FINAL FANTASY VI [Edits]

last updated: **December 25, 2024!** ~~Sept 26, 2021~~

READ CAREFULLY

This is not a serious project. It is partially edited from another, pre-existing mod of FF6 (EvilType) that is not mine. I thought it was a nice template for some fun creative edits since it generally appeared to spice up the game. FF6 is far beyond my ambition; I'm not interested in modding it from the ground up.

PATCHES IN USE!

A list of third party patches in use. I tried to keep my loadout simple and useful.

1. Evasion has been fixed
2. Characters with multiple glow buffs (e.g. haste, rflect) will cycle through the graphics instead of showing only one, based on a predetermined priority list. YAY!
3. Allows swapping between Equip and Relic menus by pressing Y
4. Uncensored graphics (e.g. Starlet, other misc. enemies)
5. Rages are now learned by winning a battle with GAU present. He will learn from each monster in the group! *This just cuts down on the time spent LEAPing and re-finding GAU*
6. The Coliseum now shows the reward on the item screen next to the inventory item that you have to bet. *Haven't we been sneezed on enough? You would've just loaded back if it weren't for this*
7. I believe the Rippler bug is fixed
8. Names are listed above Blitz/SwdTech in skill menus

A👽face means everything written in pink is something I have edited, or **renamed**
Yellow is new stuff from 2024 (impossible!)
Green indicates personal priority (these are *my* notes, too)
Blue/DBlu indicates default EvilType mod adjustments

I improved tons of spell tooltips to clarify exactly what they do beyond the simple mechanics (as in, you should know what Retort does basically if you're playing this mod.)

If I recall, the only one I couldn't fit the entire explanation for is Flare Star, and that's just a wild, wild case of weird and unique functionality...I tried.

Lots of weapon palette changes, e.g. each rod looks appropriate for its element now, thunderblade looks as cool as flame sabre/blizzard, etc.

Locke renamed to Relic. That's what I've always called him since childhood and I think it's a very suiting name for him, and I don't just mean due to his profession.

Aside from the other numerous EvilType Coliseum edits, the reward for betting marvel shoes is now merit award, since i accidentally previously made it impossible to obtain this item

👽*SECRETS ADDED (highlight for spoilers)*

1. *A hidden chest in*
2. *A hidden chest in*

Espers

- Ifrit: Power raised from 51 to 71.
- Shiva: Power raised from 52 to 72.
- Terrato: Power raised from 93 to 128, No Split Damage flag added.
- Shoat: No longer misses if Death protected, only checks for Stone immunity.
- Maduin: Power raised from 55 to 60. No Split Damage flag added.
- Bismark: Power raised from 58 to 84.
- Palidor: Cost lowered from 61 to 38.
- Tritoch: Power raised from 110 to 147, No Split Damage flag added.
- Odin: Status odds raised from 110% to 120%.
- Raiden: Status odds raised from 140% to 150%.
- Bahamut: Power raised from 92 to 112, No Split Damage flag added.
- Alexandr: Power raised from 114 to 139, No Split Damage flag added.
- Crusader: Power raised to 225. Accuracy lowered from perfect rate to 150%
- Kirin: Now has a 10 Power (same as Cure) healing effect, in addition to adding Regen.
- Sraphim: Power raised from 18 to 54. (Just under Cure 3)
- Unicorn: Now has a 22 Power (Between Cure and Cure 2) healing effect, additionally heals zombie, Freeze, Imp, Condemned, and Berserk statii as well as the status healed before.
- Fenrir: Cost lowered from 70 to 42.
- Starlet: Now randomly bestows one of: Safe, Shell, Image, or Life 3, in addition to healing. Power raised from 34 to 70. (Somewhat over Cure 3)
- Phoenix: Power raised from 4(1/4th MHP revival) to 16(Full).

Spells

- Break: No longer misses if the enemy is Death protected. Now only checks for Stone immunity.
- Doom: Hit rate raised from 95% to 120%.
- Demi: Now adds "Near Fatal" status (No major effect), and checks for this instead of instant death. This allows for a check for that immunity, making it and a few other key attacks that were otherwise uselessly obsoleted by instant death spells, allowing them to actually hit people that Doom wouldn't. Handy. Hit rate boosted to 150%.
- 👽Drain: Power raised from 38 to 42.
- Quartr: Now adds "Near Fatal" status (No major effect), and checks for this instead of instant death.
- Pearl: Power raised from 108 to 138.

- Flare: Power raised from 60 to 73.
- 👽X-Zone: Success rate raised from 85 to 96.
- Ultima: Power reduced from 150 to 102.
- WWind: No longer misses if target is Death protected. Instead, checks for Seizure immunity to see if the attack should hit or miss.
- Rasp: Power raised from 10 to 12.
- Osmose: Power reduced from 26 to 5. (Osmose's drop isn't as steep as it sounds; Osmose could only deal as much MP damage as you had lost MP, and the damage was such so that anyone could fully heal around 1.5x their MP in one casting.)
- Quick: MP Cost raised to 250 (Doesn't display correctly, but oh well.)
- Antdot: Now can be cast on multiple targets at once. Now cures Dark, Berserk and Slow additionally.
- Regen: Now can be cast on multiple targets at once.

