## **Tales of Phantasia (Import) Game Lists**

## by Seven Heavens

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FAQ - INFO	
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	ion / Revision History
B) Weapons	
C) Armors D) Shields	
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	ted to make a FAQ of this great game : Tales of Phantasia.

Why? Because there is no In-Game List FAQ on this game. And also, it was one of my favorite SNES games. Take note that I'm not an english speaker so maybe you'll find some mistakes in this FAQ or some spelling mistakes. If so, you can e-mail me at <slipzkin@hotmail.com>. Hope you'll enjoy it!

The section B) talks about the weapons there are in the game. They are all regroups in category like Swords, Axes, Rods, Books etc...

The section C) is for the helmets. The section D) for the shields and so on... You can see the name of the equipment, the description and all the stats from it. And also, all the items and key items.

This FAQ may contains some SPOILERS. As usual, when someone look at a FAQ, I really doubt that he or she doesn't want to see some spoilers. Anyway go on! Stop reading this!!

REVISIONS

Version 0.9 (02/15/05) FAQ completed This is the first version of the FAQ. I think I missed some weapons, let me know if you see any. A newest version will be available soon with "How can we acquire those items" or if you want: I'll just add an "Acquire:" after every items...

Bahamut's Tail <Axe> The legendary axe used to slay the King of Dragons. Slice:1290 Stab :1290 Acy :10 Def :0 Run :0 Type :Dark Baldish <Axe> A more sophisticated version of the crescent axe. Slice:115 Stab :15 Acy :10 Def :0 Run :0 Type :--Battle Axe <Axe> A barbarian's axe. Slice:35 Stab :2

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Acy :10
Def :0
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Run :0 Type :--Crescent <Axe> An axe with a blade shaped like a crescent moon. Slice:65 Stab :10 Acy :0 Def :0 Def :0 Туре :--Hard Cleaver <Axe> A light, speedy axe forged by the famous blacksmith Damascus. Slice:500 Stab :100 Acy :10 Def :0 Run :0 Type :--Thunderclap <Axe> An axe with the soul of a thunder dragon. Slice:140 Stab :20 Acy :10 Def :0 Run :0 Type :Thunder ) Book of Seals <Book> A book of true black magic. Atk :700 Acy :50 Def :0 Run :30 Type :--Ex Mortis <Book> A book with black pages filled with dark incantations. Atk :500 Acy :60 Def :0 Run :0 Type :--Grimorum <Book> A book filled with arcane runes scrawled all over. Atk :350 Acy :10 Def :0 Run :0 Type :--Namco Gamer <Book> Don't waste your time reading this magazine!

Atk :765 Acy :1 Def :1 Run :1 Туре :--Opuscule <Book> A book from a subterranean library destroyed millenia ago. Atk :60 Acy :30 Def :0 Run :0 Type :--Porno Magazine <Book> Better hide this from your parents! Atk :3 Acy :10 Def :0 Run :0 Type :--Rabionis <Book> A book with pages yellowed by age. Its text is written in blood. Atk :70 Acy :10 Def :0 Run :0 Type :--Seventh Sun <Book> A book written in a long forgotten eastern language. Atk :500 Acy :10 Def :0 Run :50 Туре :--Tome <Book> A book full of notes and magical research. Atk :20 Acy :10 Def :0 Run :0 Type :--Tractate <Book> A book covered in the hides of various animals. Atk :120 Acy :10 Def :0 Run :0 Type :--Yellow Kings <Book> A book with red pages written in a bright yellow ink. Atk :60 Acy :0 :1 Def Run :0

