

Final Fantasy Armor List

by Vegita

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Final Fantasy I
Game by Squaresoft
For the Nintendo Entertainment System (NES)

Armor Guide
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===== Final Fantasy =====  
-----I: Introduction-----  
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Welcome! I am Vegita, Guardian Of Destiny, and I see you want help for the Nintendo game "Final Fantasy". Rock on! This is my 2nd guide for the game, and although I still shy away from a full-fledged FAQ - probably 'cause the game doesn't need ANOTHER one - I still managed to find something that the game DOES need: a guide dedicated to the armor. Now, granted, people will probably tell me that this particular type of guide for such an outdated game is a waste of time, but I say "Pshaw!"

Recently, I found myself playing through the game again (nostalgia, mostly). My party (3 Black Belts and a Red Mage) were in Elfland, and I was wondering how much of a difference there was between my Red Mage's Chain Armor and a Copper Bracelet (would it be worth the cost to find out?). Rather than waste my hard-fought money, I opted to go online and seek a FAQ to answer my question. Going to my #1 source for gaming help - www.GameFAQs.com - I found that there were no easily-accessable Armor Guides. I had to sift through the larger walkthroughs just to find the delicious contents I had been hoping to attain. "What the devil!" I exclaimed aloud (much to the dismay of my brother, whom was trying to talk on the phone). "I need to make an Armor FAQ, stat!" And so here I am, penning my thoughts as well as the information you (hopefully) need.

First off, let's get one thing straight: Even though I am Vegita, I will try to write from an un-biased point of view (although I still think I'm the best at everything). Second of all, if I catch anyone copying all or part of this FAQ, ANY part of this FAQ (not counting little, inconsequential sentences like

"First off, let's get one thing straight"), I will destroy you. I will rip you limb from limb like the excessively weak individual you are, and then I will sue you for copyright infringement. Well, ok, maybe I'll just sue you, but if I got the chance I'd certainly go for the ripping of limbs from other limbs.

Third of all, I do not own the rights to this game, the names of the characters in this game or FAQ, or have any ownership whatsoever of this game (except for the cartridge sitting in my room, that is). Those are the property of their respective owners. If I find a website with this FAQ on it, and it has been changed in any way, does not give me proper credit, or is selling it without my knowledge and consent, then I WILL have my lawyers contact that site. Are we clear (this means YOU, Vertsk8!)?

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===== Final Fantasy =====  
-----II: Armor List-----  
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All right, let's get down to business. I've broken up the armor list into 5 sections: Armor (Body-Type), Shields, Helms, Gauntlets, and Bracelets. These are filled with an alphabetical listing of each piece of armor in that category, followed by the individual statistics of the armor. Here is a preview of the system:

-----[Armor Name]-----

Absorb Rate:	[Number]	
Evasion %:	[Number]	
Cost:	[Price]	
Purchase Locations:	[City Name(s)]	--- If you need more information
Find Locations:	[Item Location(s)]	about where a city is, consult
Who Can Equip It:	[Character Classes]	another FAQ or the map at
Special Properties:	[Properties]	www.GameFAQs.com

If I feel the need to (which I can pretty much guarantee I will), I'll include some various thoughts about each item, its' applications in the game, and maybe even a little history. You never know, you might even learn something!

...or not. It'll probably be inaccurate information. Heck, let's just save you the trouble and stop reading now.

-----Brief Note about Armor Ratings-----

Armor comes equippable in 4 different types (Body, Helmets, Gauntlets, and Shields). You can only have 1 of each type of armor equipped at any time, so it's important to pick which armor you want equipped on what character. For example:

BRAD the Fighter has Chain Armor, a Cap, a Wooden Shield, and Gloves equipped. He has 1 piece of armor from each group - Body (Chain), Helm (Cap), Shield (Wooden), and Gauntlet (Gloves). If he were to find some Copper Gauntlets, he would remove his Gloves and replace them with the Gauntlets for a boost in Damage Absorbtion. Removing another piece of armor, such as the Cap, would be folly - although the Copper Gauntlets give more Absorbtion than his Cap, he can only have 1 type of Gauntlet equipped at the same time. Thus, when he tries to equip the Gauntlets, the "E-" equip sign moves off of the Gloves and onto the Gauntlets. BRAD needs to learn to keep his equipment in check!

Also, there are more than just those 4 types armor, despite the fact that they

still fall under one of the 4 categories. Here is another example:

JASN the Fighter has found a Copper Bracelet, and wants to equip it. Upon putting it in his Armor Inventory and equipping it, he notices that the "E" sign moves off of his armor and onto the Ring. "What's this?", says JASN, "Why did this move off of my armor when it is only a ring?" The answer is simple, JASN - in the world of Final Fantasy, rings are magical little items that yield Absorbtion much like regular Armor does, and since they are much more lightweight they don't incur as much of an Evasion Rate as normal armor. However, Rings are considered to be regular Armor (Body-type), so you can't overlap a Ring and that precious Steel Armor you've been eyeing in the Armorsmith's window. Sorry, JASN.

So each piece of armor has an Absorb number, which reflects how much damage your armor absorbs for you. What of evasion, then? That's the problem with equipping armor, sadly - by doing so, your evasion rate will drop by a certain amount. While the drop is usually neglegible, certain pieces of armor drop your evasion quite a bit, and are almost not worth the effort.

ALMOST. That's the key word. For characters like the Fighter (whom have average agility), you'll want as much absorb as you can get. If you bother to figure the math (which you can by reading the 344 KB "Final Fantasy ..." guide on GameFAQs.com), you'll find that the difference in evasion rates between someone with lighter armor (less absorb) and heavier armor (more absorb) isn't much to speak of. Therefore, you might as well go for the bigger armor, despite the drop in evasiveness.

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===== Final Fantasy =====  
-----III: Armor Chart-----  
===== Final Fantasy =====
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For simplification purposes, here's a chart with each piece of armors' basic stats and who can use 'em. You might not get as much information about the armor, but 90% of the time you'll probably just be looking for a quick bit of reference on an item. Thus, the chart has its use.

Reading the chart is simple as pie (Mmm, pie). Along the left are the various pieces of armor grouped into the 4 categories: Armor (Body), Helms, Shields, and Gauntlets. The top portion of the chart lists the character classes (abbreviated), and form columns that cross each of the armors' rows. If that character class can equip that piece of armor, then there will be an X in the space where the two meet; if not, then there will be a period. At the far right of the chart is that particular piece of armors' absorbtion rate and evasion rate. Handy, yes?

The pieces of armor are not sorted alphabetically, as they were in the above sections; instead, they are listed in ascending order by their Absorb rate. Thus, "Wooden" may come after "Chain" in the dictionary, but you will see Wooden Armor (absorb = 4) come before Chain Armor (absorb 15) in my chart. I makes da chart, so I makes da rules, ya dig?