Tools

- 👽Bio Blaster: Now adds Seizure/Phantasm (HP Leak - uncurable/unblockable).
    - Added 128 success power (but no idea what this does)
    - +10 spell power
- Flash: Instead of inflicting Blind, now inflicts one of Blind, Berserk or Stop.
- 👽Chain Claw:
    - Launches a fistful of speeding scrap metal at one or more enemies
    - Works identical to Drill but can target multiple enemies. An upgrade to the auto crossbow, but incurs split damage.
    - Obtained from Zozo instead of Chain Saw.

  Renamed from Drill, which can no longer be purchased from South Figaro
- Air Anchor: Now hits multiple targets.
- 👽Chain Saw: can now only be stolen.

SwdTech

- Cyan's SwdTech gauge fills faster
- Dispatch: Power raised from 120 to 155.
- Retort: Power raised from 56 to 86.
  (Has some kind of bug in the opera ultros battle..?)
- 👽Reverberator: ~~Power raised from 8(Half current enemy life) damage to 12(3/4ths). (Still checks for instant death immunity.)~~
    - **Death immunity check removed**
    - **Now hits all enemies**
    - Now deals 25% HP in damage
    - Inflicts **Mute & Phantasm**
    - Misses if protected from Mute or already Muted (wink)

  Renamed from Slash
- Quadra Slam: Power raised from 72 to 168.
- Empowerer: Power raised from 49 to 255. (Like Osmose, still caps at amount healed.)
- Stunner: Power raised from 97 to 130, adds Slow additionally to Stop.
- Quadra Slice: Power raised from 70 to 177.
- Cleave: No longer inflicts instant death. Inflicts Petrify and Condemned at perfect rate, though both status are still blockable. Now is 104 base power, ignores split, ignores defense, non-elemental magical damage additionally. No longer can miss.

Blitz

- Simplified execution for Fire Dance, Air Blade and Bum Rush in a way that follows the theme of the originals
- Pummel: Power raised from 110 to 125.
- Suplex: Power raised from 180 to 220.
- Mantra: Now cures Muddle, Sleep and Slow status.
- Spiraler: Learned level lowered from 42 to 32.

Runic

- Runic now also works on Lullaby, **Acid Rain**, Confusion, Mute, **Delta Hit**, **Cyclonic**, **Fire Ball**, Raid, **Absolute 0**, **Flash Rain**, Mind Blast, Love Token, **S. Cross**, **Cold Dust**, Dread, **Blaze**, **Soul Out**, **Lifeshaver**, **TekBarrier**.

Dance

- Dance is no longer continuous when successful, a new action may be chosen on any following turn
- 👽Sun Bath: Now cures "Freeze"
- Desert Aria: Antlion is now the fourth most common result, while Wind Slash is now the second. Kitty is now the third most common result.
- Love Sonata: Imp Song replaces Snare. Shrapnel replaces Elf Fire. Order from most commonly used to rarest is now Imp Song/Specter/Shrapnel/Tapir.
- Earth Blues: Sonic Boom is now the third most common result, while Sun Bath is now the second.
- Dusk Requiem: Snare removed, replaced with Slide(75 power multiple target Earth damage), moved to the third rarest slot. Elf Fire moved to second most common slot.
- Snowman Jazz: Surge is now the most common result, with Snare being second, Snowball being third and Ice Rabbit still being rarest.

Monster Skills | Rage

- Harvester: Power raised from 0 to 34, now heals, additionally cures Zombie/Imp/Berserk/Freeze.
- Antlion: Hit rate raised from 100% to 200%. No longer checks Stamina.
- Specter: Now is an 18 base power, ignores defense non-elemental spell as well as Muddling the enemy. Will not miss if the enemy is protected from Muddle. (Not that it ignores Muddle resistance though. Just, it'll deal damage and not confuse them if they resist Muddle.)
- Sonic Boom: Now only misses if the target is immune to Near Fatal.
- Cave In: Now only misses if the target is immune to Seizure.
- Snowball: Hit Rate reduced from perfect to 120% base. Now inflicts ice damage. Is still 1/2 Gravity and no longer checks any other checks, meaning it will not miss based on any status resistance. (Of course, it hits the damage cap, and it's rarer to come out of Snowman Jazz now...) Now strikes multiple targets.
- Surge: Now ignores target defense.
- Cokatrice: Power raised from 50 to 60, no longer fails on those that immune Instant Death. (Why did it do that? It made the damage totally pointless, and Petrify checks still exist.)
- Wombat: Power raised from 88 to 99.
- Kitty: Adds Regen, Safe and Shell in addition to Haste.
- Tapir: Now cures Freeze status.
- Whump: Power raised from 53 to 86, No Split Damage flag added.

