mt. Nibel

Lv: 25

HP: 750

MP: 50

EXP: 370

AP: 28

Gil: 330

Items (Win): Hi-Potion

Items (Steal): Ether

Items (Morph): Speed Drink

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind: Weakness

Water:

Poison:

Holy:

Gravity: Immune

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop: Immune
Paralyze: Immune
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence:
Other:
Attacks:
Harrier

*Missing data

Name: Soul Fire**

Location: Gi Cave-Cosmo Canyon

Lv:

HP:

MP:

EXP:

AP:

Gil:

Items (Win):

Items (Steal):

Items (Morph):

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:

Name: Special Combatant
Location: Midgar-Sector 4 Plate
Lv: 9
HP: 60
MP: 0
EXP: 28
AP: 3
Gil: 40
Items (Win): Grenade, Antidote
Items (Steal): Eye Drop
Items (Morph): Hi-Potion
Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:
Beam Gun
Wave

Name: Spencer
Location: Gold Saucer area

Lv: 17
HP: 250
MP: 0
EXP: 110
AP: 11
Gil: 175
Items (Win): Saraha Nut
Items (Steal): Saraha Nut
Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Upper Cutter

Name: Spiral

Location: Mideel area

Lv: 39

HP: 2800

MP: 100

EXP: 700

AP: 80

Gil: 1300

Items (Win): Hi-Potion

Items (Steal): X-Potion

Items (Morph): Guard Source

Elements:

Fire:

Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:
Spin

Name: Staniv**
Location: Wuati-Pagoda
Lv: 36
HP: 6000
MP: 240
EXP: 3600
AP: 50
Gil: 0
Items (Win): Elixir
Items (Steal): None
Items (Morph): None
Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity: Immune
Statuses:
Death: Immune
Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop:
Paralyze:
Sleep: Immune
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless: Immune
Blind:
Manipulate: Immune
Silence: Immune
Other:
Attacks:
Iron Attack
War Cry (Sadness)

Name: Stilva
Location: Gaea's Cliff
Lv: 40
HP: 2000
MP: 300
EXP: 1000
AP: 110
Gil: 1100
Items (Win): Tnet
Items (Steal): None
Items (Morph): Holy Torch
Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity: Immune

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog: Immune
Mini: Immune
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:

Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Silence:
Other:

Attacks:

Big Red Clipper
Jump Attack
Trine (Enemy Skill)
Magic Breath (Enemy Skill)
Big Horn

Name: Stinger

Location: Gi Cave-Cosmo Canyon

Lv: 25

HP: 2200

MP: 60

EXP: 290

AP: 25

Gil: 358

Items (Win): Hi-Potion

Items (Steal): Ether

Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze: Immune
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:

Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:
Sting Bomb
Stab

Name: Submarine Crew
Location: Underwater Reactor
Lv: 32
HP: 1500
MP: 85
EXP: 850
AP: 80
Gil: 500
Items (Win): S-Mine, Shinra Beta
Items (Steal): 8-inch Cannon
Items (Morph): None

Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:
Machine Gun
Hand Greanade

Name: Sweeper

Location: No.1 Reactor, Train Graveyard (before leaving Sector 7)

Lv: 8

HP: 140

MP: 0

EXP: 27

AP:3

Gil: 30

Items (Win): None

Items (Steal): None

Items (Morph): Potion

Elements:

Fire:

Ice:

Lightning: Weakness

Earth:

Wind:

Water:

Poison: Immune

Holy:

Gravity:

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison: Immune

Frog: Immune

Mini: Immune

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze: Immune

Sleep: Immune

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind: Immune

Manipulate:

Silence:

Other:

Attacks:

W Machine Gun

Smoke Shot

Name: Sword Dance

Location: Shinra HQ

Lv: 11

HP: 160

MP: 0

EXP: 39

AP: 6

Gil: 90

Items (Win): Loco Weed

Items (Steal): Hyper

Items (Morph): Light Curtain

Elements:

Fire:

Ice:

Lightning:

Earth: Immune

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop: Immune

Paralyze: Immune

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Attacks:

Body Blow

Slap

Saw

Name: Tail Vault

Location: Wutai area

Lv: 28

HP: 960

MP: 0

EXP: 440

AP: 36

Gil: 380

Items (Win): Phoenix Down

Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:
Gravity:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:
Bite
Somersault

Name: Thunderbird
Location: Wutai area
Lv: 28
HP: 800
MP: 80
EXP: 385
AP: 36
Gil: 600

Items (Win): Bolt Plume, Echo Screen, Hi-Potion
Items (Steal): Bolt Plume
Items (Morph): Swift Bolt

Elements:
Fire:
Ice:
Lightning: Absorb
Earth: Immune
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:

Slow Petrify:
Slow:
Stop: Immune
Paralyze: Immune
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Stab
Lightning

Name: Tonadu

Location: North Corel, Woodlands area

Lv: 30

HP: 1600

MP: 0

EXP: 600

AP: 45

Gil: 600

Items (Win): Bird Wing

Items (Steal): Bird Wing

Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth: Immune
Wind: Weakness
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop: Immune
Paralyze: Immune
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:

MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Claw
Great Gale
Big Sound

Name: Tonberry

Location: Gold Saucer Battle Arena

Lv: 25

HP: 15000

MP: 250

EXP: 0

AP: 0

Gil: 0

Items (Win): None

Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Attacks:

Name: Touch Me

Location: Gongaga area

Lv: 18

HP: 300

MP: 74

EXP: 170

AP: 23

Gil: 180

Items (Win): Maiden's Kiss

Items (Steal): Impaler

Items (Morph): Remedy

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog: Immune

Mini: Immune

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Attacks:

Forg Jab (Frog)

Frog Song (Enemy Skill)

Name: Toxic Frog

Location: Temple of the Ancients

Lv: 26

HP: 500

MP: 100

EXP: 420

AP: 30

Gil: 260

Items (Win): Impaler

Items (Steal): Impaler

Items (Morph): Remedy

Elements:

Fire:

Ice: Weakness

Lightning:

Earth: Immune

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog: Immune

Mini: Immune

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Attacks:

Poison

Frog Jab

Frog Song (Enemy Skill)

Name: Trickplay

Location: City of the Ancients area

Lv: 24

HP: 1500

MP: 100

EXP: 480

AP: 35

Gil: 800

Items (Win): Hi-Potion

Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth: Immune/Absorb

Wind:

Water:

Poison:
Holy:
Gravity:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence:
Other:

Attacks:
Gold Mountain
Magma
Geyser
L4 Suicide (Enemy Skill)
Sinking

*Missing data
Name: Twin Brain
Location: Mt. Nibel

Lv:
HP:
MP:
EXP:
AP:
Gil:
Items (Win):
Items (Steal):
Items (Morph):

Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:
Death:
Near Death (aka Critical):

Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:

Name: Ultimate WEAPON

Location: Mideel, Random (when chasing in airship)

Lv: 61

HP: 100000

MP: 400

EXP: 35000

AP: 3500

Gil: 25000

Items (Win): Ultima Weapon

Items (Steal): Reflect Ring (While flying in air), Circlet (When on ground)

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity: Immune

Statuses:

Death: Immune

Near Death (aka Critical): Immune

Slow Death (aka Death Sentence): Immune

Poison: Immune

Frog: Immune

Mini: Immune

Petrify: Immune

Slow Petrify: Immune

Slow:

Stop: Immune

Paralyze: Immune

Sleep: Immune

Berserk: Immune

Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless: Immune
Blind:
Manipulate: Immune
Silence: Immune
Other:

Attacks:

Ultima Beam
Shadow Flare (Enemy Skill/Final attack in final battle)
Quake2
Thunderball

Name: Under Lizard

Location: Temple of the Ancients

Lv: 29

HP: 1400

MP: 140

EXP: 440

AP: 45

Gil: 420

Items (Win): Remedy

Items (Steal): Remedy

Items (Morph): Remedy

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:

Manipulate:
Silence:
Other:
Attacks:
Body Blow
Petrify Frog (Frog + Slow Petrify)

Name: Underwater MP
Location: Underwater Reactor
Lv: 34
HP: 1000
MP: 100
EXP: 820
AP: 80
Gil: 600
Items (Win): Grenade
Items (Steal): Shinra Alpha
Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Machine Gun
Hand Grenade

Name: Unknown 1
Location: Sunken Gelinka
Lv: 50

HP: 11000

MP: 110

EXP: 1500

AP: 150

Gil: 5000

Items (Win): Light Curtain

Items (Steal): Fire Armlet

Items (Morph): Power Source

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Attacks:

Tongue

Bite

Fire

Fire2

Name: Unknown 2

Location: Sunken Gelinka

Lv: 51

HP: 13000

MP: 130

EXP: 3000

AP: 300

Gil: 10000

Items (Win): Lunar Curtain

Items (Steal): Aurora Armlet

Items (Morph): Guard Source

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Tentacle
? Needle (Paralyze)
Abnormal Breath (Confuse)

Name: Unknown 3

Location: Sunken Gelinka

Lv: 52

HP: 15000

MP: 150

EXP: 2000

AP: 200

Gil: 7500

Items (Win): Holy Torch

Items (Steal): Bolt Armlet

Items (Morph): Magic Source

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Attacks:

Poison Fang (Poison)

Slap

Bolt2

Creepy Touch (Sadness/Counter)

Name: Bagyrisk

Location: Cosmo Canyon area (go to northeastern corner of area)

Lv: 19

HP: 400

MP: 20

EXP: 240

AP: 30

Gil: 275

Items (Win): Soft

Items (Steal): Soft, Vagyrisk Claw

Items (Morph): Remedy

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:
Stone Strike
Gale
Quake2

Name: Valron
Location: Nibelheim/Rocket Town area
Lv: 27
HP: 650
MP: 80
EXP: 300
AP: 30
Gil: 300
Items (Win): Hi-Potion
Items (Steal): None
Items (Morph): Hi-Potion
Elements:
Fire:
Ice:
Lightning:
Earth: Immune
Wind:
Water:
Poison:
Holy:
Gravity:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog: Immune
Mini: Immune
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk: Immune
Confuse: Immune
Haste:

Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Speed Punch
Jump Kick
Dive Kick
Demi3
Barrier
MBarrier

Name: Vampire Bat

Location: Shinra Mansion-Nibelheim

Lv:

HP:

MP:

EXP:

AP:

Gil:

Items (Win):

Items (Steal):

Items (Morph):

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:
Silence:
Other:
Attacks:

Name: Vargrid Police

Location: Shinra HQ

Lv: 9

HP: 140

MP: 28

EXP: 44

AP: 7

Gil: 40

Items (Win): Phoenix Down

Items (Steal): Tranquilizer

Items (Morph): Tranquilizer

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:

Other:

Attacks:

Needle

Self-Destruct (when HP is Critical)

Name: Velcher Task

Location: Rocket Town area

Lv:26

HP: 900

MP: 28
EXP: 320
AP: 31
Gil: 350
Items (Win): Hi-Potion
Items (Steal): Remedy
Items (Morph): Remedy
Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison: Immune
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Claw
Poison Blow

Name: Vice
Location: Midgar-Sector 5 Slum
Lv: 9
HP: 68
MP: 0
EXP: 24
AP: 3
Gil: 80
Items (Win): Potion
Items (Steal): Speed Drink
Items (Morph): Potion
Elements:
Fire:
Ice:

Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity:
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:
Steal

Name: Vlakarados
Location: Bone Village area
Lv: 33
HP: 33333
MP: 333
EXP: 510
AP: 40
Gil: 460
Items (Win): Carob Nut
Items (Steal): Carob Nut
Items (Morph): Elixir

Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:
Holy:
Gravity: Immune
Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):

Poison:
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop:
Paralyze:
Sleep:
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence: Immune
Other:

Attacks:

Tailbeat
Violent Advance
Bolt Ball

Name: Warning Board

Location: Shinra HQ

Lv: 12

HP: 270

MP: 0

EXP: 38

AP: 4

Gil: 75

Items (Win): None

Items (Steal): None

Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison: Immune
Holy:
Gravity:

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog:
Mini:
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop:
Paralyze: Immune
Sleep:

Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind: Immune
Manipulate: Immune
Silence:
Other:
 Bad Breath: Immune

Attacks:

None

Name: Whole Eater

Location: Midgar Slums

Lv: 9

HP: 72

MP: 0

EXP: 24

AP: 2

Gil: 70

Items (Win): None

Items (Steal): Potion

Items (Morph): Potion

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity:

Statuses:

Death:

Near Death (aka Critical):

Slow Death (aka Death Sentence):

Poison:

Frog:

Mini:

Petrify:

Slow Petrify:

Slow:

Stop:

Paralyze:

Sleep:

Berserk:

Confuse:

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate:

Silence:
Other:
Attacks:
Sickle

Name: Wind Wing
Location: Whirlwind Maze
Lv: 35
HP: 1900
MP: 350
EXP: 800
AP: 60
Gil: 500
Items (Win): Phoenix Down
Items (Steal): Hi-Potion
Items (Morph): Phoenix Down
Elements:

Fire:
Ice:
Lightning:
Earth: Immune
Wind:
Water:
Poison:
Holy:
Gravity:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:
Tailbeat
Sham Seal
Aero3
White Wind (Enemy Skill)

Name: Wolfmeister
Location: North Corel-Train
Lv: 43

HP: 10000
MP: 200
EXP: 10000
AP: 100
Gil: 600
Items (Win): None
Items (Steal): None
Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind: Weakness
Water:
Poison:
Holy:
Gravity:

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison: Immune
Frog: Immune
Mini: Immune
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop:
Paralyze: Immune
Sleep:
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence: Immune
Other:

Attacks:

Heavy Sword
Atomic Ray
Big Guard (Enemy Skill)

Name: XCannon
Location: Midgar Raid-Mako Cannon
Lv: 46
HP: 20000
MP: 100
EXP: 2000
AP: 90
Gil: 3000
Items (Win): Turbo Ether
Items (Steal): None
Items (Morph): None
Elements:

Fire:
Ice:
Lightning: Weakness
Earth:
Wind:
Water:
Poison: Immune
Holy:
Gravity:

Statuses:

Death: Immune
Near Death (aka Critical):
Slow Death (aka Death Sentence): Immune
Poison:
Frog:
Mini:
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop:
Paralyze: Immune
Sleep:
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind: Immune
Manipulate: Immune
Silence:
Other:
 Bad Breath: Immune

Attacks:

Search
Target
Countdown
Dragon Cannon

Name: Yang

Location: Shinra Mansion Basement-Nibelheim

Lv: 24

HP: 1200

MP: 220

EXP: 300

AP: 40

Gil: 400

Items (Win): None

Items (Steal): None

Items (Morph): None

Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison:

Holy:

Gravity: Immune

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison:

Frog:

Mini:

Petrify: Immune

Slow Petrify: Immune

Slow:

Stop: Immune

Paralyze: Immune

Sleep:

Berserk: Immune

Confuse: Immune

Haste:

Regen:

Barrier:

MBarrier:

Reflect:

Peerless:

Blind:

Manipulate: Immune

Silence:

Other:

Bad Breath: Immune

Attacks:

Yang Suicide

Bolt2

Ice2

Name: Ying

Location: Shinra Mansion Basement-Nibelheim

Lv: 24

HP: 1200

MP: 0

EXP: 400

AP: 30

Gil: 400

Items (Win): None

Items (Steal): None

Items (Morph): None

Elements:

Fire:

Ice:

Lightning:

Earth:

Wind:

Water:

Poison:

Holy:

Gravity: Immune

Statuses:

Death: Immune

Near Death (aka Critical):

Slow Death (aka Death Sentence): Immune

Poison:

Frog:

Mini:
Petrify: Immune
Slow Petrify: Immune
Slow:
Stop: Immune
Paralyze: Immune
Sleep:
Berserk: Immune
Confuse: Immune
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate: Immune
Silence:
Other:
Attacks:
Sadistic Attack

Name: Zemzeleet
Location: Junon area
Lv: 17
HP: 285
MP: 36
EXP: 70
AP: 7
Gil: 165
Items (Win): Hi-Potion
Items (Steal): None
Items (Morph): Hi-Potion
Elements:
Fire:
Ice:
Lightning:
Earth: Immune
Wind: Weakness
Water: Immune
Poison:
Holy:
Gravity: Immune

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog: Immune
Mini: Immune
Petrify:
Slow Petrify:
Slow:
Stop: Immune
Paralyze: Immune
Sleep:
Berserk: Immune
Confuse: Immune
Haste:
Regen:

Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:
Thunderbolt
White Wind (Enemy Skill)

Name: Zenene
Location: Shinra HQ-After Sample: HO152 fight
Lv: 14
HP: 250
MP: 93
EXP: 58
AP: 6
Gil: 60
Items (Win): Ether
Items (Steal): Deadly Waste
Items (Morph): Remedy

Elements:
Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison: Absorb
Holy: Weakness
Gravity:

Statuses:
Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison: Immune
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:
Attacks:
Ghenghana

Piazzo Shower
Fang

Name: Zolkalter
Location: Gaea's Cliff
Lv: 30
HP: 950
MP: 90
EXP: 700
AP: 60
Gil: 700
Items (Win): X-Potion
Items (Steal): None
Items (Morph): Antidote
Elements:

Fire:
Ice:
Lightning:
Earth:
Wind:
Water:
Poison: Absorb
Holy:
Gravity:

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Toxic Barf (Poison/Slow)

Name: Zuu
Location: Mt. Nibel, Nibelheim Reactor
Lv: 27
HP: 1200
MP: 40
EXP: 450
AP: 38
Gil: 430

Items (Win): Bird Wing
Items (Steal): Bird Wing
Items (Morph): Bird Wing

Elements:

Fire:
Ice:
Lightning:
Earth: Immune
Wind: Weakness
Water:
Poison:
Holy:
Gravity: Immune

Statuses:

Death:
Near Death (aka Critical):
Slow Death (aka Death Sentence):
Poison:
Frog:
Mini:
Petrify:
Slow Petrify:
Slow:
Stop:
Paralyze:
Sleep:
Berserk:
Confuse:
Haste:
Regen:
Barrier:
MBarrier:
Reflect:
Peerless:
Blind:
Manipulate:
Silence:
Other:

Attacks:

Great Gale

= = = = =
11) Enemy Group Data [EGD]

= = = = =

This section is to provide EXP, AP, Gil, and locations of
Enemy Groups by area.

-Midgar-

-No. 1 Reactor/Train Graveyard (Pre-Sector 5 Reactor)-

Group: MP x2 (Front row)
Area: No. 1 Reactor (All)

EXP: 32
AP: 4
Gil: 20

Group: Sweeper (Front row)
Area: In reactor, Train Graveyard pre-Sector 5
EXP: 27
AP: 3
Gil: 30

Group: Grunt x2
Area: In reactor
EXP:
AP:
Gil:

Group: Grunt x3
Area: In reactor
EXP:
AP:
Gil:

Group: Grunt x2, Sweeper
Area: In reactor
EXP:
AP:
Gil:

Group: 1st Ray x2
Area: In reactor
EXP:
AP:
Gil:

Group: 1st Ray x2, Grunt
Area: In reactor
EXP:
AP:
Gil:

Group: MP, Guard Hound (Front row)
Area: Outside reactor
EXP: 36
AP: 4
Gil: 22

Group: Guard Hound (Front row)
Area: Outside reactor
EXP: 20
AP: 2
Gil: 12

Group: Guard Hound x2
Area: Outside reactor, Train Graveyard pre-Sector 5
EXP: 40
AP: 4
Gil: 24

Group: Mono Drive x2
Area: In reactor
EXP: 36
AP: 6
Gil: 16

Group: Mono Drive x3
Area: In reactor, Train Graveyard pre-Sector 5
EXP: 54
AP: 9
Gil: 24

Group: MP x2 (Front row), Mono Drive (Back row)
Area: Outside reactor
EXP: 50
AP: 7
Gil: 26

-Sector 8 Slums-

Group:
Area:
EXP:
AP:
Gil:

Group:
Area:
EXP:
AP:
Gil:

-No.5 Reactor/Subway-

Group: Grashtrike x3
Area: Subway
EXP: 60
AP: 6
Gil: 60

Group: Grashtrike x4
Area: Subway
EXP: 80

AP: 8
Gil: 80

Group: Special Combatant x3
Area: Subway - Checkpoint Station, Sector 5 Reactor - Top Floor
EXP: 84
AP: 9
Gil: 120

Group: Rocket Launcher x4
Area: Subway
EXP: 52
AP: 12
Gil: 28

Group: Grashtrike x2, Chuse Tank x2
Area: 4th Street Plate Int.
EXP: 86
AP: 8
Gil: 100

Group: Chuse Tank x3
Area: 4th Street Plate Int.
EXP: 69
AP: 6
Gil: 90

Group: Chuse Tank x1, Blugu x3
Area: Lower Sector 4 Plate
EXP: 77
AP: 8
Gil: 135

Group: Rocket Launcher x1, Blugu x2
Area: Lower Sector 4 Plate
EXP: 49
AP: 7
Gil: 77

Group: Rocket Launcher x2, Blugu x2 (Back row)
Area: Lower Sector 4 Plate
EXP: 62
AP: 10
Gil: 84

Group: Rocket Launcher x3
Area: Lower Sector 4 Plate
EXP: 39
AP: 9
Gil: 21

Group: Chuse Tank x3, Grashtrike x2 (Back row)
Area: 4th Street Plate Int.
EXP: 109
AP: 10
Gil: 130

Group: Special Combatant x1, Smogger x2 (Back row)
Area: Sector 5 Reactor
EXP: 92
AP: 9
Gil: 160

Group: Smogger x2, Proto Machinegun (Back row)
Area: Sector 5 Reactor
EXP: 80
AP: 8
Gil: 135

Group: Smogger x2
Area: Sector 5 Reactor
EXP: 64
AP: 6
Gil: 120

Group: Special Combatant x4
Area: Sector 5 Reactor
EXP: 112
AP: 12
Gil: 160

Group: Smogger x2, Blood Taste (Back row)
Area: Sector 5 Reactor - Bottom floor
EXP: 88
AP: 8
Gil: 152

Group: Blood Taste x3
Area: Sector 5 Reactor - Bottom floor
EXP: 72
AP: 6
Gil: 96

Group: Smogger x1, Blood Taste x2
Area: Sector 5 Reactor - Bottom floor
EXP: 80
AP: 7
Gil: 124

Group: Proto Machingun x5
Area: Sector 5 Reactor - Bottom floor
EXP: 80
AP: 10

Gil: 75

Group: Blood Taste x4
Area: Sector 5 Reactor - Top Floor
EXP: 96
AP: 8
Gil: 128

Group: Proto Machinegun x2, Special Combatant x2 (Back row)
Area: Sector 5 Reactor - Top Floor
EXP: 88
AP: 10
Gil: 110

Group: Blood Taste x2, Special Combatant x2 (Back row)
Area: Sector 5 Reactor - Top Floor
EXP: 104
AP: 10
Gil: 144

-Sector 5 Church, Sector 5/6 Slums-

Group: Hedgehog Pie x2
Area: Sector 5 Church, Sector 5 Slums
EXP: 40
AP: 6
Gil: 50

Group: Hedgehog Pie x3
Area: Sector 5 Church, Sector 5 Slums
EXP: 60
AP: 9
Gil: 75

Group: MP x1
Area: Sector 5 Church
EXP: 16
AP: 2
Gil: 10

Group: Vice
Area: Sector 5 Slums
EXP: 24
AP: 3
Gil: 80

Group: Whole Eater x2
Area: Sector 5 Slums, Sector 6
EXP: 48
AP: 4

Gil: 140

Group: Vice x2
Area: Sector 5 Slums
EXP: 48
AP: 6
Gil: 160

Group: Whole Eater x1, Hedgehog Pie x2
Area: Sector 5 Slums
EXP: 64
AP: 8
Gil: 120

Group: Hell House
Area: Sector 6
EXP: 44
AP: 6
Gil: 200

Group: Whole Eater x4
Area: Sector 6
EXP: 96
AP: 8
Gil: 280

Group: Whole Eater x3
Area: Sector 6
EXP: 72
AP: 6
Gil: 210

-Wall Market-

Group:
Area:
EXP:
AP:
Gil:

Group:
Area:
EXP:
AP:
Gil:

--Sewers/Train Graveyard-

Group: Sahagin x2, Ceasar (Back row)

Area: Sewer

EXP: 83

AP: 8

Gil: 233

Group: Sahagin x2

Area: Sewer

EXP: 60

AP: 6

Gil: 178

Group: Ceasar x3

Area: Sewer

EXP: 69

AP: 6

Gil: 165

Group: Sahagin x3

Area: Sewer

EXP: 90

AP: 9

Gil: 267

Group: Cripshay x2, Deenglow x1 (Back row)