Type :--

B O W S )----- ( B O W S ) ( Berserker Bow <Bow> A quick bow used to repel armies of enemy invaders. Atk :1820 Acy :95 Def :0 Run :0 Type :--Composite Bow <Bow> A bow made from many different materials. Atk :500 Acy :10 Def :0 Run :0 Type :--Crescent Bow <Bow> A bow that glows faintly. Atk :1320 Acy :10 Def :0 Run :0 Type :Thunder Double Bow <Bow> A bow that can shoot two arrows in the time normal bows shoot one. Atk :620 Acy :10 Def :0 Run :0 Туре :--Elven Bow <Bow> It is said that elven bows never miss their mark. Atk :1590 Acy :200 Def :0 Run :0 Type :--Flare Spread <Bow> A bow enchanted with fire. Effective against water beings. Atk :800 Acy :50 Def :0 Run :0 Type :Fire Gale Spread <Bow> A bow enchanted with air. Effective against earth beings. Atk :800 Acy :50 Def :0 Run :0

Type :Wind Longbow <Bow> A wooden longbow. Atk :20 Acy :10 Def :0 Run :0 Type :--Sand Spread <Bow> A bow enchanted with earth. Effective against air beings. Atk :800 Acy :50 Def :0 Run :0 Type :Earth Shortbow <Bow> A wooden shortbow. Atk :8 Acy :10 Def :0 Run :30 Туре :--Soul Stealer <Bow> Drain the user's life to deliver extra damage. Atk :1700 Acy :60 Def :0 Run :0 Type :Darkness Wave Spread <Bow> A bow enchanted with water. Effective against fire beings. Atk :800 Acy :50 Def :0 Run :0 Type :Water )----- ( B R O O M S ( BROOMS ) Broom <Broom> Just an average broom. Atk :20 Acy :10 Def :0 Run :0 Type :--Magical Broom <Broom> This broom was brought here by a mage from another world. Atk :200 Acy :10 Def :0 Run :0

Type :--Mystic Broom <Broom> A broom made with enchanted silver bristles. Atk :100 Acy :10 Def :0 Run :0 Type :--Star Broom <Broom> Stardust drops from the bristles of this broom. Atk :640 Acy :10 Def :0 Run :0 Туре :--Sylph Broom <Broom> Wind spirits enchanted this broom with their magic. Atk :380 Acy :10 Def :0 Run :0 Type :Wind Witch Broom <Broom> A brooms witches ride on. Atk :500 Acy :10 Def :0 Run :0 Type :--( RODS )-----( RODS ) Blue Crystal Rod <Rod> A blue crystal on this staff houses the very soul of Ishtar. Atk :420 Acy :10 Def :0 Run :0 Type :--Gem Rod <Rod> A staff with a fake jewel at the top. Atk :15 Acy :10 Def :0 Run :0 Type :--Holy Rod <Rod> The staff of high priests. Atk :180 Acy :10 Def :0 Run :0

Type :Light Rod <Rod> A traveler's walking stick. Atk :2 Acy :10 Def :0 Run :0 Type :--Ruby Rod <Rod> A staff with a gold encrusted ruby at the top. Atk :30 Acy :10 Def :0 Run :0 Туре :--Rune Rod <Rod> A staff with a series of runes carved in the ebony wood. Atk :85 Acy :10 Def :0 Run :0 Type :Darkness Star Rod <Rod> The tip of this staff glows like the stars at night. Atk :330 Acy :10 Def :0 Run :0 Type :--Unicorn Horn <Rod> The Unicorn's horn. You can feel immense power radiating from it. Atk :135 Acy :10 Def :12 Run :0 Type :--)-----( SPEARS SPEARS ) ( Arc Wind <Spear> A spear with a torrent of air swirling about it. Slice:860 Stab :720 Acy :50 Def :1 Run :0 Type :Wind Corsica <Spear> A triple pronged spear. Slice:50 Stab :106 Acy :0