Shorthand:

Fighter	= Fi	Knight	= Kn
Black Belt	= BB	Master	= Ma
Thief	= Th	Ninja	= Ni
Red Mage	= RM	Red Wizard	= RW
White Mage	= WM	White Wizard	= WW
Black Mage	= BM	Black Wizard	= BW

Class	Fi	BB	Th	RM	WM	BM	Kn	Ma	Ni	RW	WW	BW	Absorb	Evade %
--Armor--														
Cloth	X	X	X	X	X	X	X	X	X	X	X	X	1	-2
Copper Brace.	X	X	X	X	X	X	X	X	X	X	X	X	4	-1
Wooden Armor	X	X	X	X	.	.	X	X	X	X	.	.	4	-8
Silver Brace.	X	X	X	X	X	X	X	X	X	X	X	X	15	-1
Chain Armor	X	.	.	X	.	.	X	.	X	X	.	.	15	-15
Silver Armor	X	.	.	X	.	.	X	.	X	X	.	.	18	-8
Gold Brace.	X	X	X	X	X	X	X	X	X	X	X	X	24	-1
Black Shirt	X	24	-2
White Shirt	X	.	24	-2
Iron Armor	X	X	.	X	.	.	.	24	-23
Opal Brace.	X	X	X	X	X	X	X	X	X	X	X	X	34	-1
Flame Armor	X	X	.	X	.	.	.	34	-10
Ice Armor	X	X	.	X	.	.	.	34	-10
Steel Armor	X	X	34	-33
Dragon Armor	X	42	-10
Opal Armor	X	42	-10
--Shields--														
Buckler	X	.	X	X	.	.	X	.	X	X	.	.	2	0
Wooden Shield	X	X	.	X	.	.	.	2	0
Iron Shield	X	X	.	X	.	.	.	4	0
ProCape *	X	.	X	X	X	X	X	.	X	X	X	X	8	-2
Silver Shield	X	X	.	X	.	.	.	8	0
Flame Shield	X	X	.	X	.	.	.	12	0
Ice Shield	X	X	.	X	.	.	.	12	0
Aegis Shield	X	16	0
Opal Shield	X	16	0
--Helms--														
Ribbon	X	X	X	X	X	X	X	X	X	X	X	X	1	-1
Cap	X	X	X	X	X	X	X	X	X	X	X	X	1	-2
Wooden Helmet	X	X	.	X	.	.	.	3	-3
Iron Helmet	X	X	.	X	.	.	.	5	-5
Silver Helmet	X	X	.	X	.	.	.	6	-3
Heal Helmet	X	.	X	.	.	.	6	-3
Opal Helmet	X	8	-3
--Gauntlets--														
Gloves	X	X	X	X	X	X	X	X	X	X	X	X	1	-1
Copper Gaunt.	X	X	.	X	.	.	.	2	-3
Iron Gaunt.	X	X	.	X	.	.	.	4	-5
Silver Gaunt.	X	X	.	X	X	.	.	6	-3
Power Gaunt.	X	.	X	X	.	.	6	-3
Zeus Gaunt.	X	.	X	X	.	.	6	-3
ProRing *	X	X	X	X	X	X	X	X	X	X	X	X	8	-1
Opal Gaunt.	X	8	-3

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\* See the "helm" and "shield" sections, respectively, for the reasons behind the ProRing and ProCape's placings.

Providing the highest amount of Absorb (and, quite often, the biggest drop in Evasion), Body-Type Armor is what you'll want to make sure everyone has equipped (not counting Black Belts, that is). Sure, they can be costly or hard-to-find, but they are (almost) always worth the effort. Here's the order you'll find 'em in:

- A) Black Shirt            E) Flame Armor        I) Silver Armor
- B) Chain Armor         F) Ice Armor           J) Steel Armor
- C) Cloth                G) Iron Armor         K) White Shirt
- D) Dragon Armor        H) Opal Armor         L) Wooden Armor

~A~ Black Shirt  
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Mages are known for casting spells; that's what they do, and they do that well. Part of their arcane casting ability comes from the movements of their hands and arms, somehow creating the specific sequence of motions and events that bring about the spell they are casting. Now, the problem with such movements is that it becomes more difficult to perform such flusters and waves when the mage is wearing armor. The encumbrance makes basic movements more trying, and intricate patterns can be lost because the mage was fighting the weight of the armor. Oddly enough, mages don't encounter the same problems while wearing gloves...but that's not the point. The point is armor!

As a consequence, most representations of mages are those of physically weak characters that cannot equip the stronger/heavier suits of steel, for fear that it would remove their magical abilities. Thus, the Black Shirt is a welcome addition, providing the wizard with an enchanted piece of armor that gives a good amount of absorb, very low evade loss, and can even be used in attacking.

Absorb Rate:            24  
Evasion %:                -2  
Cost:                    N/A (Sell Price: 1 Gil)  
Purchase Locations:    N/A  
Find Location:         Floating Castle (2nd Floor, Bottom-Left room)  
Who Can Equip It:      Black Wizard  
Special Properties:    ~When used as an item (in battle), the Black Shirt casts ICE2 on all enemies being fought. It can be used an infinite number of times, so even if you do not have a Black Wizard to equip it on, it is a handy item to keep ahold of. C'mon, an infinite number of ICE2 spells? Yeah, that's handy.

~B~ Chain Armor  
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Often referred to as "Chainmail", Chain Armor was an interweaving of strands of chain, creating a metallic mesh that protected the chest, torso, arms, legs, and even the head. Chainmail was created so that the wearer could have the benefits of a protective metal, without having to wear a cumbersome, heavier, less-maneuverable plate of metal. However, Chainmail simply couldn't provide as great an amount of protection as, say, Platemail, so it was often left for scouts and people whom required more mobility than out-and-out defense.

Absorb Rate:            15  
Evasion %:                -15

Cost: 80 Gil (Sell Price: 40 Gil)  
Purchase Locations: Coneria  
Find Locations: N/A  
Who Can Equip It: Fighter, Red Mage  
Knight, Ninja, Red Wizard  
Special Properties: N/A

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~C~ Cloth

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Comprised of layers of clothes, "Cloth" armor provides the lowest amount of Absorb out of all the pieces of Body-Armor in the game. You could probably compare the Cloth armor to medieval-style Padded armor, which was the layering of clothes (and sometimes blankets) to provide a thicker bit of armor than standard clothing. However, this armor soon became itchy and hot, so often a knight would favor something different (such as a breastplate, chainmail, etc). It was an easy "suit" of armor to put together, but ultimately was ruled out because it provided so little protection from the blade of another.

Absorb Rate: 1  
Evasion %: -2  
Cost: 10 Gil (Sell Price: 5 Gil)  
Purchase Locations: Coneria  
Find Locations: Ice Cave (2nd Basement, near the Flame Sword and Floater)  
Floating Castle (3rd Floor)  
Who Can Equip It: Everyone  
Special Properties: N/A

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~D~ Dragon Armor

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Dragons are immense, powerful creatures of yore, often regaled in legends both Chinese and English. Dragons were notorious for having tough skin, made of thick scales, that made their bodies near-impervious to conventional weapons. One would have to have incredible strength, a fantastical weapon, or simply know of a particular weakness in a dragon to even attempt such a fight. Therefore, having armor that is made of a Dragon's scales speaks volumes of the owner. High protection, reasonably low evasion loss (it IS, after all, Scale Mail), and even some magical resistances, this is the best armor in the game.

Absorb Rate: 42  
Evasion %: -10  
Cost: N/A (Sell Price: 30,000 Gil)  
Purchase Locations: N/A  
Find Locations: Mirage Tower (2nd Floor)  
Who Can Equip It: Knight  
Special Properties: ~Reduced damage from fire, ice, and lightning enemies and attacks  
~Reduced damage from Dragons and Dragon-like Attacks

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~E~ Flame Armor

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Mystical armor enchanted with the power of Fire, the Flame Armor is a handy suit when your characters encounter foes of the Icy regime. Donning this fiery carapace, your character will have the same defense as they would while equipped with Steel Armor (yay!); the difference between Steel and Flame (and

Ice) is that, due to its magical properties, the Flame Armor weighs less than the Steel Armor (so there is a lesser Evasion Drop), and cold enemies have a harder time doing damage to you. This is the armor you want to have equipped when you take on the Ice Cavern, as its frozen denizens will be less able to damage your fighter.