- Poison Frog: Power raised from 56 to 69.
- Ice Rabbit: Power raised from 60 to 70, No Split Damage flag added.
- H-Bomb: Now ignores split damage among multiple enemies.
- Exploder: **Now removed from Lore.**
- Roulette: MP cost reduced to 3. **Now removed from Lore.**
- Clear: Now toggles(ala Imp) Magitek status, defaults to hitting all allies. (How you get enemies to *do* this is your problem. A couple of world map enemies can use Clear, but only under very weird circumstances. It's an easter egg. Don't blame me if being Magitek at the wrong point breaks things. Because it probably will.)
- Goner: Added No Split Damage flag.
- Imp Song: MP cost reduced to 0(To match other Dance command moves).
- Shrapnel: MP cost reduced to 0(To match other Dance command moves).
- Slide: MP cost reduced to 0(To match other Dance command moves).
- Storm: Power raised from 100 to 126. Now ignores split damage against multiple enemies.

Blue Magic

👽Renamed from Lore

- Condemned: MP cost reduced to 5. Now can hit multiple targets. **Now a starting Lore.**
- Magnitude8: **Now added to Lore(Replacing Roulette).** MP cost boosted to 34.
- CleanSweep: Power raised from 50 to 55.
- Blow Fish: MP Cost halved, now heals Strago as much damage as it deals.
- Revenge: MP cost reduced to 0.
- Pearl Wind: Now cures Petrify, Condemned and Zombie.
- L5 Doom: No longer checks for any form of status immunity. Still has the level check though. You'd think this would make it great, but...it's way more situational than most status. Go fig. Cost raised to 55 MP to discourage random spamming instead of just scanning people.
- L4 Flare: Changed to L3 Flare.
- L3 Muddle: Changed to L2 Daze. Additionally Stops the targets as well as confusing them.
- 👽GP Pearl: Power raised from 120 to 144. *Renamed from L? Pearl*
- Step Mine: Power lowered from 32 to 16. (Note: Lowering the power of Step Mine linearly raises its damage, due to it's formula.)
- 👽AntiRflect: Now inflicts Confuse/Stop/Seizure additionally. *Renamed from Reflect???*
- Dischord: Cost reduced from 68 to 46, Hit Rate raised from 100% to 150%. Now checks for Near Fatal instead of instant death status.
- Stone: MP cost reduced from 22 to 12.
- Rippler: Cost reduced from 66 to 44.
- Quasar: Cost reduced from 50 to 28. Power raised from 57 to 64.
- GrandTrain: Power boosted from 84 to 108.
- Flare Star: **Now added to Lore(Replacing Exploder).** MP cost boosted to 58.

SWORDS

- MithrilBlade: +15 Battle Power.
- RegalCutlass: +20 Battle Power.
- Rune Edge: +30 Battle Power, +10% MBlock.
- 👽Flame Sabre: +1 Vigor, +1 Stamina, +1 Speed, +1 Magic Power.
  - Original Stats removed
  - +7 vigor, +7 stamina
  - Casts Fire 2 instead of Fire
  - +18 Battle Power
- 👽Blizzard:
  - Original Stats removed
  - +7 MagPwr
  - Casts Ice 2 instead of Ice
  - +18 Battle Power
- 👽ThunderBlade:
  - Original Stats removed
  - +7 speed
  - Casts Bolt 2 instead of Bolt
  - +18 Battle Power
  - Sprite matches the other two, palette improved
- 👽Crystal: +5 Battle Power, +5 Vigor, +5 Speed, +6 Magic Power. Same damage from back row. Hit rate raised from 150% to 200%. Now usable by Relic
- Falchion: +12 Battle Power, +4 Vigor, +2 Speed, +3 Magic Power, +10% MBlock. Atlas Armlet effect, ignore target MBlock. Now usable by Cyan.
- 👽Enhancer: Now usable by Relic
- 👽Drainer: **now also randomly casts Drain**
- 👽Soul Sabre: ~~+5 Magic Power, +10%~~
  - +30% MBlock
  - evade bonus removed
  - **casts Stop instead of Doom**
  - now usable by Cyan
  - **Drains HP instead of MP**
  - +22 battle power, +50 hit rate
  - **randomly counterattack**
  - immune to **Death**, **Condemned**
- Scimitar: +7 Vigor, +3 Speed, +3 Stamina, +3 Magic Power, +20% MBlock, +10% Evade, +25% MP.
- 👽Illumina: usable by CYAN, **NO LONGER WON FROM BETTING RAGNAROK. NOW DROPPED BY GODDESS**
- 👽Ragnarok: Now usable by Cyan. Trades for Dreamlight. Halves MP consumption
- 👽Atma Weapon: +7 Vigor, ~~+25%~~ +50% HP
  - Now works with SwdTech/Runic
  - usable by CYAN, MOG
  - **Now ignores row**
  - **Now considered heavy gear**