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Def :0
Run :0
Type :--
Glaive <Spear>
A pole with a sabre blade on the tip.
Slice:210
Stab :424
Acy :0
Def :0
Run :0
Туре :--
Gungnir <Spear>
Odin's spear used during Ragnarok. It seems to have a life of its own...
Slice:96
Stab :122
Acy :5
Def :1
Run :5
Type :--
Halbert <Spear>
The halbert combines the best qualities of the axe and spear.
Slice:105
Stab :105
Acy :5
Def :0
Run :0
Type :--
Mecha-Halbert <Spear>
A strange mechanical weapon of unique design.
Slice:200
Stab :210
Acy :6
Def :0
Run :0
Туре :--
Naginata <Spear>
A lightweight polearm in the Japanese style.
Slice:600
Stab :900
Acy :60
Def :0
Run :0
Type :--
Polearm <Spears>
A blade on the end of a pole.
Slice:850
Stab :150
Acy :0
Def :0
Run :0
Type :--
Tidal Axe <Spears>
A halbert with enchanted water forged into its steel.
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Slice:840 Stab :640 Acy :10 Def :0 Run :0 Type :Water

( SWORDS )-----( SWORDS ) Damascus <Sword> A light, quick sword. It is flexible but durable. Slice:350 Stab :315 Acy :5 Def :0 Run :0 Туре :--Acquire: Miguel Village in the future Demon Hand <Sword> This sword gets blacker with every deadly blow it delivers. Slice:1300 Stab :1100 Acy :10 Def :0 Run :0 Type :Darkness Acquire: Use a Rune Bottle on a ?Weapon (dropped in Moria Gallery) Destroyer <Sword> A sword that consumes TP, but increases critical hit rate. Slice:630 Stab :290 Acy :10 Def :0 Run :0 Type :--Acquire: Freezekill in the Future Dragon Tooth <Sword> A sword made from the tooth of a giant dragon. Slice:220 Stab :750 Acy :30 Def :0 Run :0 Type :Earth Acquire: Use a Rune Bottle on a ?Weapon (dropped in Volt's Cavern) Duelist's Sword <Sword> A sword presented by kings in knighthood ceremonies. Slice:800 Stab :780 Acy :10 Def :0 Run :0 Type :Earth Acquire: Use a Rune Bottle on a ?Weapon (Ayflite's Treasure Quest)

Epee <Sword> A rapier. It is sharper and lighter than most. Slice:8 Stab :26 Acy :25 Def :0 Run :0 Type :--Acquire: Alvanista in the Past Eternal Sword <Sword> A sword that embodies all the mysteries of time and space. Slice:910 Stab :910 Acy :10 Def :0 Run :0 Type :--Acquire: Take the Flamberge and Vorpal swords to the Heimdal Stone in the Treant's Forest in the Future Excalibur <Sword> A sword given to an ancient paladin by God. Slice:1390 Stab :1390 Acy :50 Def :0 Run :0 Type :Darkness Acquire: Use a Rune Bottle on a ?Weapon (Moria Gallery - Future) Flamberge <Sword> Odin's legendary weapon. Fire envelopes the blade. Slice:900 Stab :900 Acy :10 Def :0 Run :0 Type :Fire Acquire: Received after defeating Flambelk at Odin's Tower Flaming Sword <Sword> This blade burns victims with a searing flame. Slice:580 Stab :595 Acy :20 Def :0 Run :0 Type :Fire Acquire: Buy as a ?Weapon in Olive Village (Future) Holy Sword <Sword> A sword enchanted bi high priests. Slice:480 Stab :480 Acy :30 Def :0 Run :0 Type :Light