Absorb Rate: 34  
Evasion %: -10  
Cost: N/A (Sell Price: 15,000 Gil)  
Purchase Locations: N/A  
Find Locations: Gurgu Volcano (Basement 5, far Left Room)  
Who Can Equip It: Fighter  
Knight, Ninja  
Special Properties: ~Reduced damage from ice attacks and enemies

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~F~ Ice Armor

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As with the Flame Armor, this is armor magically enchanted to give protection where there normally would not be. Logically deduced from the name, your protection is that of Ice, sparing you from the searing flames of hot-headed opponents. Also like the Flame Armor, this suit provides the same defense as Steel Armor without the great Evasion loss. Of course, this begs the question of...if the armor is enchanted with Ice to protect you from fire, then wouldn't Ice Enemies have an easier time affecting you? I mean, your armor is their very element, so couldn't they feasibly just...pass through unhindered and strike at your (now unarmored) body? Feh.

Absorb Rate: 34  
Evasion %: -10  
Cost: N/A (Sell Price: 15,000 Gil)  
Purchase Locations: N/A  
Find Locations: Ice Cavern (Floor 3B)  
Who Can Equip It: Fighter  
Knight, Ninja  
Special Properties: ~Reduced damage from fire attacks and enemies

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~G~ Iron Armor

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Iron is a very tough metal, very resilient in its unwillingness to bend. Due to its makeup, however, it's not the kind of metal you would want to use in the creation of buildings - its lack of flexibility would make the buildings weaker and weaker, ultimately resulting in their becoming brittle and requiring extensive repairs. It IS a strong metal, but in that instance you would want something more flexible (such as Steel). When it comes to armor, though, Iron is the perfect substance, since you don't exactly want a softer, more flexible metal protecting you from whatever your opponent is hurling at you. Thus, Iron Armor is a good suit for your lower-level fighters, until they can find (or afford) better protection. Granted, it's a tad heavy, but the protection certainly gets the job done.

Absorb Rate: 24  
Evasion %: -23  
Cost: 800 Gil (Sell Price: 400 Gil)  
Purchase Locations: Provoka  
Elfland  
Find Locations: Marsh Cave (Basement 3)

Coneria Castle (Locked Room)

Who Can Equip It: Fighter  
Knight, Ninja  
Special Properties: N/A

~H~ Opal Armor

Opals are fairly rare gemstones, strong in tensility yet rather uncommon in finding. Due to their precious worth and strength, finding someone with Opal Armor is a sign of a well-travelled (or very rich) adventurer, or an eccentric with too much time on their hands. Opal has been sometimes said to carry magical properties that gave it more worth than rarer gems, as demonstrated by the Opal Armor's increased resistance to Lightning. However, if you were to remove such magical attributes, you would have a suit of armor that was created out of a harder-than-normal stone, nothing more.

Absorb Rate: 42  
Evasion %: -10  
Cost: N/A (Sell Price: 30,000 Gil)  
Purchase Locations: N/A  
Find Location: Sea Shrine (Floor 4A, amongst the Mermaids)  
Who Can Equip It: Knight  
Special Properties: Reduced damage from lightning attacks and enemies

~I~ Silver Armor

Silver is a metal that is considered more valuable than it is strong; that is to say, it is a metal that one would use as currency more often than you would use it as a metal for building or protection. It's not the strongest of stuff (not ALL metal is going to be good protection...can you imagine Aluminum Armor?), so you'd best upgrade to better acoutriments ASAP. At least it's better than Wooden and Chain Armor. I suggest you find a suit of Silver Armor and give it to your Red Mage, since it's the best armor he'll be able to equip (until he becomes a Red Wizard, that is).

Absorb Rate: 18  
Evasion %: -8  
Cost: 7,500 Gil (Sell Price: 3,750 Gil)  
Purchase Locations: Crescent Lake  
Find Locations: Dwarven Cave (Large Locked Room)  
Who Can Equip It: Fighter, Red Mage  
Knight, Ninja, Red Wizard  
Special Properties: N/A

~J~ Steel Armor

Interesting quandry - Steel is a strong metal that is used to build tall skyscrapers. Therefore, one could logically reason that Steel is a powerful metal well suited (sic) to make armor out of. This is a fallacy, I'm afraid, for while Steel IS a strong alloy, its primary usage in buildings is to be a metal with some flexibility in it. At greater heights, buildings encounter more wind sheer pressing buffering its sides; to counteract this and allow the building more stability, Steel is used because of how much it can give in to the wind. Stronger, less flexible metals (like Iron) tend to break more often



in these circumstances.

This brings us back to the idea of making Steel into armor. We know that it isn't as strong as other metals...so why would you make it one of BETTER pieces of armor in the game? Whatever the cause, this is a heavy pice of armor that gives a ton of absorb, yet (due to its weight) is also drops your evasion the most of any armor. Not that your fighter should be worrying about Evasion, but...you know, whatever.

Absorb Rate: 34  
Evasion %: -33  
Cost: 45,000 Gil (Sell Price: 22,500 Gil)  
Purchase Locations: Melmond  
Find Locations: N/A  
Who Can Equip It: Fighter  
Knight  
Special Properties: Is very heavy. That's about it.

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~K~ White Shirt  
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White Wizards usually find themselves in bad spots. Their primary role in the group is that of the healer, with minimal defensive or offensive capabilities themselves. They use magic to restore life and protect others from harm, as well as destroying the undead and (at very high levels) doing moderate amounts of damage to everything else. However, they are fodder for physical attacks, lacking a substantial amount of hit points, the ability to wear heavy armor, or even a higher evade rate. Thus, the White Shirt is a VERY handy item - not only does it give that White Wizard the protection they desperately need, but it can also grant everyone a little more protection when used as an item!

Absorb Rate: 24  
Evasion %: -2  
Cost: N/A (Sell Price: 1 Gil)  
Purchase Locations: N/A  
Find Locations: Floating Castle (2nd Floor, Bottom-Left room)  
Who Can Equip It: White Wizard  
Special Properties: ~When used as an item (in battle), the White Shirt casts INV2 on all party members. It can be used an infinite number of times, so even if you take a party without a White Mage you'll be able to have INV2 whenever you want. Ain't it nice, giving yourself that much more protection?

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~L~ Wooden Armor  
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A slight step-up in favor of protection, the Wooden Armor was an armor that few knights would bother trifling with. It offered little protection against swords and heavier weapons, often smashed on impact with a variety of tools. It was night impossible to mend, difficult to create, and could even rend its wearer with splinters (yikes!). Wooden Armor is best suited as Ornamental, nothing more. Just like in real life, I suggest you skip past the Wooden Armor and go for something a little better (i.e., Chain Armor).

Absorb Rate: 4  
Evasion %: -8  
Cost: 50 Gil (Sell Price: 25 Gil)  
Purchase Locations: Coneria

Find Locations: N/A  
Who Can Equip It: Fighter, Black Belt, Thief, Red Mage  
Knight, Master, Ninja, Red Wizard  
Special Properties: N/A

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-----V: Shields-----  
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Shields were an extension of the users' armor, more directable for protection without requiring much effort. They were usually made of either wood or metal, and attached to the forearm of the user so that they could use one hand to attack, the other ready to bring the shield up for defensive purposes. Shields come in a variety of sizes for greater mobility while in battle, ranging from smaller bucklers (for easier melee parrying) to vast tower shields (for protection from just about anything in front of you).