SPEARS

- 👽All spears ignore row, and can additionally now be used by Terra and Celes
- Mithril Pike: +18 Battle Power.
- Trident: +30 Battle Power, +3 Magic Power.
- 👽Tek Lance:
    - 128 Battle Power
    - +2 Vigor, +2 Stamina, +2 Speed, +2 Magic Power, +20% MBlock
    - Uses MP for critical strike
    - **Randomly casts Osmose**
    - **Auto-Regen, Auto-Shell**
    - Raises fight damage

  (Renamed from Break Blade, an inarguably useless secret sword that should've been cool)
- Stout Spear: +30 Battle Power, +3 Vigor.
- 👽Partisan: +10 Battle Power, +2 Speed, +2 Magic Power. **Randomly casts Drain.**
- 👽Gold Lance: +15 Battle Power, +5 Vigor, +3 Stamina. Gauntlet effect(Can wield weapon two-handed), Auto-Safe.
- Pearl Lance: +4 Magic Power, +10% MBlock.
- 👽Dimensional Lance:
    - 204 Battle Power, 255 Hit Rate
    - +5 Speed, +5 Magic Power, +20% MBlock, **+50% vigor**
    - Uses MP for critical strike
    - **Randomly casts X-Zone**
    - **Auto-Regen, Auto-Shell, Auto-Image**
    - Raises magic damage
    - Raises pre-emptive attack rate, lowers back / pincer attack rate
    - Raises MP by ¼

  (Renamed from Graedus)
- 👽Aura Lance: +50% vigor, +2 Vigor, +2 Speed, +2 Stamina, +2 Magic Power, +10% MBlock. **Randomly casts Flare.**
- Imp Halberd: Randomly cast Imp on attack, Hyper Wrist effect, +10% Evade.

DIRKS

- Dirk: +10% Evade.
- MithrilKnife: +20 Battle Power, +2 Speed.
- Guardian: +35 Battle Power, +4 Magic Power, +10% MBlock. Now enables Capture.
- Air Lancet: +27 Battle Power, +6 Speed, +10% MBlock, +10% Evade. No back row penalty.
- ThiefKnife: +30 Battle Power, +3 Vigor, +3 Speed, +3 Stamina, +10% MBlock. Now enables Capture.
- Assassin: +30 Battle Power, +2 Speed, +3 Magic Power, +10% MBlock.
- Man Eater: +20 Battle Power, +6 Speed, +4 Magic Power, +10% Evade.
- SwordBreaker: +20% MBlock.
- ValiantKnife: +30 Battle Power, +4 Speed, +4 Stamina, +4 Vigor, +10% MBlock, +25% HP.

DAGGERS (SHADOW)

- Imperial: +3 Speed, +10% MBlock, +10% Evade.
- Kodachi: +3 Speed, +10% MBlock, +10% Evade.
- Blossom: +4 Speed, +10% MBlock, +10% Evade.
- Hardened: +5 Speed, +10% MBlock, Hyper Wrist effect, +10% Evade.
- Striker: +7 Speed, +5 Magic Power, +10% MBlock, +10% Evade.
- Stunner: +7 Vigor, +7 Speed, +2 Stamina, +3 Magic Power, +20% MBlock, 2x damage to humanoid enemies (Man Eater effect.), +20% Evade, Atlas Armlet effect.

KATANAS

- Ashura: +20 Battle Power, randomly casts Fire
- Kotetsu: +20 Battle Power, +1 Vigor, +1 Magic Power, randomly casts Ice
- Forged: +25 Battle Power, +2 Vigor, +1 Magic Power, randomly casts Bolt
- 👽Tempest: ~~+10~~ 20 Battle Power, +2 Vigor, +3 Magic Power, +2 Speed
- Murasame: +20 Battle Power, +3 Vigor, +2 Speed, +3 Magic Power, +10% MBlock, randomly casts Slow
- Aura: +43 Battle Power, +4 Vigor, +5 Speed, +2 Stamina, +4 Magic Power, +20% MBlock, Atlas Armlet effect, Gale Hairpin effect(Raise Pre-Emptive Strikes), Randomly Slice(Scimitar effect.), +10% Evade, **Auto-Shell**, randomly casts Berserk
- Strato: +10 Battle Power, +7 Vigor, +3 Speed, +3 Magic Power, +10% MBlock, **Auto-Float, Auto-Safe**, Vigor +50%, **+20% Evade**, randomly casts Wind Slash, randomly counters
- Sky Render: +5 Battle Power, +7 Vigor, +5 Speed, +2 Stamina, +4 Magic Power, **+20% MBlock, Auto-Regen, Auto-Haste, Auto-Image**, Atlas Armlet effect, use MP for criticals.