Area: Train Graveyard

EXP: 87

AP: 10

Gil: 176

Group: Deenglow x2

Area: Train Graveyard

EXP: 70

AP: 8

Gil: 140

Group: Ghost x3

Area: Train Graveyard

EXP: 90

AP: 9

Gil: 66

Group: Deenglow x3

Area: Train Graveyard

EXP: 105

AP: 12

Gil: 210

Group: Ghost x2, Deenglow x1

Area: Train Graveyard

EXP: 95

AP: 10

Gil: 114

Group: Eligor x1
Area: Train Graveyard
EXP: 36
AP: 4
Gil: 120

-Sector 7 Plate-

Group: Aero Combatant x2
EXP: 80
AP: 8
Gil: 220

Group: Aero Combatant x3
EXP: 120
AP: 12
Gil: 330

Group:
EXP:
AP:
Gil:

-Shinra HQ-

Group: Grenade Combatant x2
Area: 1st/2nd/3rd Floor, Outside Shinra Building, Elevator
EXP: 84
AP: 8
Gil: 144

Group: Grenade Combatant x3
Area: 1st/2nd/3rd Floor, Outside Shinra Building, Elevator
EXP: 126
AP: 12
Gil: 216

Group: Mighty Grunt x1
Area: 1st/2nd/3rd Floor
EXP: 50
AP: 5
Gil: 98

Group: Hammer Blaster x1
Area: Elevator, Floor 65
EXP: 43
AP: 2
Gil: 80

Group: Sword Dance x2
Area: Elevator, Floor 65
EXP: 78
AP: 12
Gil: 180

Group: Mighty Grunt x3
Area: Floor 59
EXP: 150
AP: 15
Gil: 294

Group: Mighty Grunt x2
Area: Floor 60
EXP: 100
AP: 10
Gil: 196

Group: Sword Dance x3
Area: Floor 65
EXP: 117
AP: 18
Gil: 270

Group: Sword Dance x1
Area: Floor 65
EXP: 39
AP: 6
Gil: 90

Group: Hammer Blaster x2
Area: Floor 65
EXP: 86
AP: 10
Gil: 160

Group: Moth Slasher x1
Area: Elevator, Floor 67
EXP: 46
AP: 5
Gil: 75

Group: Moth Slasher x2
Area: Floor 67
EXP: 92
AP: 10
Gil: 150

Group: SOLDIER: 3rd x2
Area: Floor 67
EXP: 108

AP: 12
Gil: 232

Group: Warning Board x2
Area: Floor 68
EXP: 81
AP: 8
Gil: 150

Group: Moth Slasher x3
Area: Floor 68
EXP: 138
AP: 15
Gil: 225

Group: SOLDIER: 3rd x3
Area: Floor 68
EXP: 162
AP: 18
Gil: 348

Group: Moth Slasher x1, SOLDIER: 3rd x2 (Back row)
Area: Floor 68
EXP: 154
AP: 17
Gil: 307

NOTE: All enemies after this point for the Shinra HQ will only appear on Floors 67-69 after you have been captured. All previous enemies on these floors will no longer appear after you have been captured

Group: Vargid Police x3
Area: Floor 67, Floor 69
EXP: 132
AP: 21
Gil: 120

Group: Brain Pod x1
Area: Floor 67
EXP: 52
AP: 6
Gil: 95

Group: Brain Pod x2
Area: Floor 67
EXP: 104
AP: 12
Gil: 190

Group: Brain Pod x2, Zenene x1
Area: Floor 68, Floor 69

EXP: 162
AP: 18
Gil: 250

Group: Zenene x2
Area: Floor 68
EXP: 116
AP: 12
Gil: 120

Group: Vargid Police x1, Zenene x1
Area: Floor 68, Floor 69
EXP: 102
AP: 13
Gil: 100

Group: Zenene x1
Area: Floor 69
EXP: 58
AP: 6
Gil: 60

Group: Vargid Police x2
Area: Floor 69
EXP: 88
AP: 14
Gil: 80

-Midgar to Mythril Mines-

Group: Devil Ride x1
Area: Midgar to outside of Chocobo Farm area
EXP: 60
AP: 6
Gil: 100

Group: Kalm Fang x1, Prowler x2
Area: Midgar area
EXP: 163
AP: 15
Gil: 412

Group: Custom Sweeper x2
Area: Midgar area
EXP: 123
AP: 14
Gil: 240

Group: Kalm Fang x2, Devil Ride x1 (Back row)
Area: Midgar to outside of Chocobo Farm area

EXP: 166
AP: 16
Gil: 284

Group: Kalm Fang x3
Area: Beach, Kalm to outside of Chocobo Farm area
EXP: 159
AP: 15
Gil: 276

Group: Kalm Fang x2
Area: Beach, Kalm to outside of Chocobo Farm area
EXP: 106
AP: 10
Gil: 184

Group: Kalm Fang x2, Prowler x1
Area: Beach, Kalm to outside of Chocobo Farm area
EXP: 161
AP: 15
Gil: 344

Group: Levrikon x3
Area: Chocobo Farm area
EXP: 195
AP: 21
Gil: 384

Group: Levrikon x2
Area: Chocobo Farm area, beach near Chocobo Farm area
EXP: 130
AP: 14
Gil: 256

Group: Devil Ride x2
Area: Midgar to outside of Chocobo Farm area
EXP: 120
AP: 12
Gil: 200

Group: Mandragora x4
Area: Chocobo Farm area
EXP: 220
AP: 24
Gil: 540

Group: Levrikon x1, Mu x2 (Back row)
Area: Chocobo Farm area
EXP: 173
AP: 19
Gil: 388

Group:
Area: Chocobo Farm area
EXP:
AP:
Gil:

Group: Midgar Zolom x1
Area: Swamp
EXP: 250
AP: 25
Gil: 400

Group:
Area:
EXP:
AP:
Gil:

Group:
Area:
EXP:
AP:
Gil:

Group:
Area:
EXP:
AP:
Gil:

-Mythril Mines-

Group: Crawler x5
EXP: 280
AP: 30
Gil: 325

Group: Castanets x4
EXP: 260
AP: 28
Gil: 452

Group: Crawler x3, Ark Dragon x1 (Back row)
EXP: 252
AP: 28
Gil: 375

Group: Castanets x2, Crawler x1 (Back row), Ark Dragon x1 (Back row)
EXP: 270

AP: 30
Gil: 471

Group: Madouge x2, Crawler x3
EXP: 308
AP: 34
Gil: 495

Group: Crawler x4
EXP: 224
AP: 24
Gil: 260

Group: Castanets x3
EXP: 195
AP: 23
Gil: 335

Group: Madouge x2
EXP: 140
AP: 16
Gil: 300

-Mythril Mines to Junon-

Group: Nerosuferoth x2
Area: Beach, Fort Condor to Junon area
EXP: 106
AP: 10
Gil: 292

Group: Cappairwire x2
Area: Beach, Fort Condor to Junon area - Forest
EXP: 120
AP: 12
Gil: 206

Group: Zemzelett x1, Nerosuferoth x2
Area: Fort Condor to Junon area
EXP: 176
AP: 17
Gil: 457

Group: Nerosuferoth x2, Formula x1 (Back row)
Area: Fort Condor to Junon area
EXP: 171
AP: 17
Gil: 412

Group: Nerosuferoth x3
Area: Fort Condor to Junon area
EXP: 159
AP: 15
Gil: 438

Group: Zemzelett x1
Area: Fort Condor to Junon area - Dark areas
EXP: 70
AP: 7
Gil: 165

Group: Hell Rider VR2 x1
Area: Fort Condor to Junon area - Dark areas
EXP: 72
AP: 8
Gil: 130

Group: Formula x3
Area: Fort Condor to Junon area - Forests
EXP: 195
AP: 21
Gil: 360

Group: Capparwire x5
Area: Fort Condor to Junon area - Forests
EXP: 300
AP: 30
Gil: 515

-Fort Condor-

-Junon (Disc Two)-

Group: SOLDIER: 2nd x1
Area: During WEAPON assault
EXP: 1000
AP: 85
Gil: 750

Group: SOLDIER: 2nd x2
Area: During WEAPON assault, Airport
EXP: 2000
AP: 170
Gil: 1500

Group: SOLDIER: 2nd x2, Roulette Cannon x1
Area: Airport
EXP: 3200

AP: 270
Gil: 3100

Group: Roulette Cannon x1
Area: Airport
EXP: 1200
AP: 100
Gil: 1600

Group: Slalom x2
Area: Path 2, area from alarm in tunnel to Underwater Reactor tunnel
EXP: 1400
AP: 140
Gil: 3000

Group: Death Machine x1
Area: Path 2, area from alarm in tunnel to Underwater Reactor tunnel
EXP: 900
AP: 80
Gil: 1200

Group: Slalom x3
Area: Path 2, area from alarm in tunnel to Underwater Reactor tunnel
EXP: 2100
AP: 210
Gil: 4500

-Boat-

Group: Marine x2
EXP: 150
AP: 16
Gil: 300

Group: Scrutin Eye x4
EXP: 320
AP: 32
Gil: 480

Group: Marine x3
EXP: 225
AP: 24
Gil: 450

-Costa Del Sol to Mt. Corel-

Group: Grangalan x1
Area: Costa Del Sol to Gongaga - Land & Beach, Landbridge

EXP: 88
AP: 10
Gil: 220

Group: Beachplug x4
Area: Costa Del Sol to North Corel - Beach
EXP: 380
AP: 40
Gil: 620

Group: Beachplug x3
Area: Costa Del Sol to Gongaga - Beach
EXP: 285
AP: 30
Gil: 465

Group: Needle Kiss x2
Area: Costa Del Sol to Mt. Corel - Landbridge
EXP: 150
AP: 16
Gil: 260

Group: Cokatolis, Needle Kiss x2
Area: Costa Del Sol to Mt. Corel - Landbridge
EXP: 247
AP: 26
Gil: 428

Group:
Area:
EXP:
AP:
Gil:

-Mt. Corel-

Group: Cokatolis, Needle Kiss x2
Area: Costa Del Sol to Mt. Corel - Landbridge
EXP: 247
AP: 26
Gil: 428

-Corel Prison-

Group: 2-Faced x1, Bandit x2 (Back row)
Area: Town, Junk Yard

EXP: 298
AP: 30
Gil: 596

Group: 2-Faced x3
Area: Town
EXP: 300
AP: 30
Gil: 468

Group: 2-Faced x2, Bandit x1 (Back row)
Area: Town
EXP: 299
AP: 30
Gil: 532

Group: Land Worm x1
Area: Desert
EXP: 400
AP: 40
Gil: 256

Group: Cactuar x1
Area: Desert
EXP: 1
AP: 1
Gil: 10000

Group: Death Claw x2, Bullmotor x1 (Back row)
Area: Junk Yard
EXP: 284
AP: 29
Gil: 476

Group: Bullmotor x4
Area: Junk Yard
EXP: 368
AP: 36
Gil: 560

Group: Death Claw x2
Area: Junk Yard
EXP: 192
AP: 20
Gil: 336

-North Core1 to Gongaga/Gongaga-

Group: Harpy x1
Area: Desert

EXP: 148
AP: 14
Gil: 210

Group: Spencer x3, Flapbeat x1 (Back row)
Area: North Corel area
EXP: 470
AP: 48
Gil: 711

Group: Joker x2
Area: North Corel area
EXP: 300
AP: 60
Gil: 520

Group: Flapbeat x3
Area: North Corel area
EXP: 420
AP: 45
Gil: 558

Group: Joker x1, Flapbeat x2
Area: North Corel area
EXP: 430
AP: 60
Gil: 632

Group: Grand Horn x1
Area: Gongaga area
EXP: 180
AP: 15
Gil: 240

Group: Grand Horn x2
Area: Gongaga area
EXP: 360
AP: 30
Gil: 480

Group: Gagighandi x2
Area: Gongaga area - Land & Forest
EXP: 346
AP: 36
Gil: 440

Group: Gagighandi x1, Touch Me x2
Area: Gongaga area - Forest
EXP: 513
AP: 64
Gil: 580

Group: Touch Me x6
Area: Gongaga area - Forest
EXP: 1020
AP: 138
Gil: 1080

Group: Gagighandi x3
Area: Gongaga area - Forest
EXP: 519
AP: 54
Gil: 660

Group: Heavy Tank x1
Area: Gongaga - Reactor
EXP: 340
AP: 45
Gil: 1300

Group: Flower Prong x1
Area: Gongaga
EXP: 0
AP: 0
Gil: 0

Group: Touch Me x1
Area: Gongaga
EXP: 170
AP: 23
Gil: 180

Group: Kimara Bug x1
Area: Gongaga
EXP: 190
AP: 19
Gil: 278

Group: Kimara Bug x2
Area: Gongaga
EXP: 380
AP: 38
Gil: 556

-Cosmo Canyon Area-

Group: Bagyrisk x3
Area: Cosmo Canyon area - Dark Area
EXP: 720
AP: 90
Gil: 825

Group: Desert Sahagin x2
Area: Cosmo Canyon area
EXP: 460
AP: 42
Gil: 600

Group: Skeeskee x3
Area: Cosmo Canyon area
EXP: 666
AP: 66
Gil: 666

Group: Skeeskee x2, Griffin x1 (Back row)
Area: Cosmo Canyon area
EXP: 704
AP: 69
Gil: 794