In Final Fantasy, shields do not drop your evasion rating, for whatever reason THAT is. My guess is that, since they aren't permanently attached to your arm, you can drop them at any time and thus provide yourself with that lost evasion. Whatever the reason, shields - as rare as they are - are extremely valuable items, giving you added defense without losing any evasive abilities. Here are the shields, ordered alphabetically for easier searching.

|                 |                |                  |
|-----------------|----------------|------------------|
| A) Aegis Shield | D) Ice Shield  | G) ProCape       |
| B) Buckler      | E) Iron Shield | H) Silver Shield |
| C) Flame Shield | F) Opal Shield | I) Wooden Shield |

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~A~ Aegis Shield  
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The Aegis Shield actually comes from Greek Mythology. Perseus, a hero on a quest to save his girlfriend, faced off against several mythological beasts and opponents; such creatures as the Kraken, Medusa, and...well, heck, everything fell to the mighty hero! To best the Medusa, Perseus had to be careful not to make eye contact with the demoness, which would have instantly turned him to stone. He was given an enchanted shield by Hera to avoid such a fate - it was the shield of Aegis, enchanted to ward away medusa's stone-turning glance. Using the shield's polished surface as a mirror, he was able to locate and dispatch Medusa without falling pray to her glance.

The Aegis Shield is a powerful shield that gives the best defense out of any shield in the game (tied with the Opal in terms of how much Absorb is provided), and a little magical to boot. If the person equipped with the Aegis Shield is assaulted by instant-death spells (such a Glance, Rub, Zap!, etcetera), the spell will be nullified by the power of the shield. It's handy for those enemies in the game that use magic that kills (like Fighters, Sorcerers, Medusas, etc). Unfortunately, the only person whom can use it is the Knight.

Absorb Rate: 16  
Evasion %: 0  
Cost: N/A (Sell Price: 20,000 Gil)  
Purchase Locations: N/A  
Find Locations: Mirage Tower (1st Floor)  
Who Can Equip It: Knight  
Special Properties: ~Special Protection against petrification attacks -  
Glance, Squint, etc.

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~B~ Buckler

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In an effort to create a shield that was useful in battle without having a cumbersome weight impeding you, the Buckler was created as a substitute shield. It was a smaller disk, often only 33 inches in diameter, that affixed itself to the users' off-hand wrist. This allowed your everyone from your scouts and footsoldiers to archers (whom require both hands) to have added protection at all times. The greatest problem with the buckler, however, was its small size, meaning parries had to be more precise in order for the shield to perform its duty; moreso, its smaller radius made it extremely impractical to defend against ranged attacks such as arrows.

In this game, the Buckler is a shield that can be used by more than just the Fighter, Knight, and Ninja (the most proficient armor users in the game), giving it practicality over the Wooden Shield. However, the buckler is not readily available to your party members, and thus it loses some usefulness in the long run. Still, when you arrive at the Crescent Lake and want to (finally) equip your Thief and Red Mage with a Shield (the 4th armor slot they never get to use), it's a welcome addition.

Absorb Rate: 2  
Evasion % Loss: 0  
Cost: 2,500 Gil (Sell Price: 1,250 Gil)  
Purchase Locations: Crescent Lake  
Find Locations: N/A  
Who Can Equip It: Fighter, Thief, Red Mage  
Knight, Ninja, Red Wizard  
Special Properties: N/A

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~C~ Flame Shield

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A shield enchanted with the magic of fire, giving protection against the cold without a loss of evasion. The Flame Shield, as far as I know, gives the same amount of protection against Ice that the Armor does; the difference (aside from armor types and locations) is the absorb rate. Uh...yeah. I don't really have anything else to say, really. The Flame Shield is the best shield that the Fighter can equip, giving him a useful advantage versus the enemies of the Ice Cave. Also, it is the best shield (along with the Ice Shield) that the Ninja can equip. Rock on, my crazy Ninja friends!

Absorb Rate: 12  
Evasion %: 0  
Cost: N/A (Sell Price: 5,000 Gil)  
Purchase Locations: N/A  
Find Locations: Gurgu Volcano (Basement 4B, Upper-Left Room)  
Who Can Equip It: Fighter  
Knight, Ninja  
Special Properties: ~Reduced damage from ice attacks and enemies

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~D~ Ice Shield

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Just like the Flame Shield, the Ice Shield is a must for fighters whom want good defense against a certain element. Heck, it's the best shield (along with

the Flame Shield) that the Fighter and Ninja can equip, so it's DEFINITELY something you want to pick up. Unfortunately, it's a little more difficult to come across than the Flame Shield...it's located in the Ice Cave, which has monsters stronger than those in the Gurgu Volcano. It figures; the area where you need protection from fire comes before the location where you GET the Ice Shield, and if you want protection from the Ice enemies then you have to go through the fire location (where the Ice Shield is extremely helpful). Ain't life funny like that?

Absorb Rate: 12  
Evasion %: 0  
Cost: N/A (Sell Price: 5,000 Gil)  
Purchase Locations: N/A  
Find Locations: Ice Cavern (1st floor, 2nd section)  
Who Can Equip It: Fighter  
Knight, Ninja  
Special Properties: ~Reduced damage from flame attacks and enemies

---

~E~ Iron Shield

---

Iron, as outlined in the Armor (Body-Type) section, is a stronger metal than the likes of Steel, and is therefore an ideal ingredient from which to make a shield. Your traditional Iron Shields were fashioned in the same size and style of Wooden Shields; due to their increased strength and resilience, you were likely to see family crests or royal insignias imprinted upon them. These were to let armies know that not only did they have the proper funding to have metallic shielding, but they belonged to a specific family or country and served their purposes. To put such a picture on a wooden shield was looked down upon due to the wood's tendency to quickly break or be carved up - one wouldn't want the insignia of their king being desecrated in battle, now would they?

Iron Shields are good protection for your Fighters, especially considering the fact that you won't find anything better in the game for quite a while. When you hit Elfland, you might as well give your Fighter the extra 2 Absorb they gain from this (upgrading from a Wooden Shield, that is), since they won't be able to find one until the Earth Cave or Gurgu Volcano, and purchasing one won't become an option until they reach the Crescent Lake.

Absorb Rate: 4  
Evasion %: 0  
Cost: 100 Gil (Sell Price: 50 Gil)  
Purchase Locations: Elfland  
Find Locations: Coneria Castle (Locked Room)  
Who Can Equip It: Fighter  
Knight, Ninja  
Special Properties: N/A

---

~F~ Opal Shield

---

Opals are gemstones that have been said to carry magical powers (albeit weak). Opals are often used as the stones placed in rings or necklaces to provide minute magical power, giving the wearer a slight benefit. An Opal Shield, logically, would provide some sort of increased magical defense along with its harder-than-average tensility. That is exactly what this shield provides - it gives the highest amount of Absorb protection in the game (tied with the Aegis,

that is), and even provides protection against Lightning damage. However, so does the armor, so your Knight (whom is the only character that can equip this shield) would be better off equipping the Aegis Shield for protection against other magic. Heck, the Dragon Armor gives protection to all Fire, Ice, and Lightning, so you can equip that and have the Aegis Shield for even more magical defense. Screw you, Opal equipment!

Absorb Rate: 16  
Evasion %: 0  
Cost: N/A (Sell Price: 7,500 Gil)  
Purchase Locations: N/A  
Find Locations: Sea Shrine (Floor 5, amongst the Mermaids)  
Floating Castle (Floor 2)  
Who Can Equip It: Knight  
Special Properties: ~Reduced damage from lighting attacks and enemies

---

~G~ ProCape  
=====

Capes being used as shields were rare in olden times, but not unheard of. A warrior who wished to have a fashionable piece of attire that remained functional in battle might take up a cape, allowing them the ability to ward enemy strikes with the folds of cloth rather than the hardness of a shield. The cape could be flung outward in an attempt to throw off the weapon's accuracy, wrapping around it and generally making the attackers' accuracy fail. This is the same style of cloth-usage that people engaging in a knifefight might prefer, substituting a shirt held in 1 hand for an entire cape.