RODS

- 👽**All Rods**: use as an item **no longer breaks** any Rod type, updated graphics to be more unique & palette-diverse
- Heal Rod: +10 Battle Power, +10% MBlock, **Safe at low HP, Shell at low HP(Czarina Ring effect)**, Ignore target MBlock, **randomly cast Cure on attack**, use as an item for Cure. Cost changed to 10000.
- Fire Rod: +8 battle power, +5 Vigor.
- Ice Rod: +8 battle power, +5 Speed.
- Thunder Rod: +8 battle power, +3 Vigor, +3 Speed, +3 Stamina.
- Poison Rod: +~~20~~ 28 Battle Power, +2 Magic Power.
- Pearl Rod: +8 battle power, +2 Magic Power, use MP for criticals
- Gravity Rod: +12 battle power, +4 Magic Power, use MP for criticals
- Punisher: +81 Battle Power, +4 Vigor, +4 Speed, +4 Stamina, +4 Magic Power, +10% MBlock, **Hero Ring effect, randomly casts Stop on attack. Now allows for Runic and Sword Tech.**
- 👽Storm Rod:
    - +12 battle power
    - Wind/Water elemental
    - randomly casts Bolt 3 on attack
    - Randomly casts Wind Slash

  (Renamed from Magus Rod)

BRUSHES

- Chocobo Brsh: +20 Battle Power, +4 Speed, +1 Magic Power, +10% MBlock, Raise Sketch Rate.
- DaVinci Brsh: +20 Battle Power, +1 Speed, +3 Magic Power, Raise Sketch Rate, +10% Evade. Steal from Ultros
- 👽Magical Brsh: ~~+10~~ +14 Battle Power, +1 Vigor, +1 Speed, +4 Magic Power, +10% MBlock, **Auto-Shell, Raise Sketch Rate, Raise Control Rate, randomly casts Rasp on attack,** same damage from back row. Steal from ???
- 👽Scarlet Brsh: ~~+26~~ +30 Battle Power, +1 Vigor, +4 Speed, +1 Stamina, +4 Magic Power, **+20% MBlock, Use MP for criticals,** ~~Safe at HP, Shell at low HP~~**, Raise Sketch Rate, Raise Control Rate, randomly cast Osmose on attack,** same damage from back row, raises magic damage. Stolen from Hidon
  (Renamed from Rainbow Brsh)

THROWN

- Tack Star: +65 Battle Power.

CLAWS

- All claws have +10% evade (Kaiser/Dragon Claw get 20%)
- MetalKnuckle: +10 Battle Power.
- Mithril Claw: +20 Battle Power.
- Kaiser: +20 Battle Power, +12.5% HP.
- Poison Claw: +20 Battle Power, +2 Magic Power.
- Fire Knuckle: +20 Battle Power, +4 Speed, Casts Fire 2 instead of Fire
- Dragon Claw: +8 Battle Power, +1 Vigor, +5 Speed, +1 Stamina, +6 Magic Power, +10% MBlock, now randomly casts Wind Slash, raises magic damage
- Tiger Fangs: +10 Battle Power, +1 Vigor, +5 Speed, +2 Magic Power, randomly counter-attack(Black Belt effect), randomly slices enemies on attack.

SPECIAL

- 👽Mog can now use all of Relic's weapons in this category.
- 👽Flail: +19 Battle Power, +3 Vigor, +2 Speed.
- Full Moon: +56 Battle Power, +3 Speed, +2 Magic Power, +10% MBlock, randomly cast Sleep on attack.
- 👽Light Ring:
  - 100 Battle Power, 255 hit
  - Usable by Relic, Mog, Relm, Gogo, Setzer, Shadow
  - +4 speed
  - **Randomly dices enemies**
  - Pearl-elemental
  - **+25% HP**
  - **Ignore row**
  - **Randomly casts Drain**
  - **Randomly counterattacks**
  - Auto-Float

  (Renamed from Epee)
- 👽Morning Star: +27 Battle Power, +4 Vigor, +4 Speed, +1 Magic Power, +10% Evade.
- Boomerang: +65 Battle Power, +7 Speed, +10% MBlock, randomly cast Muddle on attack.
- Rising Sun: +58 Battle Power, +4 Speed, +4 Magic Power, randomly cast Fire 2 on attack, +10% Evade. Cost changed to 6500.
- Hawk Eye: +71 Battle Power, +5 Speed, +10% MBlock, randomly cast Bio on attack.
- Bone Club: +47 Battle Power, +7 Vigor, +7 Speed, +3 Stamina, +20% MBlock, **Auto-Regen, Auto-Haste, Auto-Shell, Auto-Safe,** Raise physical damage, **+50% HP,** allows weapons to be wielded two-handed (Gauntlet effect). *(wow...just wow.)*
- 👽Sniper: Ignore target MBlock, ~~allows four half-powered attacks(Offering effect)~~.
  - +75 hit (he neglected to mention he even did this)
  - +2 vigor, speed and stamina
  - +14 battle power
  - **raises vigor by 50%**