Group: Golem x1
Area: Cosmo Canyon area
EXP: 300
AP: 22
Gil: 500

Group: Crown Lance x3
Area: Cosmo Canyon to Rocket Town area - Beach
EXP: 674
AP: 68
Gil: 1200

Group: Crown Lance x2
Area: Cosmo Canyon to Rocket Town area - Beach
EXP: 450
AP: 46
Gil: 800

Group: Crown Lance x1
Area: Cosmo Canyon to Rocket Town - Beach
EXP: 225
AP: 23
Gil: 400

Group: Griffin x1
Area: Cosmo Canyon area
EXP: 260
AP: 25
Gil: 350

Group: Gi Spector x2
Area: 1st Screen
EXP: 520
AP: 40
Gil: 300

Group: Heg x4
Area: 1st Screen
EXP: 1000
AP: 80
Gil: 960

Group: Gi Spector x3
Area: 1st Screen
EXP: 780
AP: 60
Gil: 450

Group: Sneaky Step x1
Area: 1st Screen
EXP: 270
AP: 24
Gil: 330

Group: Heg x5
Area: 2nd Screen, 3rd Screen
EXP: 1250
AP: 100
Gil: 1200

Group: Sneaky Step x2
Area: 2nd Screen, 3rd Screen
EXP: 540
AP: 48
Gil: 660

Group: Sneaky Step x3
Area: 2nd Screen
EXP: 810
AP: 72
Gil: 990

Group: Heg x2. Sneaky Step x1 (Back row)
Area: 3rd Screen
EXP: 770
AP: 64
Gil: 810

Group: Gi Spector x1
Area: 3rd Screen
EXP: 260

AP: 20
Gil: 150

Group: Sneaky Step x1, Heg x3 (Back row)
Area: 3rd Screen
EXP: 1020
AP: 84
Gil: 1050

-Nibelheim Area-

Group: Valron x1
EXP: 300
AP: 30
Gil: 300

Group: Nibel Wolf x2
EXP: 530
AP: 48
Gil: 520

Group: Valron x1, Nibel Wolf x2
EXP: 830
AP: 78
Gil: 820

-Nibelheim-

Group: Ghiofelgo x1
Area: Front Foyer, Back room, 2nd floor, Hidden Steps
EXP: 380
AP: 44
Gil: 300

Group: Dorky Face x4
Area: Front Foyer, Back room, 2nd floor
EXP: 1200
AP: 140
Gil: 808

Group: Dorky Face x3
Area: Front Foyer, Back room
EXP: 900
AP: 105
Gil: 606

Group: Jersey x3

Area: 2nd floor

EXP: 960

AP: 90

Gil: 1152

Group: Mirage x2, Dorky Face x1 (Back row)

Area: 2nd floor

EXP: 880

AP: 79

Gil: 762

Group: Mirage x2, Jersey x1

Area: 2nd floor

EXP: 900

AP: 74

Gil: 944

Group: Dorky Face x2, Mirage x1

Area: Hidden Steps

EXP: 890

AP: 92

Gil: 684

Group: Dorky Face x2, Black Bat x1 (Back row)

Area: Hidden Steps

EXP: 870

AP: 94

Gil: 484

Group: Black Bat x3

Area: Hidden Steps, Basement

EXP: 810

AP: 72

Gil: 240

Group: Black Bat x2

Area: Basement

EXP: 540

AP: 48

Gil: 160

Group: Black Bat x4

Area: Basement

EXP: 1080

AP: 96

Gil: 320

Group: Ying/Yang x1

Area: Basement

EXP: 700

AP: 70

Gil: 800

-Mt. Nibel-

Group: Kyuvilduns x3
Area: 1st Screen, Path to cave
EXP: 1020
AP: 102
Gil: 1104

Group: Kyuvilduns x2
Area: 1st Screen, Path to cave
EXP: 680
AP: 68
Gil: 736

Group: Sonic Speed x1, Kyuvilduns x2
Area: 1st Screen, Path to cave
EXP: 1050
AP: 96
Gil: 1066

Group: Sonic Speed x3
Area: Bridge, Path to Reactor
EXP: 1110
AP: 84
Gil: 990

Group: Zuu x1
Area: Bridge, Path to Reactor, Reactor
EXP: 450
AP: 38
Gil: 430

Group: Sonic Speed x2
Area: Bridge, Path to cave
EXP: 740
AP: 56
Gil: 660

Group: Twin Brain x2, Kyuvilduns x3 (Back row)
Area: Pipe area, Cave
EXP: 1700
AP: 166
Gil: 1744

Group: Kyuvilduns x5
Area: Pipe area, Cave
EXP: 1700
AP: 170

Gil: 1840

Group: Dragon x1
Area: Pipe area, Cave
EXP: 900
AP: 110
Gil: 1400

Group: Twin Brain x3
Area: Pipe area, Cave, Path to Reactor, Reactor
EXP: 1020
AP: 96
Gil: 960

Group: Twin Brain x1, Screamer x2
Area: Path to Reactor, Reactor
EXP: 1140
AP: 98
Gil: 1120

Group: Twin Brain x2, Sonic Speed x1 (Back row)
Area: Reactor
EXP: 1050
AP: 92
Gil: 970

-Rocket Town Area-

Group: Nibel Wolf x3
Area: Rocket Town Area
EXP: 795
AP: 72
Gil: 780

Group: Velcher Task x2
Area: Rocket Town area
EXP: 640
AP: 62
Gil: 700

Group: Nibel Wolf x2, Velcher Task x1 (Back row)
Area: Rocket Town area
EXP: 850
AP: 79
Gil: 870

-Wutai Area-

Group: Tail Vault x1, Razor Weed x2
Area: Grasslands
EXP: 1190
AP: 96
Gil: 1080

Group: Razor Weed x4
Area: Grasslands
EXP: 1500
AP: 120
Gil: 1400

Group: Edgehead x1, Tail Vault x2 (Back row)
Area: Grasslands
EXP: 1250
AP: 108
Gil: 1145

Group: Adamantaimai x1
Area: Beach
EXP: 720
AP: 100
Gil: 2000

Group: Bizarre Bug x2, Thunderbird x3 (Back row)
Area: Dark area
EXP: 1995
AP: 188
Gil: 1940

Group: Thunderbird x4
Area: Dark area
EXP: 1540
AP: 144
Gil: 1680

Group: Tail Vault x3
Area: Dark area
EXP: 1320
AP: 108
Gil: 1140

Group: Tail Vault x1, Bizarre Bug x2
Area: Dark area
EXP: 1280
AP: 116
Gil: 1060

Group: Bizzare Bug x2, Thunderbird x1, Tail Vault x1
Area: Dark area
EXP: 1665
AP: 152

Gil: 1480

Group: Tail Vault x2

Area: Dark area

EXP: 880

AP: 72

Gil: 760

Group: Thunderbird x3

Area: Dark area

EXP: 1155

AP: 108

Gil: 1260

Group: Bizarre Bug x3

Area: Dark area

EXP: 1260

AP: 120

Gil: 1020

Group: Jayjujaye x2, Bizarre Bug x1 (Back Row)

Area: Wutai - Da-Chao Statue

EXP: 1240

AP: 110

Gil: 1040

Group: Foulancer x2

Area: Wutai - Da-Chao Statue

EXP: 880

AP: 68

Gil: 920

Group: Foulancer x1, Bizarre Bug x2 (Back row)

Area: Wutai - Da-Chao Statue

EXP: 1700

AP: 154

Gil: 1480

Group: Garuda x2

Area: Wutai - Da-Chao Statue

EXP: 1040

AP: 60

Gil: 1040

Group: Jayjujaye x2, Garuda x1 (Back row)

Area: Wutai - Da-Chao Statue

EXP: 1340

AP: 100

Gil: 1220

Group: Foulancer x3

Area: Wutai - Da-Chao Statue
EXP: 1320
AP: 102
Gil: 1380

Group: Bizarre Bug x2
Area: Wutai - Da-Chao Statue
EXP: 840
AP: 80
Gil: 680

Group: Razor Weed x3
Area: Wutai - Da-Chao Statue
EXP: 1125
AP: 90
Gil: 1050

-Temple of the Ancients Area-

Group: Tonadu x1
Area: Dark area
EXP: 600
AP: 45
Gil: 600

Group: Under Lizard x2
Area: Dark area, Grasslands
EXP: 440
AP: 45
Gil: 420

Group: Under Lizard x2
Area: Dark area
EXP: 880
AP: 90
Gil: 840

Group: Dual Horn x1
Area: Grasslands
EXP: 550
AP: 45
Gil: 500

Group: Dual Horn x2
Area: Grasslands
EXP: 1100
AP: 90
Gil: 1000

Group: Slaps x4

Area: Forest
EXP: 1480
AP: 120
Gil: 1800

Group: Slaps x5
Area: Forest
EXP: 1850
AP: 150
Gil: 2250

Group: Kelzmelzer x2
Area: Forest
EXP: 820
AP: 70
Gil: 800

-Temple of the Ancients-

Group: Under Lizard
Area: 1st screen
EXP: 440
AP: 45
Gil: 420

Group: Kelzmelzer x2
Area: 1st screen
EXP: 820
AP: 70
Gil: 800

Group: Under Lizard x1, Toxic Frog x2 (Back row)
Area: 1st screen
EXP: 1280
AP: 105
Gil: 940

Group: Kelzmelzer x2, Toxic Frog x2 (Back row)
Area: 1st screen
EXP: 1660
AP: 130
Gil: 1320

Group: Doorbull x1
Area: 1st screen, Mural room
EXP: 760
AP: 50
Gil: 680

Group: Ancient Dragon x2

Area: Hidden room, Mural room
EXP: 1600
AP: 160
Gil: 1600

Group: Ancient Dragon x3
Area: Mural room
EXP: 2400
AP: 240
Gil: 2400

-Bone Village Area-

Group: Vlakarados x1
Area: Grasslands
EXP: 510
AP: 40
Gil: 460

Group: Trickplay x1
Area: Grasslands
EXP: 480
AP: 35
Gil: 800

Group: Trickplay x2
Area: Grasslands, City of Ancients
EXP: 960
AP: 70
Gil: 1600

-Sleeping Forest-

Group: Boundfat x1, Malldancer x3 (Back Row)
EXP: 1920
AP: 208
Gil: 2450

Group: Malldancer x4
EXP: 2000
AP: 224
Gil: 2800

Group: Malldancer x2, Boundfat x3 (Back row)
EXP: 2260
AP: 232
Gil: 2450

Group: Hungry x1
EXP: 700
AP: 60
Gil: 600

-City of the Ancients/Corel Cave-

Group: Boundfat x3
Area: City of Ancients
EXP: 1260
AP: 120
Gil: 1050

Group: Grimguard x3
Area: Coral Valley Cave
EXP: 1800
AP: 135
Gil: 1680

Group: Boundfat x3, Hungry x1 (Back row)
Area: Coral Valley Cave
EXP: 1960
AP: 180
Gil: 1650

Group: Hungry x2
Area: Coral Valley Cave
EXP: 1400
AP: 120
Gil: 1200

Group: Acrophies x1
Area: City of Ancients, Coral Valley Cave
EXP: 800
AP: 90
Gil: 1200

-Coral Valley Cave to Icicle Inn-

Group: Bandersnatch x1
EXP: 510
AP: 40
Gil: 600

Group: Bandersnatch x3
EXP: 1530
AP: 120

Gil: 1800

Group: Jumping x1

EXP: 400

AP: 30

Gil: 50

Group: Bandersnatch x2

EXP: 1020

AP: 80

Gil: 1200

Group:

EXP:

AP:

Gil:

-Great Glacier-

Group: Shred x3

EXP: 1500

AP: 120

Gil: 2850

Group: Bandersnatch x3

EXP: 1530

AP: 120

Gil: 1800

Group: Bandersnatch x2

EXP: 1020

AP: 80

Gil: 1200

Group: Snow x1

EXP: 500

AP: 42

Gil: 700

Group: Frozen Nail x3

EXP: 1560

AP: 150

Gil: 2400

Group: Ice Golem x2

EXP: 2000

AP: 140

Gil: 3000

Group: Jumping x3
EXP: 1200
AP: 90
Gil: 150

Group: Magnade x1
EXP: 980
AP: 50
Gil: 1200

Group: Lessaloploth x1
EXP: 920
AP: 65
Gil: 1000

Group: Frozen Nail x2
EXP: 1040
AP: 100
Gil: 1600

Group: Magnade x2
EXP: 1960
AP: 100
Gil: 2400

Group: Lessaloploth x1 (Back row), Snow x1
EXP: 1420
AP: 107
Gil: 1700

Group: Shred x2, Frozen Nail x1 (Back row)
EXP: 1520
AP: 130
Gil: 2700

Group: Bandersnatch x4
Area: Southeastern Cave
EXP: 2040
AP: 160
Gil: 2400

Group: Hungry x3
Area: Southeastern Cave
EXP: 2100
AP: 180
Gil: 1800

Group: Ice Golem x1
EXP: 1000
AP: 70

Gil: 1500

-Gaea's Cliff-

Group: Headbomber x3

Area: Outside

EXP: 1920

AP: 192

Gil: 1380

Group: Zolokalter x2

Area: Outside

EXP: 1400

AP: 120

Gil: 1400

Group: Malboro x1

Area: Outside

EXP: 1000

AP: 100

Gil: 100

Group: Headbomber x2, Zolokalter x1

Area: Outside, Inside

EXP: 1980

AP: 188

Gil: 1620

Group: Evilhead x2

Area: Inside

EXP: 1300

AP: 100

Gil: 800

Group: Zolokalter x4

Area: Inside

EXP: 2800

AP: 240

Gil: 2800

Group: Headbomber x2

Area: Outside 2nd area

EXP: 1280

AP: 128

Gil: 920

Group: Stilva x1

Area: Inside 2nd area

EXP: 1000

AP: 110

Gil: 1100

Group: Cuahl x2
Area: Inside 3rd area
EXP: 1440
AP: 140
Gil: 1600

Group: Blue Dragon x1
Area: Inside 3rd area
EXP: 1200
AP: 200
Gil: 1000

Group: Evilhead x3
Area: Inside 3rd area
EXP: 1950
AP: 150
Gil: 1200

Group: Cuahl x1, Headbomber x2
Area: Inside 3rd area
EXP: 2000
AP: 198
Gil: 1720

-Whirlwind Maze-

Group: Grenade x2
Area: 1st screen
EXP: 1800
AP: 200
Gil: 800

Group: Gigas x1
Area: 1st screen
EXP: 840
AP: 84
Gil: 560

Group: Grenade x1
Area: 1st screen
EXP: 900
AP: 100
Gil: 400

Group: Wind Wing x1
Area: 4th/6th/8th screen, hit wind barrier
EXP: 800
AP: 60

Gil: 500

Group: Gremlin x2, Sculpture x1 (Back row)

Area: 5th screen

EXP: 2360

AP: 180

Gil: 2140

Group: Sculpture x2

Area: 5th screen

EXP: 1720

AP: 120

Gil: 1280

Group: Gremlin x3

Area: 5th screen

EXP: 2250

AP: 180

Gil: 2250

Group: Gremlin x2

Area: 5th screen

EXP: 1500

AP: 120

Gil: 1500

Group: Ironite x1

Area: 5th screen

EXP: 900

AP: 48

Gil: 680

Group: Dragon Rider x1

Area: 7th screen

EXP: 1000

AP: 80

Gil: 690

Group: Killbin x2

Area: 7th screen

EXP: 1400

AP: 300

Gil: 2000

Group: Wind Wing x2

Area: 7th screen

EXP: 1600

AP: 120

Gil: 1000

Group: Ironite x1, Wind Wing x2 (Back row)

Area: 7th screen
EXP: 2500
AP: 168
Gil: 1680

-Mideel Area-

Group: Spiral x2
Area: Grasslands
EXP: 1400
AP: 160
Gil: 2600

Group: Head Hunter x3
Area: Grasslands, Forest
EXP: 1950
AP: 240
Gil: 3000

Group: Head Hunter x4
Area: Grasslands, Forest
EXP: 2600
AP: 320
Gil: 4000

Group: Hippogriff x1
Area: Grasslands
EXP: 800
AP: 80
Gil: 1500

Group: Crysales x3
Area: Forest
EXP: 2400
AP: 240
Gil: 1800

Group: Sea Worm x1
Area: Beach
EXP: 1300
AP: 200
Gil: 5000

-Train to North Corel-

Group: Gas Ducter x1
Area: 1st Train
EXP: 900
AP: 75

Gil: 1100

Group: Gas Ducter x2

Area: 2nd Train

EXP: 1800

AP: 150

Gil: 2200

Group: Wolfmeister x1

Area: 3rd Train

EXP: 10000

AP: 100

Gil: 600

Group: Eagle Gun x1

Area: 4th Train

EXP: 2000

AP: 90

Gil: 3800

-Path to Underwater Reactor/Underwater Reactor-

Group: Submarine Crew x2

Area: Elevator, 1st screen after elevator, Underwater Reactor

EXP: 1700

AP: 160

Gil: 1000

Group: Ghost Ship x1

Area: Tunnel

EXP: 1600

AP: 60

Gil: 2000

Group: Guardian x1

Area: Underwater Reactor

EXP: 940

AP: 60

Gil: 500

Group: Hard Attacker x1, Senior Grunt x2 (Back row)

Area: Underwater Reactor

EXP: 2610

AP: 238

Gil: 2200

Group: Gun Carrier x1, Senior Grunt x1 (Back row)

Area: Underwater Reactor

EXP: 1790

AP: 165

Gil: 2400

Group: Hard Attacker x2
Area: Underwater Reactor
EXP: 1500
AP: 116
Gil: 1200

Group: Submarine Crew x1
Area: Underwater Reactor
EXP: 850
AP: 80
Gil: 500

Group: Underwater MP x2
Area: Underwater Reactor
EXP: 1640
AP: 160
Gil: 1200

Group: Guardian x2
Area: Underwater Reactor (Before Carry Armor)
EXP: 1880
AP: 120
Gil: 1000

Group: Submarine Crew x3
Area: Submarine
EXP: 2550
AP: 240
Gil: 1500

Group: Submarine Crew x2, Captain x1 (Back row)
Area: Submarine
EXP: 2550
AP: 244
Gil: 2050

Group: Corvette x2
Area: Tunnel
EXP: 2100
AP: 120
Gil: 4400

Group: Diver Nest x1
Area: Tunnel
EXP: 1340
AP: 60
Gil: 1250

-Sunken Gelinka-

Group: Unknown x1
EXP: 1500
AP: 150
Gil: 5000

Group: Unknown 2 x1
EXP: 3000
AP: 300
Gil: 10000

Group: Unknown 3 x1
EXP: 2000
AP: 200
Gil: 7500

Group: Serpent x1
EXP: 1400
AP: 70
Gil: 2500

Group: Bad Rap x4
EXP: 4400
AP: 280
Gil: 10000

Group: Poodler x1, Bad Rap x2 (Back row)
EXP: 3100
AP: 210
Gil: 7500

Group: Poodler x2
EXP: 1800
AP: 140
Gil: 5000

-Midgar Raid-

Group: Crazy Saw x1, Cromwell x1
Area: Underground area
EXP: 1600
AP: 160
Gil: 2800

Group: Manhole x1
Area: Underground area
EXP: 900
AP: 80

Gil: 3000

Group: Cromwell x2
Area: Underground area
EXP: 1600
AP: 160
Gil: 3000

Group: Crazy Saw x2
Area: Underground area
EXP: 1600
AP: 160
Gil: 2600

Group: Cromwell x1
Area: Underground area
EXP: 800
AP: 80
Gil: 1500

Group: Behemoth x1
Area: Underground area
EXP: 1500
AP: 100
Gil: 2200

Group: Shadow Maker x2, Crazy Saw x1 (Back row)
Area: Subway
EXP: 1800
AP: 130
Gil: 2300

Group: Shadow Maker x2
Area: Subway
EXP: 1000
AP: 50
Gil: 1000

Group: Crazy Saw x1
Area: Subway
EXP: 800
AP: 80
Gil: 1300

Group: Shadow Maker x3
Area: Subway
EXP: 1500
AP: 75
Gil: 1500

Group: Grosspanzer x1

Area: Sector 8 - Ground

EXP: 2400 (400)

AP: 320 (80)

Gil: 4900 (1400)

Only if you kill all parts. Otherwise, if you kill the main part, it'll give you what's listed in the parenthesis

Group: SOLDIER: 1st x3

Area: Sector 8 - Mako Cannon

EXP: 2880

AP: 270

Gil: 7200

Group: SOLDIER: 1st x2

Area: Sector 8 - Mako Cannon

EXP: 1920

AP: 180

Gil: 4800

Group: SOLDIER: 1st x1

Area: Sector 8 - Mako Cannon

EXP: 960

AP: 90

Gil: 2400

Group: XCannon x1

Area: Sector 8 - Mako Cannon

EXP: 2000

AP: 90

Gil: 3000

Group: Maximum Kimaira x1

Area: Sector 8 - Mako Cannon

EXP: 1200

AP: 90

Gil: 3800

-Northern Crater-

Group: Parasite x2

Area: 1st screen, 2nd screen, 3rd screen, 4th screen

EXP: 2200

AP: 200

Gil: 2000

Group: Dark Dragon x1

Area: 1st screen, 2nd screen, 3rd screen, 4th screen

EXP: 5000

AP: 350

Gil: 2500

Group: Gargoyle x2

Area: 1st screen, 2nd screen

EXP: 1600

AP: 160

Gil: 5000

Group: Gargoyle x1

Area: 1st screen

EXP: 800

AP: 80

Gil: 2500

Group: Scissors x1

Area: 2nd screen, 3rd screen, 4th screen

EXP: 1000

AP: 90

Gil: 1400

Group: Master Tonberry x1

Area: 3rd screen, 4th screen, Left Path from 1st fork - 2nd Fork,
Upper path from 2nd fork, Bottom path from 2nd fork

EXP: 6000

AP: 200

Gil: 6800

Group: Scissors x2

Area: 3rd screen, 4th screen

EXP: 2000

AP: 180

Gil: 2800

Group: Armored Golem x1

Area: Left Path from 1st fork - 2nd Fork, Bottom path from 2nd fork

EXP: 2500

AP: 100

Gil: 2680

Group: Allemagne x1

Area: Left Path from 1st fork - 2nd Fork, Upper path from 2nd fork,
Bottom path from 2nd fork, Bottom of Crater

EXP: 1300

AP: 100

Gil: 1360

Group: King Behemoth x1

Area: Left Path from 1st fork - 2nd Fork, Bottom path from 2nd fork

EXP: 2000

AP: 250

Gil: 950

Group: Allemagne x2
Area: Upper path from 2nd fork
EXP: 2600
AP: 200
Gil: 2720

Group: Christopher x1, Gighee x1
Area: Upper path from 2nd fork
EXP: 2000
AP: 140
Gil: 1400

Group: Magic Pot x1
Area: Upper path from 2nd fork
EXP: 8000
AP: 1000
Gil: 8500

Group: Magic Pot x2
Area: Upper path from 2nd fork
EXP: 16000
AP: 2000
Gil: 17000

Group: Mover x3
Area: Upper path from 2nd fork
EXP: 0
AP: 2400
Gil: 90000

Group: Malboro x1
Area: Upper path from 1st fork
EXP: 1000
AP: 100
Gil: 100

Group: Dragon Zombie x1
Area: Upper path from 1st fork, Bottom of Crater
EXP: 4000
AP: 300
Gil: 2800

Group: Pollensalta x1, Parasite x2
Area: Upper path from 1st fork
EXP: 3200
AP: 300
Gil: 3000

Group: Death Dealer x2
Area: Upper path from 1st fork
EXP: 3600

AP: 400
Gil: 2400

Group: Pollensalta x1
Area: Upper path from 1st fork
EXP: 1000
AP: 100
Gil: 1000

Group: Parasite x3
Area: Upper path from 1st fork
EXP: 3300
AP: 300
Gil: 3000

Group: Iron Man x1
Area: Bottom of Crater
EXP: 10000
AP: 150
Gil: 600

-Goblin Island-

Group: Goblin x1
Area: Forest
EXP: 20
AP: 20
Gil: 20

Group: Goblin x2
Area: Forest
EXP: 40
AP: 40
Gil: 40

Group: Goblin x3
Area: Forest
EXP: 60
AP: 60
Gil: 60

Group: Under Lizard x1
Area: Grasslands
EXP: 440
AP: 45
Gil: 420

Group: Dual Horn x2
Area: Grasslands
EXP: 1100

AP: 90
Gil: 1000

Group: Dual Horn x1
Area: Grasslands
EXP: 550
AP: 45
Gil: 500

-Cactuar Island-

Group: Cactuar x1
Area: Desert
EXP: 1000
AP: 100
Gil: 1000

-Ancient Forest-

Group: Rilfsak x3
EXP: 3000
AP: 210
Gil: 2700

Group: Diablo x1, Rilfsak x2
EXP: 3100
AP: 210
Gil: 2900

Group: Epiolnis x2
EXP: 1900
AP: 140
Gil: 3000

Group: Diablos x1
EXP: 1100
AP: 70
Gil: 1100

Group: Diablo x2
Area: Cave
EXP: 2200
AP: 140
Gil: 2200

This section is here to show you where you can get certain chocobos, as well as the enemies that accompnay these chocobos. Don't expect any EXP, AP, or Gil statistics here yet (special thanks to Endless_Dusk for help on this section).