The Protective Cape (ProCape) gives shield protection for characters that cannot otherwise use shields. It's a welcome addition to your characters' defense, giving the Black and White Mages shields (as well as giving your Thief and Red Mage BETTER shields). Granted, there is a little evasion loss, but it's nothing major. Also, there are only 2 in the game, so make sure you get both of 'em for characters that need them!

Absorb Rate: 8  
Evasion %: -2  
Cost: N/A (Sell Price: 10,000 Gil)  
Purchase Locations: N/A  
Find Locations: Floating Castle (3rd Floor, right-hand side)  
Temple in the Past (Basement 2, Kary's Level)  
Who Can Equip It: Fighter, Thief, Red Mage, White Mage, Black Mage  
Knight, Ninja, Red Wizard, White Wizard, Black Wizard  
Special Properties: N/A

---

~H~ Silver Shield  
=====

Silver is a metal that one would not really consider to be a forerunner for the "Armor" section. It is a precious metal, not quite as rare or valuable as gold but stronger and less flexible. Its rarity makes one wonder about the applications of such a metal into armor, but whatever the cause...here it is, Silver Armor! It's better than Iron Armor (I don't know why, since Iron is a stronger metal...heck, so is Steel!), so as soon as you find one give it to your Fighter. No one else can use 'em except for advanced classes (Knight and Ninja), and by the time you have those classes you SHOULD have come across better shields. Thus, this items' usefulness isn't too high.

Absorb Rate: 8  
 Evasion %: 0  
 Cost: 2,500 Gil (Sell Price: 1,250 Gil)  
 Purchase Locations: Crescent Lake  
 Find Locations: Earth Cave (Floor 4)  
                   Gurgu Volcano (Floor 2)  
 Who Can Equip It: Fighter  
                   Knight, Ninja  
 Special Properties: N/A

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~I~ Wooden Shield

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=====

Your standard shield, made of wood and easily made. Unlike Wooden Armor, which would be extremely difficult to make and upkeep (it would have to be fashioned specifically for the user, and reparations would be quite difficult), Wooden Shields could be produced en masse and simply replaced should the need arise. Cheap and easily made, these were the staple a King's Army that couldn't afford to equip all of its soldiers with the best of the best. However, Wooden Shields simply couldn't provide THAT much protection against an opponents' sword/mace/lance/arrows/etc., so it was not the style of choice for those who went into battle. Hey, if it's the best you have, then you might as well use it...but upgrade to something better (i.e., Iron or Silver shields) as soon as possible!

Absorb Rate: 4  
 Evasion %: 0  
 Cost: 15 Gil (Sell Price: 7 Gil)  
 Purchase Locations: Pravoka  
 Find Locations: Earth Cave (Floor 2)  
 Who Can Equip It: Fighter  
                   Knight, Ninja  
 Special Properties: N/A

===== Final Fantasy =====  
 -----VI: Helms-----  
 ===== Final Fantasy =====

Helmets were created with 1 goal in mind - to give as much protection to the head of the user without impeding their ability to see, hear, or speak. Helmets are probably the one piece of armoring that has evolved the most over the years, changing styles and components to provide different protection in different areas - added protection of the nose, eyes, or general face area might have been added, or perhaps a different building material would be used in the construction. While the Final Fantasy style of helmet doesn't go into such detail on the helmets, it does have its fair share of styles and makes.

- |                |                  |                  |
|----------------|------------------|------------------|
| A) Cap         | D) Opal Helmet   | G) Wooden Helmet |
| B) Heal Helmet | E) Ribbon        |                  |
| C) Iron Helmet | F) Silver Helmet |                  |

---

~A~ Cap

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=====

A cap was a lightweight piece of leather strapped to the head, giving a (slight) increase in protection without having a bulky, heavy piece of metal to wear. While rather basic, some caps could be made of harder, more tanned

pieces of leather, giving a decent amount of protection for the weight (or lack thereof) they accompanied. Caps were most often seen on Archers, Squires, Scouts, and Monks - generally those who couldn't wear heavier armor, whether for mobility or religious purposes.

Absorb Rate: 1  
Evasion %: -1  
Cost: 80 Gil (Sell Price: 40 Gil)  
Purchase Locations: Pravoka  
Find Locations: Temple of Fiends (Bottom Left Room)  
Who Can Equip It: Everyone (base classes)  
Everyone (prestige classes)  
Special Properties: N/A

---

~B~ Heal Helmet

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=====

The Heal Helmet isn't the best helmet in the game - in fact, it's tied with the Silver Helmet for 2nd place in terms of Absorb (and, coincidentally, Evasion percentage as well). However, there is something that definitely makes the Heal Helmet better than the Silver Helmet: when you use the Heal Helmet in battle, it casts HEAL on all your party members. That's right, you have an infinite supply of the HEAL at your command, ready to revive your party (albeit slowly) in battle...and since there are 2 in the game, you can have knock your enemies' ranks down to 1 and restore your party to their max in no time (unless, of course, the enemy left remaining is one too powerful to simply leave unattended). Despite the fact that only 2 characters can equip a Heal Helmet - the Knight and Ninja - they are very valuable items that I would highly suggest acquiring and keeping.

Absorb Rate: 6  
Evasion %: -3  
Cost: N/A (Sell Price: 10,000 Gil)  
Purchase Locations: N/A  
Find Locations: Mirage Tower (1st Floor, Center Room)  
Floating Castle (1st Floor, Right Side)  
Who Can Equip It: Knight, Ninja  
Special Properties: ~Cast the spell HEAL when used in battle as an item. You have an infinite supply of such a spell through the use of the Heal Helmet, so restoring your party without having to waste precious spells or potions is a definite plus.

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~C~ Iron Helmet

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Iron is a very suitable metal to make a helmet with. It's strong, not easily bended or broken, and can easily be worked into a variety of styles of helm for your protection. Even a thinner Iron Helmet could provide more defense than a wooden helmet, making it ideal for covering the heads of many a soldier. Since you can pick one up for your Fighter at the Dwarven Cave, I highly suggest you book it over there as soon as you get the Mystic Key and pick it up. It'll be a while before you Fighter will be able to upgrade to a Silver Helmet (the best that he can wear, which is found in the Titan's Cave and the Earth Cave), so use what you can when you can get it!

Absorb Rate: 5  
Evasion %: -5

Cost: 450 Gil (Sell Price: 225 Gil)  
Purchase Locations: Melmond  
Find Locations: Dwarven Cave (Locked Room)  
Who Can Equip It: Fighter  
Knight, Ninja  
Special Properties: N/A

---

~D~ Opal Helmet

---

=====

Back to Opal, eh? One can only wonder how these blasted things are made...I mean, first you have to find an abundance of Opal, enough to make the armor out of. Then...what do you do with it? Do you melt it down and fashion the armor out of it directly, or do you simply plate another piece of armor with the chunks of Opal? Or maybe it's regular armor that has been empowered with a single Opal (or maybe a few), affixed to the armor and supplying it magical power. I mean, I could easily imagine a helmet being made, then having a few Opals set into the crown of it...but an entire helmet? That's a little ridiculous, isn't it?