  (I removed the offering effect because it negates weapon special effects which is stupid, throwing these types of items is massively strong and he threw that away for four mediocre-powered hits...)
- Wing Edge: +15 Battle Power, +3 Magic Power, +20% MBlock, +10% Evade.
- 👽Dark Halo:
  - **174** Battle Power, 255 hit
  - Usable by Relic, Mog, Relm, Gogo, Setzer, Shadow
  - +6 speed
  - **Randomly dices enemies**
  - **+25% HP**
  - **Ignore row**
  - **Randomly casts Drain**
  - **Randomly counterattacks**
  - Auto-Float
  - **Raises vigor by 50%**
  - **Raises fight damage**
- 👽Organyx: ~~Ignore target MBlock Auto-Berserk +10% Evade Raises fight damage~~
  - ~~+32~~ +20 Battle Power
  - +7 Vigor, +50% Vigor
  - **No longer breaks**
  - Now usable by Cyan, Relic, Setzer, Mog, Gogo
  - **No back row penalty**
  - Poison-elemental, Immune to Poison, **Randomly casts Bio**

  (Renamed from Ogre Nix (sword) to Organyx (Flail) inspired by Scorpion Tail flail)
- 👽Dreamlight: ~~+5 Speed, +6 Magic Power, Ignore target MBlock, uses MP for criticals, Auto-Haste.~~
  - Trades for Ragnarok
  - Usable by *Terra, Locke, Cyan, Edgar, Celes, Setzer, Mog, Gogo, Strago, Relm*
  - Randomly casts **Dispel** on attack
  - +20% MBlock, +5 battle power (222)
  - Pearl- and Lightning-elemental
  - **Same damage from back row**
  - Raises pre-emptive attack rate
  - **Uses MP for criticals**

  (Renamed from Excalibur (sword) to Dreamlight (Flail) inspired by my light-whip concept

GAMBLER

- Cards: +30 Battle Power, +2 Vigor, +2 Speed, +2 Stamina, +2 Magic Power. **Randomly dices enemies**
- Darts: +35 Battle Power, +5 Vigor, +3 Speed, +2 Magic Power, randomly cast Poison on attack, 2x damage to humans (Man Eater effect).
- Doom Darts: +20 Battle Power, +3 Vigor, +3 Speed, +7 Stamina, +7 Magic Power, randomly dices enemies (Scimitar effect), in addition to randomly casting Doom.
- Trump: +42 Battle Power, +5 Vigor, +5 Speed, +4 Magic Power, **randomly casts Drain.**
- Dice: +3 Vigor, +3 Speed, +3 Stamina, +3 Magic Power, +10% Evade, +10% MBlock.
- Fixed Dice: +4 Vigor, +4 Speed, +4 Stamina, +4 Magic Power, +10% Evade. (Additionally, is now available as a 100% rate boss dropped item, as well as a item in Kefka's Tower.)

SHIELDS

- Buckler: -4 Defense, -2 Magic Defense, +10% MBlock.
- Diamond Shld: +10% Evade.
- Crystal Shld: +10% MBlock, +20% Evade, +5 Magic Defense.
- Genji Shld: +3 Defense, +3 Magic Defense.
- TortoiseShld: Casts Imp when used as an item, and breaks. Teaches Imp at 1x rate, +5 Speed.
- Cursed Shld: Auto-Slow, Auto-Wall, protect weak allies(True Knight effect.).

HELMETS

- Hair Band: +1 Magic Power.
- Beret: +2 Magic Power, +7 Defense, +7 Magic Defense.
- Bandana: +2 Vigor.
- Coronet: +3 Magic Power, +20% MBlock, Raise Sketch Rate, Raise Steal Rate, +10% Evade.
- Head Band: +5 Magic Defense, +2 Magic Power.
- Mithril Helm: +4 Defense, +6 Magic Defense.
- Tiara: +7 Magic Defense.
- Gold Helmet: +4 Defense, +3 Magic Defense
- Tiger Mask: +2 Vigor, +3 Speed, +2 Stamina, +4 Magic Defense.
- Regal Crown: +2 Defense, +2 Magic Defense, +2 Vigor, +2 Speed, +2 Stamina, +2 Magic Power, +12.5% HP, +12.5% MP.
- Diamond Helm: +4 Defense, +4 Magic Defense.
- Dark Hood: +6 Vigor, +6 Speed, +3 Stamina, +10% Evade.
  Also crashes your game when used by an angry Skull Dragon. (This is not my bug, it's his. Kill it fast to avoid it)
- Crystal Helm: +6 Defense, +7 Magic Defense.
- Oath Veil: +3 Magic Power.
- Genji Helm: +3 Defense.
- Thornlet: Auto-Haste, Auto-Shell, +10% Evade.
- Titanium: +3 Vigor, +3 Speed, +3 Stamina, +10% MBlock. Teaches Imp at 1x rate.

