Accessories

Accessories can be viewed via the accessories menu. They are used to boost your party members’ abilities. Each character can have up to two accessories equipped at any one time. Use the Equip menu for this purpose.

Changing a dressphere can have a dramatic impact on a character’s attributes, both positive and negative. With this in mind, it is extremely important to offset any weaknesses or optimise any enhancements by equipping suitable accessories.

Accessory locations are listed in the Typical Whereabouts column. Here you will find information on how to track down even the most elusive accessories, as well as details about which of them are dropped by fiends after a battle, and which can be snatched using the Steel Command.

<table>
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<tr>
<th>Name</th>
<th>Purchase Price</th>
<th>Selling Price</th>
<th>Auto-Ability</th>
<th>Command Ability</th>
<th>Effect (Status)</th>
<th>Typical Whereabouts</th>
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**Example:**

- **Tights Bonus**
  - **Type:** Attribute
  - **Description:** Increases the user's Strength, Magic, and Defense, making them harder to defeat.
  - **How to Obtain:** Purchase at the Chocobo Ranch in the Yellow Desert, Chapter 3.
  - **Price:** 3,750G
  - **Effect:** Strength +5, Magic +3, Defense +5

**Typical Whereabouts:**

- **Blizzara**
  - **Chapter:** 1-5
  - **Location:** Shop in the Celsius

- **Thunder Plains**
  - **Chapter:** 5
  - **Location:** Chocobo Ranch, Shop in the Celsius

- **Lightning Eater**
  - **Chapter:** 3, 5
  - **Location:** Shop in Guadosalam

- **Strength -5/Magic +3**
  - **Type:** Attribute
  - **Description:** Adjusts the user's attributes, increasing Magic while decreasing Strength.
  - **How to Obtain:** Purchase at the Chocobo Ranch in the Yellow Desert, Chapter 3.
  - **Price:** 3,750G
  - **Effect:** Strength -5, Magic +3

**Additional Notes:**

- **Steel Command:** A command that allows characters to snatch accessories dropped by fiends during battles.
- **Max HP:** Increases the maximum health points of the character.
- **Max MP:** Increases the maximum magic points of the character.
- **Berserkproof:** Protects characters from becoming berserk.
- **Confuseproof:** Prevents characters from being confused.
- **Fireproof:** Prevents characters from being affected by fire-based abilities.
- **Waterproof:** Prevents characters from being affected by water-based abilities.
- **Blizzard:** A spell that deals ice-based damage.
- **Bio:** An ability that deals damage to enemies.

**Additional Resources:**

- **How to Play**
- **Walkthrough**
- **Monsters**
- **Items**
- **Achievements**