Chocobo Ranch Area: There are two sets of tracks south of the ranch, and two to the north.

Quality: Poor
Mandrogora x2, Mandrogora + Levikron
Quality: Weak
Levikron x2, Elfadunk x2

Junon Area: There are three sets of tracks on a peninsular south of Junon.

Quality: Poor
Capparwire x2 (front view), Nerosuferoth x2
Quality: Fair
Capparwire x3, Capparwire x2 (side view)

Gold Saucer Area: There are three sets of tracks to the southeast of the Corel Desert.

Quality: Average
Harpy, Flapbeat x2
Quality: Good
Spencer x2

Rocket Town Area: There are four sets of tracks on a peninsular northwest of Rocket Town.

Quality: Mediocre
Velcher Task + Kyuvildun, Velcher Task x2
Quality: Great
Valdron x2, Kyuvildun x2

Wutai Area: There are four sets of tracks at the south end of the Wutai continent.

Quality: Average
Tail Vault x3, Tail Vault x2 (side view)
Quality: Fair
Tail Vault x2 (front view), Razor Weed x3

Mideel Area: There are two sets of tracks west of Mideel.

Quality: Fair
Headhunter x2, Headhunter x3
Quality: Great
Spiral, Spiral x2

Icicle Inn Area: There are two sets of tracks southwest of the Icicle Inn.

Quality: Weak
Bandersnatch x2, Bandersnatch + Jumping
Quality: Wonderful
Jumping, Jumping x2

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12) Shop Guide [SG]

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This section is dedicated to show what all you can buy, how much they cost, and at what times during the story that the shops change.

Sector 7 Slums

Inn: 10

---Weapon Shop---

Iron Bangle: 160
Assault Gun: 350
Grenade: 80

---Materia Shop---

Potion: 50
Phoenix Down: 300
Antidote: 80
Fire: 600
Ice: 600
Lightning: 600
Restore: 750

Sector 5 Slums

---Item Shop---

Potion: 50
Phoenix Down: 300
Antidote: 80
Tent: 500

---Weapon Shop---

Titan Bangle: 280
Grenade: 80

---Materia Shop---

Fire: 600
Ice: 600
Lightning: 600
Restore: 750

Wall Market

Inn: 10

---Item Shop---

Potion: 50
Phoenix Down: 300
Antidote: 80
Echo Screen: 100
Eye Drop: 50
Hyper: 100
Tranquilizer: 100
Hi-Potion: 300
Tent: 500

---Weapon Shop---

Mythril Rod: 370
Metal Knuckle: 320
Assault Gun: 350
Titan Bangle: 280
Mythril Armnlet: 350

---Materia Shop (After Sector 7 Pillar event)---

Fire: 600

Ice: 600
Lightning: 600
Restore: 750
Cover: 1000

Sector 7 Pillar

---Item Shop---

Potion: 50
Phoenix Down: 300
Antidote: 80
Grenade: 80
Hyper: 100
Tranquilizer: 100
Tent: 500

Shinra HQ

---Item Shop--

Potion: 50
Phoenix Down: 300
Antidote: 80
Eye Drop: 50
Tent: 500

Kalm

Inn: 20

---Item Shop---

Potion: 60
Phoenix Down: 300
Antidote: 80
Eyedrop: 50
Hyper: 100
Tranquilizer: 100
Tent: 500

---Weapon Shop---

Mythril Saber: 1000
Cannon Ball: 950
Mythril Claw: 750
Full Metal Staff: 800
Mythril Armlet: 350

---Materia Shop---

Earth: 1500
Poison: 1500
Steal: 1200
Sense: 1000
Heal: 1500

Chocobo Farm

---Vegetable Store---

Mimett Greens: 1500
Curiel Greens: 1000
Pahsana Greens: 800
Tantal Greens: 400
Krakka Greens: 250
Gysahl Greens: 100

Fort Condor

---Item Shop---

Potion: 50
Phoenix Down: 300
Hyper: 100
Tranquilizer: 100
Tent: 500

Hi-Potion: 300
Phoenix Down: 300
Ether: 1500
Hyper: 100
Tranquilizer: 100
Tent: 500
S-Mine: 1000

---Materia Shop---

Fire: 600
Ice: 600
Lightning: 600
Restore: 750

(Disc 2/3)

Throw: 10000
Manipulate: 10000
Deathblow: 10000
Destruct: 9000
All: 20000

Lower Junon

---Weapon Shop---

Mythril Armlet: 350
Potion: 50
Phoenix Down: 300
Grenade: 80
Tent: 500

Upper Junon

Inn: 30

---Item Shop---

Potion: 50
Hi-Potion: 300

Phoenix Down: 300
Antidote: 80
Eye Drop: 50
Echo Screen: 100
Hyper: 100
Tranquilizer: 100
Tent: 500

(Disc 2/3)

Wind Slash: 2000
Twin Viper: 3200
Viper Halbred: 7000
Dragoon Lance: 6200
Peacemaker: 3500
Buntline: 6800
Magic Comb: 2000
Plus Barette: 3500
Wizard Staff: 1800
Wizer Staff: 3200

---Weapon Shop---

Hardedge: 1500
Grand Glove: 1200
Atomic Scissors: 1400
Striking Staff: 1300
Diamond Pin: 1300
Boomerang: 1400

(Disc 2/3)

Rune Blade: 3800
Enhance Sword: 12000
W Machine Gun: 2000
Drill Arm: 3300
Platinum Fist: 2700
Kaiser Knuckle: 15000
Fairy Tale: 2500

---Weapon Shop 2---

Mythril Saber: 1000
Cannon Ball: 950
Mythril Claw: 750
Full Metal Staff: 800

Mythril Clip: 800

(Disc 2/3)

Atomic Scissors: 1400
Grand Glove: 1200
Striking Staff: 1300
Diamond Pin: 1300
Boomerang: 1400
Yellow M-Phone: 500
Spear: 1200
Trident: 7500
Quicksilver: 1000

---Accessory Shop---

Silver Glasses: 3000
Headband: 3000

(Disc 2/3)

Platinum Bangle: 1800
Powersoul: 4200
Enemy Launcher: 3300
Magic Shuriken: 6000
White M-Phone: 2300
Black M-Phone: 2800
Silver M-Phone: 3300
Sniper CR: 3300

---Materia Shop---

Sense: 1000
Seal: 3000
Restore: 750
Heal: 1500
Revive: 3000

---Upstairs Materia Shop---

Fire: 600

Ice: 600
Lightning: 600
Earth: 1500
Poison: 1500

(Disc 2/3)

Nail Bat: 2800
Rocket Punch: 3200
Work Glove: 2200
Hairpin: 6000
Superball: 3000
Trumpet Shell: 3000
Mop: 3200
Silver Rifle: 3000

Cargo Ship

Inn: 250

---Item Shop---

Potion: 50
Phoenix Down: 300

Costa del Sol

Inn: 200

---Item Shop---

Potion: 50
Hi-Potion: 300
Phoenix Down: 300
Soft: 150
Antidote: 80
Eyedrop: 50
Hyper: 100
Tranquilizer: 100
Tent: 500

---Weapon Shop---

Platinum Bangle: 1800
Carbon Bangle: 800
Four Slots: 1300
Molotov: 400

(Disc 2/3)

Solid Bazooka: 16000
Centclip: 14000
Spiral Shuriken: 14000
Long Barrel R: 13000
Gold M-Phone: 15000
S-Mine: 1000

---Materia Shop---

Heal: 1500
Revive: 3000
Restore: 750
Seal: 3000
Fire: 600
Ice: 600
Lightning: 600

(Disc 2/3)

Fire: 600
Ice: 600
Lightning: 600
Earth: 1500
Gravity: 8000
Poison: 1500

North Core1

Inn: 50

---Tool Shop---

Potion: 50
Phoenix Down: 300
Tent: 500

---General Store---

Transform: 5000
Maiden's Kiss: 150
Cornucopia: 150
Soft: 150
Hyper: 100
Tranquilizer: 100

---Weapon Shop---

Carbon Bangle: 800
Force Stealer: 2200
Molotov: 400

Gold Saucer

Inn: 5 GP

---Hotel Shop---

Potion: 50
Phoenix Down: 300
Ether: 1500
Antidote: 80
Maiden's Kiss: 150
Cornucopia: 150
Sofat: 150
Echo Screen: 100
Hyper: 100
Tranquilizer: 100

Corel Prison

---General Store---

Potion: 50

Phoenix Down: 300

Tent: 500

Gongaga

Inn: 80

---Item Shop---

Potion: 50

Hi-Potion: 300

Phoenix Down: 300

Tent: 500

Maiden's Kiss: 150

Cornucopia: 150

Soft: 150

Hyper: 100

Tranquilizer: 100

---Weapon Shop---

Hardedge: 1500

Grand Glove: 1200

Atomic Scissors: 1400

Striking Staff: 1300

Diamond Pin: 1300

Boomerang: 1400

Impaler: 500

Shrivel: 500

Molotov: 400

---Accessory Shop---

Headband: 3000

Silver Glasses: 3000

Star Pendant: 4000

Talisman: 4000

White Cape: 5000

Fury Ring: 5000

Mystify: 6000

Time: 6000
Heal: 1500
Transform: 5000

Cosmo Canyon

Inn: 100

---General Store---

Potion: 50
Hi-Potion: 300
Phoenix Down: 300
Ether: 1500
Tent: 500
Maiden's Kiss: 150
Cornucopia: 150
Soft: 150
Hyper: 100
Tranquilizer: 100

---Weapon Shop---

Butterfly Edge: 2800
Tiger Fang: 2500
Heavy Vulcan: 2700
Prism Staff: 2600
Silver Barette: 2500
Pinwheel: 2600
Green M-Phone: 2400
Silver Armlet: 1300

---Materia Shop---

MP Plus: 8000
HP Plus: 8000
Mystify: 6000
Transform: 5000

Nibelheim

Inn: 100

---General Store---

Potion: 50
Hi-Potion: 300
Phoenix Down: 300
Tent: 500

Rocket Town

Inn: 100

---Item Shop---

Potion: 50
Hi-Potion: 300
Phoenix Down: 300
Ether: 1500
Hyper: 100
Tranquilizer: 100
Tent: 500
Barrier: 10000
Exit: 10000
Time: 6000

(2nd/3rd Discs)

Hi-Potion: 300
Phoenix Down: 300
Ether: 1500
Tent: 500
Barrier: 10000
Exit: 10000
Time: 6000
Throw: 10000
Manipulate: 10000
Deathblow: 10000

---Weapon Shop---

Shotgun: 3100
Gold Armlet: 2000
Power Wrist: 7500
Protect Vest: 3500
Earring: 7500

Talisman: 4000

(2nd/3rd Disc)

S-Mine: 1000

Gold Armlet: 2000

Edincoat: 8000

Power Wrist: 7500

Protect Vest: 3500

Earring: 7500

Talisman: 4000

Peace Ring: 7500

Safety Bit: 7500

Wutai

---Item Shop---

Hi-Potion: 300

Phoenix Down: 300

Ether: 1500

Hyper: 100

Tranquilizer: 100

Tent: 500

Fire Veil: 800

Swift Bolt: 800

Choco Feather: 10000

---Weapon Shop---

Murasame: 6500

Diamond Knuckle: 5800

Chainsaw: 6300

Aurora Rod: 5800

Gold Barette: 6000

Slash Lance: 6500

Blue M-Phone: 5500

Razor Ring: 6000

Shortbarrel: 6400

Temple of the Ancients

---Item Shop---

Potion: 50
Hi-Potion: 300
Phoenix Down: 300
Ether: 1500
Hyper: 100
Tranquilizer: 100
Maiden's Kiss: 150
Tent: 500

Bone Village

---Item Shop---

Diamond Bangle: 3200
Rune Armlet: 3700
Potion: 50
Hi-Potion: 300
Phoenix Down: 300
Ether: 1500
Hyper: 100
Tranquilizer: 100
Tent: 500

Icicle Inn

Inn: 200

---Weapon Shop---

Organics: 12000
Dragon Claw: 10000
Microlaser: 120000
Adaman Clip: 11000
Hawkeye: 12000
Red M-Phone: 11000
Mast Ax: 13000
Lariat: 12000
Tent: 500
Hi-Potion: 300