The Opal Helmet is the best helmet in the game (unless you want to argue that "best" should include a helmet's other abilities, such as the Heal Helmet's ability to cast HEAL). It has the highest Absorb rate of any helmet in the game; the problem with it is, the only character that can use it is the Knight! Oh well...give your walking tank a new helm, I'm sure he'll like it.

Absorb Rate: 8  
Evasion %: -3  
Cost: N/A (Sell Price: 5,000 Gil)  
Purchase Locations: N/A  
Find Locations: Sea Shrine (Floor 5, Amongst the mermaids)  
Who Can Equip It: Knight  
Special Properties: N/A

---

~E~ Ribbon

---

=====

Here's a strange little item, the likes of which I still don't really understand. Alls I know is this - the Ribbon has always been one of the handiest items to find in any Final Fantasy game, and this one is no exception. The Ribbon is a "helmet"...I guess...in the sense that you equip it on your head. I always envisioned the user tying a pretty red bow in their hair, which made them look more fashionable (and adding a little more color to their monster-slaying attire).

Anywho, the Ribbon - for what little physical protection it yields - has incredible magical defense, protecting the user from any status ailments and helping reduce the damage from all magical damage. That's right, your character can no longer be poisoned, stoned, etcetera, and will take less damage from those harmful enemy spells that could rend your character otherwise. The beauty of these things is that anyone in the game can equip them, so you can have 3 party members equally immune to such attacks. The 4th character can fend for himself in terms of helmets, and since this usually ends up being the fighter, he won't have any problems finding one of his own (the Opal Helmet or a Heal Helmet will work nicely).

Absorb Rate: 1  
Evasion %: -1



Cost: N/A (Sell Price: 1 Gil)  
Purchase Locations: N/A  
Find Locations: Waterfall (Robot's Room)  
Sea Shrine (Floor 2B)  
Floating Castle (Floor 2)  
Who Can Equip It: Everyone (base classes)  
Everyone (prestige classes)  
Special Properties: ~Protection against all status effects.

---

~F~ Silver Helmet

---

Yet another silver item! Ah, the game just doesn't let up, does it? I mean, granted, Silver is supposed to have magical properties against certain kinds of opponents - vampires, the undead, and were-monsters all share a weakness to the metal - but it just seems a little unfeasible to make entire suits of armor and weapons out of the stuff. That's just my opinion, frankly. You can take it at face value (I know I sure do!).

The Silver Helmet is the best possible helmet that the Fighter can equip, and (as a plus) it has a lesser evasion reduction than the Iron Helmet. However, it does take a while for you to find one. You have to work your way through the 2nd level of the Earth Cave to find one, and there are 2 more there - as well as one in the Titan's Cave - so you could equip a full party of 4 fighters before ever reaching Crescent Lake (the location where you buy them). Sure, you can sail straight to the lakeside town and purchase one, but why spend those hard-earned Gil when you can fight your way to a few?

Absorb Rate: 6  
Evasion %: -3  
Cost: 2,500 Gil (Sell Price: 1,250 Gil)  
Purchase Locations: Crescent Lake  
Find Locations: Titan's Tunnel (Single Room)  
Gurgu Volcano (Floor 2, 3 different chests)  
Floating Castle (Floor 2)  
Who Can Equip It: Fighter  
Knight, Ninja  
Special Properties: N/A

---

~G~ Wooden Helmet

---

Once again, it's a wooden helmet. I guess I can understand how you could make a helmet, armor, and various other pieces of armor out of wood. You could take pieces of wood and fasten them together with bits of leather, giving you lightweight wooden attire that has some movement to it. Granted, this is what the traditional Samurai armor was made of, for they wanted to have armor light enough to quickly get around in while still providing protection. A helmet could be made the same way, although I still imagine a single piece of wood being carved into a helmet-shape (which would be terribly ridiculous). Oh well...as per the wooden armor and shield, the Wooden Helmet is rather weak in the defensive department, which is why it's good that it is so cheap. Buy one for your Fighter and get rid of that musty ol' cap!

Absorb Rate: 3  
Evasion %: -3  
Cost: 100 Gil (Sell Price: 50 Gil)  
Purchase Locations: Elfland

Find Locations: Dwarven Cave (Large Locked Room)  
Who Can Equip It: Fighter  
Knight, Ninja  
Special Properties: N/A

=====  
-----VII: Gauntlets-----  
=====

Everyone values their hands. They are what we use in our day-to-day lives to do everything except basic bodily functions, walk, and talk. Therefore, you want to protect your hands from danger. A damaged hand cannot attack or defend, and the shock of losing such a limb is an extreme loss for those unfortunate enough to experience it. Therefore, protection of these extremities is a must for most characters, even if it is something as low-class as a pair of gloves. In Final Fantasy, Gauntlets may not provide that much physical protection, but they often benefit the user by giving added bonuses via magical abilities. Suits of armor would often come with an attached set of greaves, but in the world of Final Fantasy you must provide your own. Thus, here they are, placed in the order in which they appeared.

- |                    |                   |                    |
|--------------------|-------------------|--------------------|
| A) Copper Gauntlet | D) Opal Gauntlet  | G) Silver Gauntlet |
| B) Gloves          | E) Power Gauntlet | H) Zeus Gauntlet   |
| C) Iron Gauntlet   | F) ProRing        |                    |

-----  
~A~ Copper Gauntlet  
=====

A nice, simple pair of metallic gloves made of copper, these gauntlets are the first step-up past gloves for a Fighter. Handy protection is difficult to come across, so as soon as you find a pair of these - namely, after getting the Mystic Key and travelling to the Elf Castle in Elfland - give them to your Fighter and allow him that much more defense. He'll thank you for it, I'm sure.

Absorb Rate: 2  
Evasion %: -3  
Cost: 200 Gil (Sell Price: 100 Gil)  
Purchase Locations: Melmond  
Find Locations: Elf Castle (Locked Room)  
Who Can Equip It: Fighter  
Knight, Ninja  
Special Properties: N/A

-----  
~B~ Gloves  
=====

Gloves can be made from a variety of cloths or materials, ranging from simple and stylistic to rough and protective. A good pair of workgloves can spare the hands from a variety of pain and problems, ranging from cuts and scrapes to having to touch "icky substances" - like when you have to clean the bathroom...and somehow, I don't envision Black Mage cleaning the bathroom without gloves (heck, he'd probably just nuke the room and say "job's done").

These simple items of attire give minimal digit protection, but are the first "gauntlets" that you can find for every member of your party. Until you start getting ProRings (which is a very long time away), these are the best bet for

your Mages and Thief. As for your Black Belt, don't even bother...it won't aid them.

Absorb Rate: 1  
Evasion %: -1  
Cost: 60 Gil (Sell Price: 30 Gil)  
Purchase Locations: Pravoka  
Find Locations: N/A  
Who Can Equip It: Everyone (base classes)  
Everyone (prestige classes)  
Special Properties: N/A

---

~C~ Iron Gauntlet

---

=====  
Ah, Iron. Powerful metal, strong stuff from which many a suit of armor has been made. Iron Gauntlets usually accompanied such suits, to give accompanying protection to the hands, sometimes even attached to the armor itself by chains or bands of leather. These Gauntlets (obviously) are separate, providing iron-like protection without the rest of the armor attached. They don't come early in the game, but they are a decent upgrade for your fighter.