Acquire: Buy as a ?Weapon at Alvanista in the future Ice Coffin <Sword> A sword containing the soul of a slain ice dragon. Slice:595 Stab :580 Acy :10 Def :5 Run :0 Type :Water Acquire: Buy as a ?Weapon at Ary in the future Ice Scimitar <Sword> A sword with a blade as cold as ice. Slice:108 Stab :60 Acy :15 Def :0 Run :0 Type :Water Knight's Sabre <Sword> A sword used by Euclid's elite black armored guards. Slice:15 Stab :8 Acy :10 Def :0 Run :0 Type :Fire Laser Blade <Sword> A technological creation that creates a blade of light energy. Slice:850 Stab :650 Acy :60 Def :0 Run :0 Type :Light Longsword <Sword> A standard longsword about three feet in length. Slice:5 Stab :5 Acy :0 Def :0 Run :0 Type :--Lucky Blade <Sword> A sword that increases the holder's luck. Slice:800 Stab :800 Acy :80 Def :0 Luck :50 Type :--Moon Falux <Sword> A sword with a faint glow to it. Slice:260

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Stab :200
Acy :10
Def :0
Run :0
Type :Light
Muramasa <Sword>
This blade is so sharp, no pain is felt from the wounds it inflicts.
Slice:910
Stab :780
Acy :100
Def :5
Run :0
Type :Earth
Rapier <Sword>
A sword designed to stab enemies.
Slice:2
Stab :9
Acy :20
Def :0
Run :0
Type :--
Sabre <Sword>
A slashing sword.
Slice:8
Stab :5
Acy :0
Def :0
Run :0
Туре :--
Saint's Rapier <Sword>
A holy sword used by crusading paladins.
Slice:300
Stab :1600
Acy :10
Def :0
Run :0
Type :Light
Sharp Sabre <Sword>
A sabre capable of delivering a thin slice.
Slice:25
Stab :18
Acy :0
Def :0
Run :0
Type :--
Sinclair <Sword>
A well-made sabre.
Slice:424
Stab :220
Acy :0
Def :0
Run :0
Type :--
```

Slayer Sword <Sword> A sword used by barbarians to cut down three people at once. Slice:200 Stab :200 Acy :30 Def :0 Run :0 Type :Earth Spinesheath <Sword> A rapier used by assassins for backstabbing victims. Slice:700 Stab :1200 Acy :10 Def :0 Run :0 Type :Darkness Steel Rapier <Sword> A rapier. It is made of high quality steel. Slice:4 Stab :28 Acy :22 Def :0 Run :0 Type :--Vorpal <Sword> Fenrir's legendary weapon. It is as cold as ice. Slice:900 Stab :900 Acy :10 Def :0 Run :0 Type :Water Warrior Sword <Sword> A sword longer than most. Slice:50 Stab :50 Acy :3 Def :0 Run :0 Type :--\_\_\_\_\_ \_\_\_\_\_ Breast Plate <Armor> A thick metal plate covering the torso of the wearer. Def :13 Run :0 Type :--Chain Mail <Armor> Small interlocking metal rings form chain mail shirts. Def :4 Run :0

Type :--Cloak <Armor> A thick warm cloak. Def :3 Run :0 Type :--Dark Robe <Armor> The dark robe of a witch. Acy :15 Def :50 Run :15 Type :Earth, Water, Fire, Lightning Gaia Armor <Armor> Armor created by golem blacksmiths. Def :60 Run :0 Type :Water, Fire, Lightning, Light, Dark Mytril Mesh <Armor> Chain mail made of Mythril, an enchanted silver. Def :18 Run :0 Type :Holy Plate Mail <Armor> Interlocking metal plates to cover the entire body. Def :4 Run :0 Туре :--Ring Mail <Armor> Discs of metal woven together provide excellent protection. Def :7 Run :0 Type :--Silver Cloak <Armor> A cloak woven from silver threads. Def :12 Run :25 Type :--Splint Mail <Armor> A shirt of plates and rings covers the upper body. Def :9 Run :0 Type :--Star Cloak <Armor> A cloak that glows like the clouds in the night sky. Def :55 Run :0 Type :Water, Darkness Tunic <Armor> A leather tunic. Def :18