ARMOR

- Cotton Robe: +1 Magic Power.
- Kung Fu Suit: +1 Speed, +10% Evade.
- Mithril Vest: +6 Magic Defense.
- Mithril Mail: +4 Defense.
- Gaia Gear: +10% Evade.
- Mirage Vest: +6 Defense, +8 Magic Defense, +1 Speed, +10% MBlock, Halve Fire, Halve Ice, Halve Thunder.
- Gold Armor: +3 Defense.
- Light Robe: Resists Pearl, Wind, Earth and Water elements. +20 Magic Defense.
- Diamond Vest: +5 Magic Defense.
- Red Jacket: +10% Evade, +25% HP.
- DiamondArmor: +4 Defense. Now usable by Mog.
- Dark Gear: +6 Magic Defense, +6 Vigor.
- Tao Robe: +1 Magic Power.
- Crystal Mail: +5 Defense, +5 Magic Defense.
- 👽Czarina Gown: +9 Magic Defense, +2 Vigor, +2 Speed, +2 Magic Power, +10% MBlock, **Safe and Shell at low life, null Blind, Poison, Mute, Petrify, Muddle, Sleep, Berserk, and Seizure, +25% MP**, +10% Evade. Now usable by Terra, Celes
- Imp's Armor: +5 Vigor, +5 Stamina, +10% MBlock. Teaches Imp at 1x rate.
- 👽Minerva: Now usable by Relm
- Tabby Suit: **Auto-Shell**. Gogo added to list of characters that can use it.
- Chocobo Suit: +10% MBlock, +10% Evade, Auto-Haste. Gogo added to list of characters that can use it.
- Moogle Suit: +15 Defense, +10% MBlock, +10% Evade, **Auto-Safe**. Gogo added to list of characters that can use it.
- Nutkin Suit: +10% Evade, **Auto-Regen**. Now blocks Instant Death and Petrify. Gogo added to list of characters that can use it.
- 👽Snow Muffler: now usable by Relm, Strago.

RELICS

- Goggles: +5 Defense, +5 Magic Defense.
- Amulet: Now blocks Zombie, Imp and Muddle instead of Zombie, Poison and Dark.
- Fairy Ring: Now blocks Sleep instead of Poison.
- Barrier Ring: +2 Magic Defense.
- MithrilGlove: +4 Defense.
- Cherub Down: +12.5% MP. Now resists Wind element.
- 👽Cure Ring: +12.5% HP. Now resists Pearl element, +5 Stamina
- True Knight: +10 Defense, +10% Evade.
- Zephyr Cape: +5 Speed.
- Czarina Ring: +3 Vigor, +3 Magic Power. Now blocks Poison element and status. Cost lowered to 2000.
- 👽Pearlerenge:
  - +7 Vigor, **+50% vigor**
  - raises fight damage

    - Auto-Rflect, **Auto-Image**
    - Absorbs Pearl-elemental
    - **Condemned immunity**

  (Renamed from Cursed Ring. His idea was dumb, mine was better)
- ~~Cursed Ring: ??? (Suffice it to say that if there's a effect you don't immediately see? It's on the Cursed Ring. Also some other alterations. It's fun! Like Log! Also you get one thrown at you, so don't go trying to Metamorph for it. ^_^)~~
- Blizzard Orb: +7 Speed, +2 Magic Power, +20% MBlock, Raise Magic Damage(Earrings effect.), null Death, null Sleep, resist Pearl, resist Water, +20 Magic Defense.
- Rage Ring: +2 Vigor, +20% MBlock, Auto-Berserk*, randomly counter-attack, Hyper Wrist effect, null Poison, null Seizure, resist Poison element, +10 Defense, +40% Evade. (*Note: Berserk's only effect on Umaro is to raise damage dealt.)
- Muscle Belt: +7 Vigor, +7 Speed, +7 Stamina, +10 Defense.
- Crystal Orb: +7 Magic Power, +10 Magic Defense.
- Thief Glove: +5 Defense, +3 Speed, +10% Evade.
- Gauntlet: +10 Defense.
- Genji Glove: +5 Defense.
- Beads: +7 Stamina, +12.5% MP, +12.5% HP, Walk Faster (Sprint Shoes effect), null Blind.
- Black Belt: +4 Vigor, +4 Stamina, +12.5% HP.
- Coin Toss: +7 Vigor, +3 Stamina, +5 Speed, +1 Magic Power, +10% MBlock, randomly counter-attack, Gale Hairpin effect, Back Guard effect, Atlas Armlet effect.
- FakeMustache: +3 Vigor, +3 Stamina, +12.5% HP, +10% Evade, randomly counter-attack, +50% Vigor.
- Memento Ring: Resist Fire, Resist Ice, Resist Thunder. Now blocks Near Fatal and Seizure status(in order to maintain full Gravity damage blocking).
- Safety Bit: Now blocks **Near Fatal** and Seizure status(in order to maintain full Gravity damage blocking).
- 👽Relic Ring:
    - +2 Vigor, +2 Speed, +2 Stamina, +2 Magic Power, +10% Evade, +10% MBlock
    - **Null Ice, Null Wind, Absorb Poison damage**
    - **+25% HP, +25% MP**
    - Immune to Zombie
    - Start battle with Condemned - **if it expires, you get a free heal to 100% HP!**
- Moogle Charm: Can be used as an item out of battle to cast Warp without breaking.
- Charm Bangle: +10% Evade, +10% MBlock.
- Back Guard: +4 Speed, +4 Defense, +10% Evade.
- Gale Hairpin: +7 Speed, +10% Evade.
- Sniper Sight: +2 Defense, +2 Vigor, +2 Speed, +12.5% MP.
- Tintinabar: +1 Speed, +1 Vigor, +1 Stamina, +1 Magic Power, +10% Evade.
- Sprint Shoes: +3 Defense, +3 Magic Defense, +1 Speed.
- RunningShoes: now also adds the running effect
- Marvel Shoes: now also adds the running effect
- 👽Red Ribbon: renamed from Ribbon
- 👽Blue Ribbon: renamed from Pod Bracelet. No longer casts Safe/Shell.
    - Changes Sketch/Slot/Steal/Jump into **Control/GP Rain/Capture/X Jump**
    - Raises Steal/Control Rate
    - Enables dual-wielding and holding 1 weapon with 2 hands
    - Absorbs Water- and Poison-elemental
    - Faster running
    - Teaches **Quick** at x1 rate