Absorb Rate: 4  
Evasion %: -5  
Cost: 750 Gil (Sell Price - 375 Gil)  
Purchase Locations: Melmond  
Find Locations: Northwest Castle (Locked Room)  
Castle of Ordeals (Floor 3)  
Who Can Equip It: Fighter  
Knight, Ninja  
Special Properties: N/A

---

~D~ Opal Gauntlet

---

=====  
Ah, another Opal item! Imagine that! You know, I'd love to know why the programmers (or translators) picked Opal instead of some other precious gem/stone. I mean, Opals are rare, sure...but there are tons of gemstones that are even harder to find, like Rubies, Emeralds, Pearls, or Diamonds. Why Opals, then? I have no clue.

Anywho, this is a Gauntlet made of Opal. It's the best gauntlet (absorb) in the game, but only a Knight can use it. Therefore, give it to your knight or sell it. I wonder if this thing is kinda like Thanos' gauntlet (Marvel Comics). For those of you who don't know, Thanos' had a gauntlet in which he imbedded 6 gems. These gems controlled a different aspect of the universe (Time, Space, Power, Reality, Mind, and Soul), and allowed him to effectively take over the entire Universe. Maybe the Opal Gauntlet is a gauntlet with encrusted Opals, these gemstones giving added defensive power than what the gauntlet would normally give? Hmm...

Absorb Rate: 8  
Evasion %: -3  
Cost: N/A (Sell Price: 10,000 Gil)  
Purchase Locations: N/A  
Find Locations: Sea Shrine (5th Floor, amongst the Mermaids)  
Floating Castle (2nd Floor)  
Who Can Equip It: Knight

Special Properties: N/A

---

~E~ Power Gauntlet

---

=====

If there ever was a gauntlet to have for a fighter (or fighter-type), this would be it. The Power Gauntlet gives a decent amount of protection (2nd best in the game, behind the Knight-only Opal Gauntlet), but it's best ability is its magical use. When used as an item in battle, the Power Gauntlet casts the magical spell SABR on its user, enhancing their fighting ability. Since you can use the item an infinite number of times, and it is a fairly powerful gauntlet on its own, you should give it to your Ninja, Fighter/Knight, Red Mage/Wizard, or Black Belt/Master and watch them get even MORE powerful. Rock on!

Absorb Rate: 6  
Evasion %: -3  
Cost: N/A (Sell Price: 5,000 Gil)  
Purchase Locations: N/A  
Find Locations: Sea Shrine (Floor 2B)  
Who Can Equip It: Fighter  
Knight, Ninja, Red Wizard  
Special Properties: ~When used as an item in battle, the Power Gauntlet casts SABR on its owner. In case you didn't know, SABR causes the user's weapon to increase 40% in hit percentage and 15% in damage, so this is especially useful for fighters, ninjas, black belts, etc. Your fighting types, that is. You have an infinite number of uses of this item, so feel free to boost yourself however often you want.

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~F~ ProRing

---

=====

Ah, the ProRing. This handy-dandy little artifact is the best possible gauntlet for a variety of classes, although I can't seem to figure out why. I am generally under the impression that the "ProRing" was taken from Dungeons and Dragons, in which your characters could sometimes find magical rings that would give various benefits to the wearer. One such ring was the "Ring of Protection", which would increase that person's armor class and make them harder to hit. In Final Fantasy, the ProRing gives the best armor of ANY Gauntlet - and that includes the Opal Gauntlet, which gives the same absorb but drops your evasion more. Heck, the ProRing also protects against death magic, making it better than the coveted Opal Accessory.

That's not all, though - the ProRing can be equipped by everyone in the game, including the Black Belt/Master class. This allows anyone in the game to gain the benefits of the best armor (gauntlet) in the game AND magical defense. The only downside to the ProRing is that it has a fairly steep cost (20,000 Gil). However, there are 3 ProRings to be found in the game, so if you don't feel like saving up the money you can just head to the Floating Castle or Temple in the Past and pick yourself up one (or three). Get it, I urge you!

Absorb Rate: 8  
Evasion %: -1  
Cost: 20,000 Gil (Sell Price: 10,000 Gil)  
Purchase Locations: Gaia  
Find Locations: Floating Castle (1st Floor)  
Floating Castle (3rd Floor)

Temple in the Past (2nd Basement, Kary's Floor)

Who Can Equip It: Everyone (base classes)  
Everyone (prestige classes)  
Special Properties: ~Protects the user by reducing the probability of an instant-death attack's success. In other words, attacks like "RUB", "ZAP!", and "XXXX", will be less likely to work.

---

~G~ Silver Gauntlet

---

=====

The Silver Gauntlet is just like the rest of the Silver Equipment - mid-range in defensive capabilities, lacking any truly defining defense but making up for it by the fact that it can be purchased. You don't have to worry about trying to fight off hoards of enemies to find it, nor do you have to weave through a frustrating labyrinth to locate it...no, you can just buy it and have your Fighter (or whatever) equipped with better hand protection!

Absorb Rate: 6  
Evasion %: -3  
Cost: 2,500 Gil (Sell Price: 1,250 Gil)  
Purchase Locations: Crescent Lake  
Find Locations: Ice Cave (Basement 2)  
Who Can Equip It: Fighter  
Knight, Ninja, Red Wizard  
Special Properties: N/A

---

~H~ Zeus Gauntlet

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=====

Zeus, leader of the Greek Gods, was a powerful man whom was feared and respected by Olympians and mortals alike. He was known as the god of lightning, grabbing bolts of electricity out of the air and using them as javelins to strike down foes. Due to this, finding an artifact of Zeus's is sure to mean 2 things - it's going to be powerful, and it's going to have something to do with Lightning. Ladies and Gents, I give you the Zeus Gauntlet.

The Zeus Gauntlet is one of those items that you'll want to keep around, regardless of whether or not someone in your party can equip it. It has the 3rd highest Gauntlet defense in the game (after the Opal Gauntlet and ProRing), so it's not too shabby in the Absorb department. The real clincher is its magical ability...see, if you use the Zeus Gauntlet as an item in battle, it casts LIT2 on all enemies (since LIT2 is always cast on all enemies, this shouldn't come as much of a surprise to you). Therefore, you have an infinite number of uses of LIT2 thanks to this item, and a fair amount of defense to boot. Definitely pick it up, I highly suggest it.

Absorb Rate: 6  
Evasion %: -3  
Cost: N/A (Sell Price: 7,500 Gil)  
Purchase Locations: N/A  
Find Locations: Castle of Ordeals (2nd Floor)  
Who Can Equip It: Knight, Ninja, Red Wizard  
Special Properties: ~When used as an item in battle, the Zeus Gauntlet casts LIT2 on all enemies. The item has an infinite number of uses of this spell, so keep it around even if you can't equip it, you'll at least have some free spells at your

disposal!

===== Final Fantasy =====  
-----VIII: Bracelets-----  
===== Final Fantasy =====

The bracelets of Final Fantasy are an odd group of items. Much akin to the bracelets of Final Fantasy VII, they take the place of normal armor and provide the user with defense that oft rivals that of more cumbersome suits. Most likely magical devices, Bracelets have little weight to them (and thus little evasion drop) while providing the user with a good deal of Absorb protection. These little bits of metal (or opal) give no protection against magic or special attacks, though, like certain suits of armor can (i.e., Fire armor protects against ice, yet no bracelet will provide ice protection). Their versatility in who can equip them - namely, anyone can use bracelets - makes them highly sought-after equipment. Heck, even if you don't need 'em you can sell them for a high return! Here they are:

- A) Copper Bracelet      C) Opal Bracelet
- B) Gold Bracelet        D) Silver Bracelet

-----  
~A~ Copper Bracelet  
=====

For a good portion of the beginning of the game, the Copper Bracelet is the best armor you'll find for your Wizards (Black and White). However, their costly price can make them more troublesome to pick up than their worth - for 4 added absorb, you have to save up 1,000 gil per mage! However, it IS worth it, since they have such little protection of their own to work with and cannot use much in the way of other defensive items (shields, helms, etc).