Mideel

---Item Shop---

Hi-Potion: 300
Phoenix Down: 300
Ether: 1500
Hyper: 100
Tranquilizer: 100
Remedy: 1000
Tent: 500

*The above becomes the Item Shop from the White Chocobo guy after
Ultimate Weapon*

(After Ultimate Weapon)

Potion: 50
Phoenix Down: 300
Antidote: 80
Tent: 500

---Weapon Shop---

Crystal Sword: 18000
Crystal Glove: 16000
A-M Cannon: 18000
Crystal Comb: 17000
Crystal Cross: 18000
Crystal M-Phone: 18000
Partisan: 19000
Winchester: 18000
Crystal Bangle: 4800
Wizard Bracelet: 12000

*The above becomes the Item Shop from the White Chocobo guy after
Ultimate Weapon*

---Accessory Shop---

Amulet: 10000
Fire Ring: 8000
Ice Ring: 8000
Bolt Ring: 8000
Fairy Ring: 7000
Jem Ring: 7500
White Cape: 5000

---Materia Shop---

HP Plus: 8000
MP Plus: 8000
Transform: 5000
Gravity: 8000
Destruct: 9000

The above becomes the Item Shop from the White Chocobo guy after Ultimate Weapon

(After Ultimate Weapon)

Fire: 600
Ice: 600
Lightning: 600
Restore: 750

Chocobo Sage

---General Store---

Porov Nut: 2000
Pram Nut: 1500
Sylkis Greens: 5000
Reagan Greens: 3000

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13) List of Misseable Items and Materia [LOMIAM]

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This section is here to just list what's misseable in the game, since there's quite a few parts in the game that you cannot return to after a certain point in the game, the following being:

- Sector 7 Slums (after leaving to Reactor 5)
- Train Graveyard (after reaching Sector 7 Pillar)
- Shinra HQ (You CAN return here in Disc 2 one more time, but everything that you could have gotten from Disc 1 will be gone)
- Great Glacier (after Whirlwind Maze)
- Underwater Reactor (after getting the submarine)
- Corel Prison (after defeating Dyne)
- Chocobo Jockey Room (after winning Chocobo race first time)
- Cave of the Gi (after defeating Gi Nattack)
- Temple of Ancients

Now, onto the list of the Misseable things!

---ITEMS---

A) Perishable Items

None are misseable.....

B) Battle Items

- Earth Mallet (Can only be gotten by winning them from Gigas in the Whirlwind Maze)
- Ghost Hand (Can only be either stolen or won from Ghosts in the Train Graveyard)
- Vagyrisk Claw (Can be missed completely if not won from Commander Grand Horn or stolen from Bagyrisks before Level 78.)
- 8-inch Cannon (Can only be won from Grosspanzers, Attack Squads, or Cromwells)
- Graviball (Can only be won from Deenglows in the Train Graveyard, or stolen from Shadow Makers in Midgar Subway in Disc 2).

C) Other Items

- Catastrophe (Can be missed if you did not save North Corel from the train in Disc 2)

---WEAPONS---

- Yoshiyuki (Can only be gotten by talking to the man who watches the rocket on Disc 1 and watching the rocket with him twice).
- Pile Banger (Can only be gotten from Shinra HQ on Disc 2)
- Max Ray (Can only be gotten from Underground area before subway in Midgar on Disc 2).
- Missing Score (Must have Barret in party on the way up to Hojo to get this)
- Master Fist (Can only be gotten from Shinra HQ in Disc 2)
- Princess Guard (Can only be gotten in Temple of Ancients)
- Umbrella (Can only be gotten from Speed Square on Disc 1)
- Behemoth Horn (Can only be gotten from Shinra HQ Stairway on Disc

2)

- Limited Moon (Must have Red XIII in party before going to Bugenhagen in Cosmo Canyon on Disc 3).
- Rising Sun (Can only be gotten from stealing it from Diamond Weapon)
- Shotgun (Can no longer get after Disc 1 from shops)
- HP Shout (Can only be gotten in Shinra HQ during Disc 2)
- Starlight M-Phone (Can only be gotten in Midgar during Disc 2 in underground)
- Battle Trumpet (Can only be gotten in the Underwater Reactor after beating Carry Armor)
- Scimitar (Can only be gotten in the Underwater Reactor after beating Carry Armor)
- Grow Lance (Can only be gotten from Shinra HQ on Disc 2)
- Javelin (Can only be gotten from Gaea's Cliff on Disc 2)

---ARMOR---

- Four Slots (Cannot buy after Disc 1)
- Aegis Armlet (Can only get during Underground area of Midgar during Disc 2)
- Iron Bangle (Cannot buy after going to Sector 5 Reactor)
- Shinra Alpha (Can only be stolen from SOLDIER: 1st during Midgar on Disc 2)
- Shinra Beta (Can only be stolen from Submarine Crew or Marines on Disc 1 and Disc 2).
- Ziedrich (Can only get from stealing from Rude all 3 battles you fight him in).
- Warrior Bangle (Can only get from stealing from Eagle Gun during train mission on Disc 2)
- Mystlie (Can miss one in Midgar, and can miss a 3rd one if you do not use the Crater Duplication glitch)
- Minerva Band (Can miss one if you do not steal it from Elena during Midgar Raid on Disc 2).
- Imperial Guard (Can miss one if you do not fight the Commander Grand Horn in the last Fort Condor battle)

---ACCESSORIES---

- Tough Ring (Can only be stolen from Reno in the last 2 fights you fight him in, the Gelinka and Midgar Raid)
- Curse Ring (Can only be gotten if you did the Old Bent Key sidequest in Mideel before Ultimate Weapon, and if you stole it from Ultimate Weapon in Mideel).
- Reflect Ring (Can be missed if you do not get it in Whirlwind Maze, and if you do not steal it from Ultimate Weapon when over specific locations)
- Poison Ring (Can only be gotten from Whirlwind Maze)

---MATERIA---

-Magic-

-Comet (Can be missed if you do not pick it up before going to fight Jenova-LIFE)

-Support-

-Elemental (Can miss this if you either do not get the Mayor's password right on the first try or do not get it from Tifa's piano during Disc 2)

-Added Effect (Can only be gotten in the Cave of the Gi)

-MP Absorb (Can only be gotten during Wutai sidequest with Corneo before end of Disc 2).

-MP Turbo (Gotten only in the Whirlwind Maze)

-Command-

-W-Item (Can be gotten only in Midgar Subway, though can be gotten again in Bone Village after Midgar Raid)

-Enemy Skill (Can miss one at Shinra HQ after defeating Sample: H025A4 and by not getting it before going to sleep at Forgotten Capital)

-Morph (Can only be gotten in Temple of the Ancients)

-Independent-

-Chocobo Lure (Can miss one if you don't buy it for 2000 Gil during Disc 1)

-Luck Plus (Can only be gotten in Temple of the Ancients)

-Summon-

-Choco/Mog (Can be missed after Meteor is summoned)

-Shiva (Can only get from Priscilla if you save her)

-Ifrit (Only gotten after you defeat Jenova-BIRTH)

-Ramuh (Can only be gotten when in the Chocobo Jockey room the first time you go Chocobo racing)

-Bahamut (Only in the Temple of the Ancients)

-Neo Bahamut (Only in the Whirlwind Maze)

-Bahamut ZERO (Can only be gotten if you got all 4 Huge Materia)

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14) Special Section [SS]

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This section is here to provide you more information about certain things listed earlier in this faq.

-Bone Village Items-

Normally, you'd have to work your butt off to get some of the better items here. However, you can now use this map provided here to find everything that you need. Note that the following items can only be dug up ONCE, and most of them are ONLY if you missed them the first time:

- Lunar Harp
- Buntline
- Mop
- Megalixir
- Phoenix materia
- Bahamut ZERO materia
- W-Materia
- Key to Sector 5

The following items you can dig up infinitely:

- Potion
- Elixir
- Turbo Ether
- Ether

Here is the map for the exact locations of each items. Credits for this goes to Cloud Vs Sephiroth.

<http://www.shillatime.org/bonevillage0000.jpg>

-Fort Condor-

Yes, for every time that you make it through one of these fights (without fighting the CMD. Grand Horn, save for the last time), you get a pretty item. This section is here to tell you what all you get and in which order...

Battle #	Item
1	Magic Comb
2	Peace Ring
3	Ether (displayed as Tincture)
4	Megalixir
5	Hi-Potion x5
6	Hi-Potion x5
7	Superball
8	Turbo Ether x3
9	Turbo Ether x3
10	X-Potion x5
11	X-Potion x5
12	X-Potion x5
13	X-Potion x5
14	Elixir x3
15	Phoenix materia & Huge materia

-Crater Duplications Items-

Thanks to everyone (including one person in particular who's name escapes me that found this data). Here is the complete list of what items you can duplicate in the Northern Crater.

Crater Duplication Info

Send an ally right:

Vincent: Megalixir
 Yuffie: Megalixir
 Red XIII: Mind source
 Tifa: Mystile
 Barret: Guard Source
 Cait Sith: Elixir
 Cid: Speed Source

Send an ally left:

Vincent: Mega All materia or Magic Source
 Yuffie: Counter materia or Vaccine
 Red XIII: Shield materia or Speed Source
 Tifa: Turbo Ether or Hero Drink
 Barret: Remedy or Vaccine
 Cait Sith: X-Potion or Remedy
 Cid: Imperial Guard or Elixir

Send an ally left at first, then up:

Vincent: Magic Source
 Yuffie: Counter materia
 Red XIII: Shield materia
 Tifa: Hero Drink

Barret: Vaccine
Cait Sith: Remedy
Cid: Imperial Guard

Send an ally left at first, then down:

Vincent: Mega All materia
Yuffie: Vaccine
Red XIII: Speed source
Tifa: Turbo Ether
Barret: Remedy
Cait Sith: X-Potion
Cid: Elixir

List of Enemies affected by L5 Death

This section lists all the enemies in the game that are affected by the Enemy Skill, "L5 Death"

8-Eye
Acrophies
Adamantaimai
Bandersnatch
Black Bat
Brain Pod
Cactuar
Cappairwire
Castanets
Crawler
Crown Lance
Death Machine
Deenglow
Desert Sahagin
Doorbull
Dragon Rider
Dual Horn
Edgehead
Elfadunk
Epiolnis
Gagihandi
Ghost
Gigas
Head Bomber
Head Hunter
Ice Golem
Ironite
Jersey
Kalm Fang
Kelmeltzer
Killbin
Magnade
Rilfsak
Sahagin
Scotch

Scrutin Eye
Senior Grunt
Serpent
Skeeskee
Soldier: 2nd
Sonic Speed
Stilva
Stinger
Tonadu
Unknown 1
Wind Wing
Zolkalter

List of enemies affected by L4 Suicide

This section lists all the enemies in the game that are affected by the Enemy Skill, "L4 Suicide"

1st Ray
Allemagnne
Bagnadragna
Battery Cap
Beachplug
Bizarre Bug
Blood Taste
Blugu
Cactuar (Cactus Island)
Ceasar
Chocobo (In Mideel and Chocobo Ranch (Weak) area)
Corneo's Lackey
Corvette
Crazy Saw
Cripsay
Crown Lance
Death Dealer
Desert Sahagin
Dragon
Eagle Gun
Edgehead
Evilhead
Formula
Frozen Nail
Ghost Ship
Gigas
Golem
Grangalan
Grashstrike
Grenade
Guard Scorpion
Guardian
Hammer Blaster
Hard Attacker
Ice Golem
Jayjujaye
Jumping

Kyuvilduns
Machine Gun
Malboro
Maldancer
Madouge
Marine
Mighty Grunt
Mirage
Missile Launcher
Motor Ball
Mu
Neurosufferoth
Proto-Machine Gun
Prowler
Quick Machine Gun
Rilfsak
Sculpture
Search Crown
Serpent
Shake
Shred
Skeeskee
Smogger
Snow
SOLDIER: 1st
Staniv
Stilva
Stinger
Submarine Crew
Sweeper
Tail Vault
Thunderbird
Trickplay
Unknown 3
Warning Board
Yang
Ying

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15) The Perfect Game Guide [PGG]

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Yes, I know. There's plenty of other places that you can find this. However, to add to this guide, and for more completionist purposes, this section is here to help with Perfect Games!

For a list of what's misseable, check the List of Misseable Items and Materia [LOMIAM] section!

A) The Most Important Things

Here's a few things to keep in mind while attempting a Perfect Game:

I) Expect this to take a long time.....an extremely long time! I'm talking about 350-400 hours if you're attempting to get 99 of everything, and even more if you're attempting max EXP, max stats, and max Natural HP/MP for everyone (more likely about a year or so on that).