Espers spells | Stat boosts

- 👽Renamed “Strengh” to “Vigor” on the esper menu
- Ramuh: Safe and Shell added at 4x rate.
- Ifrit: Drain raised to 3x.
- Siren: Teaches Rasp at 3x.
- Terrato: WWind raised to 3x, Quartr raised to 10x. **HP bonus raised to 50%.**
- Shoat: Doom raised to 3x. Now adds **+30% HP** on level instead of 10%.
- Bismark: Teaches Poison at 20x. Life raised to 8x.
- Stray: Muddle/Imp teach rates rased by 1x each. Float raised to 4x. Teaches Berserk at 4x. Teaches Demi at 2x.
- Palidor: Slow/Haste 2 raised to 5x. Float raised to 15x. Now adds **+1 Speed** on level.
- Odin: Meteor raised to 5x. Merton added at 1x rate. Now adds **+2 Speed** on level.
- Raiden: Meteor added at 2x rate.
- Bahamut: Fire 2, Ice 2 and Bolt 2 added at 10x rate. Doom added at 15x rate. **HP bonus raised to 100%.**
- 👽Alexandr: Now adds +2 vigor on level. ~~Now adds +1 Magic Power on level.~~
- Crusader: Merton raised from 1x to 3x. Teaches Flare at 3x rate. Teaches Pearl at 3x rate.
- Ragnarok: Now adds **+2 Speed** on level.
- Kirin: Cure 2 raised to **2x**. Scan raised to 20x. Now adds **+10% HP** on level.
- Carbunkl: All teach rates are doubled. Now adds +1 Magic Power on level.
- Phantom: All teach rates are doubled.
- Golem: Now teaches Antdot at 20x.
- Unicorn: Safe/Shell boosted to 10x, Cure 2/Remedy/Dispel raised by 1x each. Now adds +1 Magic Power on level.
- Fenrir: Warp boosted to 20x. Drain added at 10x rate. Quartr added at 5x rate.

SHOPS

- South Figaro(WoB): Barrier Ring and MithrilGlove added to Relic shop.
- Mobliz(WoB): Czarina Ring added to Relic store.
- Nikeah(WoB): Czarina Ring added to Relic store.
- Tzen(WoB): Rising Sun added to weapon shop.
- Albrook(WoB): Forged replaced with Boomerang.
- Maranda(WoB): Forged added to shop. (Forged is available in Vector and Jidoor as well; this is mostly to make Boomerangs more easily accessed.) Dice added to shop.

👽REMOVED EPEE From shops since it no longer exists! And Mithril Rod.

- Thamasa(WoR): **X-Potions and Ethers added to item shop**, item shop contents generally changed.
    - *Note: This shop has a 2x modifier on all costs now, and both items now have base costs; as such, the buying price for these are 2500 for X-Potions and 7500 for Ethers, from this shop. (The 2x is to lower selling worth, as said items are somewhat easier to come by early in the game now.)*
- Jidoor(WoR): **Heal Rod** added to weapon shop.

Monsters / Formations

- CzarDragon appears at 1/16 rate in the Tyrannosaur Forest.
- Colossus appears at 1/16 rate in the World of Balance, in the forest near the Phantom Forest. The one with the Grenades.

- Allo Ver appears at 1/16 rate in Kefka's Tower in some zones.(To allow it to be learned as a Rage).
- Chupon appears at a 1/16 rate in Kefka's Tower in some zones.(To allow it to be learned as a Rage).
- Siegfried appears at a 1/16 rate in Kefka's Tower in some zones(To allow it to be learned as a Rage).
- The following enemies no longer resist Death. Most of this list is an undoing from the EvilType author who did a lot of unnecessary shit.
    - MadOscar
    - Allosaurus
    - Geckorex
    - Lunaris
    - Nastidon
    - Dante
    - Osprey (also once again resists Petrify)
    - Red Wolf
    - Woolly
    - GloomShell (also once again resists Petrify)
- 👽SrBehemoth (undead) no longer casts the absurd Overcast spell, and instead casts Phantasm
- 👽Colossus palette improved
- 👽Storm Dragon palette improved
- 👽**Battle music only plays if battle begins with more than two monsters.**
  (I carried this over from i90east's version because it is a breath of fresh air to hear something different.)