Absorb Rate:            4  
Evasion %:              -1  
Cost:                    1,000 Gil (Sell Price: 500 Gil)  
Purchase Locations:    Elfland  
Find Locations:        Marsh Cave (Basement 3)  
Who Can Equip It:      Everyone (base classes)  
                          Everyone (prestige classes)  
Special Properties:    N/A

-----  
~B~ Gold Bracelet  
=====

For parties with more than 1 Black/White mage, the best armor you're going to find for them is the Opal Bracelet or their respective shirts (which give less Absorb but are specialty items that you should keep ahold of anyways). What do you do until you can get your hands on such coveted pieces of equipment? Simple - buy them a couple of Gold Bracelets, providing excellent protection from attacks albeit at a costly price. For ten times the price of a Silver Ring, you too can have an Absorb of 24 (from armor alone). Until you find better, you'd best get one of these!

Absorb Rate:            24  
Evasion %:              -1  
Cost:                    50,000 Gil (Sell Price: 25,000 Gil)  
Purchase Locations:    Gaia  
Find Locations:        Castle of Ordeals (3rd Floor)

Who Can Equip It: Everyone (base classes)  
Everyone (prestige classes)  
Special Properties: N/A

---

~C~ Opal Bracelet

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I, personally, consider this the best piece of armor in the game. Sure, it only gives the same Absorb as the Fire, Ice, and Steel suits of Armor, and is overshadowed by the suits made of Opal and Dragon...but so what? Only the Fighter, Knight, and Ninja can don the Fire/Ice armor, and the Ninja can't handle the Steel armor. Heck, only the Knight can equip the top 2 pieces of armor in the game - the Opal and Dragon - meaning the Opal Bracelet should look pretty darn good to your characters. If you have a party with no Fighter/Knight, then you can't even use the Steel, Opal, or Dragon Armor. Thus, the Opal Bracelet is extremely useful because it provides a VERY high amount of absorb to anyone who wants it. Give it to your Black/White/Red Mage or Wizard and watch them have as much absorb as a Fighter (from the armor, that is).

Also, it doesn't give any magical protection from the elements...but so what? You're going to be physically hit a lot more than you are going to be magically attacked, so you might as well go for the absorb than a lesser armor with magical resistance.

Absorb Rate: 34  
Evasion %: -1  
Cost: N/A (Sell Price: 32,500 Gil)  
Purchase Locations: N/A  
Find Locations: Sea Shrine (5th Floor, amongst the Mermaids)  
Who Can Equip It: Everyone (base classes)  
Everyone (prestige classes)  
Special Properties: N/A

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~D~ Silver Bracelet

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The Silver Bracelet, first found in the Marsh Cave (after a risky trek back in once the Mystic Key has been acquired) and purchased in Melmond, is a definite must for your magic wielders. It gives a worthwhile boost in Absorb - 4 (Copper Bracelet) to 15 (Silver Bracelet) - and is the best armor they'll be able to equip until you can get your hands on an Airship. Needless to say, this won't be for quite a while, so save your gil and buy one for whoever needs one. They will definitely need it!

Absorb Rate: 15  
Evasion %: -1  
Cost: 5,000 Gil (Sell Price: 2,500 Gil)  
Purchase Locations: Melmond  
Find Locations: Marsh Cave (Basement 3)  
Who Can Equip It: Everyone (base classes)  
Everyone (prestige classes)  
Special Properties: N/A

If it don't fit anywhere else, you'll find it here!

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~A~ Revision History

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- 10-23-02: So I started this FAQ today. Rock!
- 11-01-02: After putting in bits of typing every day at work (using my 15-minute breaks to get some FAQing done), the guide is complete. It would have gone a lot quicker if I hadn't had so much trouble with the computer systems at work, but you can't win 'em all, eh?
- 03-14-03: Format revisions!

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~B~ Thanks

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~CJayC (CJayC@gamefaqs.com, www.gamefaqs.com) for putting this FAQ up. Your hard work as earned my respect.

~Al Amaloo (www.gamewinners.com) for being such a cool guy, and having a great site. Your tenacity will live forever!

~Vertsk8pro@hotmail.com for giving me a heart attack with your childish "I stole your FAQ and sold it with my name on it" antics. Because of that, I now do dozens of things to make sure people don't steal my work. If they do, I know exactly what to look for to see if they took MY work or not.

~Bryan Clevenger for writing one of the darn funniest webcomics I've ever seen. For the uninitiated, go to www.NuklearPower.com and check out 8-bit theater. If you like Final Fantasy - and brother, if you're reading this then you most likely do - then you'll love his comic strip. Start at the beginning, though, 'cause it's a lot better if you do. Trust me.

~Adrian Acuff (banzai15@hotmail.com) for reminding me that yes, Black Belts CAN equip ProRings. I couldn't remember if they could or couldn't, so I guessed...incorrectly. Corrections made, thanks to Adrian!

~Uh...I can't exactly thank God for the role he's taken in my life, because that would seem like I'm trying to force my religious opinions on someone else (which I'm not). Therefore, I'd like to thank "Murray" for the role he's taken in my life (Murray, you know who you are).

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~C~ NO THANKS

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If you write me asking for help with the game, I'll send you a link to my FAQ. If you ask for specific help, I'll try to aid you. However, if you ask me about something that is already covered in the FAQ, I will simply refer you to the FAQ again. I wrote the FAQ so that your questions would be answered here, not so I could repeat that FAQ bit by bit through e-mail for the next few years. If you need clarification about something in the FAQ, ask about it - but don't ask me to repeat anything.

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| 9 Lives                      | <a href="http://www.9lives.ru/eng/">http://www.9lives.ru/eng/</a>                     |
| Bean's PlayStation Dimension | <a href="http://www.bean.dk/psx/index.htm">http://www.bean.dk/psx/index.htm</a>       |
| Cheat Code Central           | <a href="http://www.cheatcc.com">http://www.cheatcc.com</a>                           |
| Cheat Index                  | <a href="http://cheatindex.com">http://cheatindex.com</a>                             |
| Cheat Matrix                 | <a href="http://cheatmatrix.com">http://cheatmatrix.com</a>                           |
| Cheat Search                 | <a href="http://cheatsearch.com">http://cheatsearch.com</a>                           |
| Cheatstop                    | <a href="http://www.panstudio.com/cheatstop/">http://www.panstudio.com/cheatstop/</a> |
| CNET Gamecenter              | <a href="http://games.netscape.com/Faqs/">http://games.netscape.com/Faqs/</a>         |
| Console Domain               | <a href="http://www.consoledomain.co.uk">http://www.consoledomain.co.uk</a>           |
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| Dark Station                 | <a href="http://www.darkstation.com/">http://www.darkstation.com/</a>                 |
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| Mega Games                   | <a href="http://www.megagames.com">http://www.megagames.com</a>                       |
| Square Haven                 | <a href="http://www.square-haven.net">http://www.square-haven.net</a>                 |
| Ultimate System              | <a href="http://www.flatbedexpress.com">http://www.flatbedexpress.com</a>             |
| VideoGaming.net              | <a href="http://www.videogaming.net/">http://www.videogaming.net/</a>                 |
| Cheats.de                    | <a href="http://www.cheats.de">http://www.cheats.de</a>                               |

(Taken from Jim "Red Phoenix" Chamberlin's FAQ Theft Guide, as well as added onto.)

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