II) Make sure that you've grabbed EVERYTHING from an area! Check the Item/Equipment/Materia Locations (By Area) [IEML] section for a layout (and checklist) of everything in a specific area! Also make sure to buy 99 of everything that you can BEFORE moving on in the game, since you can't grab them again after a certain point. These includes:

Iron Bangles (Get 99 before getting on the train)

Four Slots (Get before end of disc 1)

Shotgun (Get before end of disc 1)

Ghost Hands (Steal at least 2 if you're going to use the W-Item trick, or steal/win 99 before going to Sector 7 Pillar)

Vagyrisk Claw (Steal before getting to Level 78)

Reflect Ring (Steal 99 before destroying Ultimate Weapon, or forcing Ultimate Weapon to stop at Cosmo Canyon)

Shinra Beta (Steal 99 before fighting Jenova-Birth)

Shinra Alpha (Steal 99 before fighting Hojo)

III) Keep multiple saves of course! You never know when you might screw up and miss something that you don't want to miss!

B) Perfect Game Levels

Yes, everyone has a different view of what a Perfect Game is. Some think beating the game and beating the WEAPONS is perfect, while others (such as I) believe having max of everything is perfect. This little section here describes each level of perfection (based off of JungleJim's faq), with details of the levels. Note that I'll tend to change the levels here, but keep in mind that these AREN'T definite. These are all up to how the player views a Perfect Game. Also note that you can't just change levels halfway through the game due to a lot of things not being available after certain points:

Level 0

-Beat the game

*Easiest level, and one that everyone can do without any problems. Nothing special here at all.

Level 1

- Buy Costa del Sol villa
- Get all limit breaks
- Get Yuffie and Vincent

*This is something that really shouldn't be hard at all, and isn't too much of a step up from Level 0 at all.....in fact, you can pretty much put this and Level 0 in the same category, since there's nothing hard at all about it.

Level 2

- Defeat Ultimate, Emerald, and Ruby Weapon

*This is where it might get a little harder for most people if they're not used to the game. Ultimate Weapon shouldn't be a problem at all, but Emerald and Ruby will be for those who've never fought them or don't know how to beat them. However, this is still rather easy for those who know what they're doing.

Level 3

- One of each materia mastered
- All characters are at Level 99
- Complete all sidequests
- Everyone's Grudge does 9999 to each character
- Full set of chocobos
- Chocobo Sage tells you everything

*The more time consuming stuff starts here more than anything. The materia will be the downfall here, since there's several you can miss permanently, so you really have to start looking out for them in order to not fail this level off the bat. Sidequests are also another thing that's kinda easy to screw up on (particularly the Fort Condor sidequest). For the Chocobo Sage, Everyone's Grudge, and Level 99 bit, these are just nothing but time and effort. For the full set of Chocobos bit, this differs from player to player. One of 2 possibilities exist for this, being:

- 1) Having 7 Gold Chocobos
- 2) Having a Gold, Green, Blue, Black, Wonderful, and 3 Gold Chocobos.

NOTE: For Everyone's Grudge, the formula is $\text{Damage} = 10 \times \text{the number of enemies that character has killed}$.

Level 4

- At least one of every item/weapon/armor/accessory
- Max stats for every character

*More time consuming stuff. The items shouldn't be a problem to get 99 of if you use the W-Item glitch; otherwise, it will take a while to get. This is also a very easy one to fail if you don't watch for where everything is, since this game has a lot of one-time only items, which also includes Key items, being:

[Items]

Battery
Earth Mallet
Catastrophe
Earth Mallet

[Key Items]

Coupon A
Coupon B
Coupon C
Membership Card
Bikini Briefs/Lingerie
Glass/Ruby/Diamond Tiara
Cologne/Flower Cologne/Sexy Cologne
Deodorant/Digestive/Disinfectant
Pharmacy Coupon
Leviathan Scales

[Weapons]

Rising Sun
Yoshiyuki
Max Ray
Pile Banger
Missing Score
Master Fist
Umbrella
Princess Guard
Behemoth Horn
Shotgun (only if you don't buy them before the end of disc 1)
HP Shout
Starlight M-Phone
Battle Trumpet

Grow Lance
Spirit Lance

[Armor]

Aegis Armlet
Mystile
Warrior Bangle
Shinra Alpha
Shinra Beta
Ziedrich
Minerva Band
Four Slots (Only if you don't buy before the end of Disc 1)

[Accessories]

Curse Ring
Tough Ring
Reflect Ring
Poison Ring

Max stats is easy really, since you can use the Gelinka to morph for the sources you need.

Level 5

-Max of all items/weapons/armor/accessories
-Max EXP for each character
-Max Gil

Why is this Level 5? Simple....for the fact that Max exp and gil will take FOREVER to get.....considering that they go well above 100,000,000 each. The theory is that 999,999,999 is the max for both of these.

The max of all items/weapons/armor/accessories will also be very time consuming, considering some of the things that you need 99 of are either hard to obtain due to luck (Gold Saucer items) or you have to steal/win them from enemies. Also note that these include Key items as well!

C) The Perfect Game Map

Alright, this section is dedicated to display where and when you should get each and every item listed in the faq, as well as displaying the maximum amount you should have if you're attempting a Perfect Game:

[Items]

Potion: 99 (Buy whenever you want)
Hi-Potion: 99 (Buy whenever you want)
X-Potion: 99 (Win at Wutai area)
Ether: 99 (Steal from Deenglows. Useful for getting Gil early in game)
Turbo Ether: 99
Elixir: 99 (Dig up in Bone Village)
Megalixir: 99 (Win from Master Tonberry. Best to just use W-Item trick)
Phoenix Down: 99 (Buy whenever you want)
Antidote: 99 (Buy whenever you want)
Soft: 99 (Buy whenever you want)
Maiden's Kiss: 99 (Buy whenever you want)
Cornucopia: 99 (Buy whenever you want)
Echo Screen: 99 (Buy whenever you want)
Hyper: 99 (Buy whenever you want)
Tranquilizer: 99 (Buy whenever you want)
Remedy: 99 (Buy whenever you want)
Smoke Bomb: 99 (Steal from Slalom at Junon on Disc 1)
Speed Drink: 99 (Steal from Vice in Sector 6 Slums)
Hero Drink: 99 (Win from Chocobo Square)
Vaccine: 99 (Win from Chocobo Square)
Eye Drop: 99 (Buy whenever you want)
Tent: 99 (Buy whenever you want)

Grenade: 99 (Buy whenever you want)
Shrapnel: 99 (Win from Bombs, or buy from Battle Square)
Right Arm: 99 (Steal from Bombs)
Hourglass: 99 (Morph Kimara Bugs)
Kiss of Death: 99 (Win from Death Dealers)
Spider Web: 99 (Steal from Kimara Bugs)
Dream Powder: 99 (Morph Crown Lances)
Mute Mask: 99 (Morph Dorky Faces)
War Gong: 99 (Win from Grand Horns)
Loco Weed: 99 (Win from Razor Weeds)
Fre Fang: 99 (Buy whenever you want)
Fire Veil: 99 (Win from Foullanders)
Antarctic Wind: 99 (Morph Jumpings)

Ice Crystal: 99 (Morph Bandersnatch)
Bolt Plume: 99 (Steal from Thunderbirds)
Swift Bolt: 99 (Buy whenever you want)
Earth Drum: 99 (Win from Flower Prongs)
Earth Mallets: 99 (MUST win from Gigas')
Deadly Waste: 99 (Win from Smoggers, or opt to win from Slaloms)
M-Tentacles: 99 (Win from Sneaky Steps, or wait and steal/win from Malboros)
Stardust: 99 (Buy from Battle Square)
Vampire Fang: 99 (Win or morph Black Bats)
Ghost Hand: 99 (Steal from Ghosts)
Vagyrisk Claw: 99 (Steal from Bagyrisks before Level 78)
Light Curtain: 99 (Win from Garudas)
Lunar Curtain: 99 (Win from Foulanders)
Mirror: 99 (Win from Mirrors)
Holy Torch: 99 (Morph Vampire Bats or Evil Heads)
Bird Wing: 99 (Win or morph Zuus or Tornadus)
Dragon Scales: 99 (Win from Adamantaimais)
Impaler: 99 (Buy whenever you want)
Shrivel: 99 (Buy whenever you want)
Molotov: 99 (Buy whenever you want)
S-Mine: 99 (Buy whenever you want)
8-inch Cannon: 99 (Win from Grosspanzers)
Graviball: 99 (Steal from Shadow Makers)
T/S Bomb: 99 (Get from Flapbeats)
Ink: 99 (Steal from Bad Raps)
Dazers: 99 (Steal or win from Boundfats)
Dragon Fangs: 2 ***Note: You can only get 99 of these by using W-Item***
Cauldron: 99 (Win or steal from Dragon Zombies)

Save Crystal: 1 (Get from treasure chest)
Sylkis Greens: 99 (Buy whenever you want)
Reagan Greens: 99 (Buy whenever you want)
Mimett Greens: 99 (Buy whenever you want)
Curiel Greens: 99 (Buy whenever you want)
Pahsana Greens: 99 (Buy whenever you want)
Tantal Greens: 99 (Buy whenever you want)
Krakka Greens: 99 (Buy whenever you want)
Gyshal Greens: 99 (Buy whenever you want)
Power Source: 99 (Morph Heavy Tanks)
Guard Source: 99 (Morph Bagnadragnas)
Magic Source: 99 (Morph Unknown 3s)
Mind Source: 99 (Morph Serpents)
Speed Source: 99 (Morph Poodlers)
Luck Source: 99 (Morph Bad Raps)
Zeio Nut: 99 (Steal from Goblins)
Carob Nut: 99 (Steal from Vlakarados)
Porov Nut: 99 (Buy whenever you want)
Pram Nut: 99 (Buy whenever you want)
Lasan Nut: 99 (Buy whenever you want)
Saraha Nut: 99 (Buy whenever you want)
Luchile Nut: 99 (Buy whenever you want)
Pepio Nut: 99 (Buy whenever you want)
Battery: 3 (Buy from man in Wall Market)
Omnislash: 1 (Buy from Battle Square on Disc 2/3)
Catastrophe: 1 (Get from completing Huge Materia sidquest on Disc 2)
Final Heaven: 1 (Get by playing correct tune on Tifa's Piano in Nibelheim)
Great Gospel: 99 (Get by trading Mythril to man in cave)

Cosmo Memory: 1 (Win from Lost Number)
All Creation: 1 (Win from Godo)
Highwind: 1 (Get from Sunken Gelinka)
Chaos: 1 (Get from Lucrecia's Cave on Disc 2/3)
Guide Book: 99 (Morph Ghost Ships)

Pharmacy Coupon: 1 (Get from Food shop in Wall Market)
Deodorant/Disinfectant/Digestive: 1 (Get from Pharmacist by exchanging Pharmacy Coupon in Wall Market)
Cotton/Satin/Silk Dress: 1 (Get from Dress Shop owner in Wall Market)
Wig/Died Wig/Blonde Wig: 1 (Get from Big Bro in gym in Wall Market)
Cologne/Flower Cologne/Sexy Cologne: 1 (Get from guy in bathroom in pub by trading Deodorant/Disinfectant/Digestive in Wall Market)
Glass/Ruby/Diamond Tiara: 1 (Get from guy at Materia Shop by exchanging coupon from inn in Wall Market)
Lingerie/Bikini Briefs: 1 (Get from spending the night at Honey Bee Inn)
Membership Card: 1 (Get from guy pacing outside Honey Bee Inn at Wall Market)
Basement Key: 1 (Get from beating Lost Number)
A/B/C Coupon: 1 (Get from Shinra HQ)
Old Bent Key: 1 (Find in Mideel outside accessories shop)
Gold Ticket: 1 (Get at Gold Saucer)
Huge Materia: 4 (Get from North Corel, Rocket Town, Underwater, and Fort Condor)
Glacier Map: 1 (Get from Icicle Inn)
Leviathan Scales: 1 (Get from Underwater Reactor)
Key to Sector 5: 1 (Dig up in Bone Village)

Tissue: 99 (Get from running away/losing in Battle Square)
1/35 Soldier/Super Sweeper/Masamune Blade: 99 (Get from winning at Speed Square)
Combat Diary/Autograph/Gamber: 99 (Get from winning Battle Square)
Earth Harp: 1 (Win from Emerald Weapon)
Desert Rose: 1 (Win from Ruby Weapon)

For Weapons, Armors, and Accessories, just follow the faq itself to find where to get these easily. Buying these should be no problem later on in the game, when you can easily master All materias quickly.

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16) Credits [C]
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