Run :0 Type :--

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Fine Shield <Shield>
A sturdy, yet lightweight shield.
Def :0
Run :80
Type :--
Kite Shield <Shield>
A practical, lightweight shield.
Def
   :0
Run :60
Type :--
Knight Shield <Shield>
A well-made soldier's shield.
Def :0
Run :70
Туре :--
Rare Shield <Shield>
Houses the soul of Aegis, an ancient blacksmith.
Def :15
Run :100
Type :Water
Round Shield <Shield>
A round, metal shield.
Def :0
Run :40
Туре :--
Wooden Shield <Shield>
A round, wooden shield.
Def :0
Run :30
Туре :--
_____
_____
Cute Mittens <Gloves>
Pretty mittens to keep your hands warm in the cold weather!
Def :15
Run :0
Type :--
Gauntlet <Gloves>
Iron plated gloves.
Atk :5
Acy :5
Def :4
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Run :0
Type :--
Hyper Gauntlet <Gloves>
Hyper gauntlets give your hands a life of their own.
Def :26
Run :0
Type :--
Iron Gloves <Gloves>
Mesh gloves to protect hands.
Def :2
Run :0
Туре :--
Leather Gloves <Gloves>
A pair of leather work gloves.
Def :1
Run :0
Type :--
_____
Beret <Helmet>
A cloth cap.
Def :1
Run :0
Туре :--
Blue Ribbon <Helmet>
A blue ribbon.
Def :5
Run :5
Туре :--
Festive Ribbon <Helmet>
A bright red ribbon.
Def :18
Run :20
Туре :--
Fine Helm <Helmet>
This helm protects both the head and the face from being crushed.
Def :5
Run :0
Type :--
Gold Helm <Helmet>
The gold helm of Gilgamesh of the Ishtar Legend.
Def :28
Run :20
Type :--
Iron Circlet <Helmet>
A guard's steel cap.
Def :3
Run :0
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Type :--Knight Helm <Helmet> A standart issue helm for knights. Def :10 Run :0 Туре :--Leather Hat <Helmet> A leather cap. Def :1 Run :0 Type :--Mage Ribbon <Helmet> An imbued ribbon. Def :25 Run :0 Type :--Mitre <Helmet> A hat worn by clerics and priests. Def :3 Run :5 Туре :--Paladin Helm <Helmet> A helm kings give to knights who have been decorated in battle. Def :19 Run :0 Туре :--Panama Hat <Helmet> A hat for naturalists. Def :5 Run :5 Туре :--Rare Helm <Helmet> Houses the soul of Aegis, an ancient blacksmith. Def :20 Run :0 Type :Thunder Ribbon <Helmet> A pink ribbon. Def :2 Run :0 Type :--Silk Hat <Helmet> A stylish, well-made hat. Def :12 Run :0 Type :--Star Cap <Helmet> An enchanted cap to protect the wearer. Def :16 Run :0

Type :--Star Helm <Helmet> A helmet made from an unfamiliar alloy. Def :26 Run :0 Type :--Stripped Ribbon <Helmet> A candy cane ribbon. Def :9 Run :10 Type :--\_\_\_\_\_ \_\_\_\_\_ Aqua Mantle <Accessory> Marked with the sign of the Ocean. Water and Air are 30% absorbed. Battle Rune <Accessory> Increases your attack power 10%. Black Onyx <Accessory> A jewel that increase the user's maximum HP by 30%. Body Amulet <Accessory> Protects the wearer from paralyzation. Combo Command <Accessory> With the right controller movements, any skill can be used in battle! Fire Mantle <Accessory> Marked with the sign of Magma. Fire and earth are 30% absorbed. Garnet Ring <Accessory> A summoner's ring. The wearer is shielded from fire. Heavy Stone <Accessory> Makes you immune to the effect of the Tractor Beam spell. Jet Boots <Accessory> You can run faster by pressing and holding the 'Cancel' button. Leather Mantle <Accessory> Leather mantles are waterproof. Mantle <Accessory> A plain traveller's mantle. Mental Ring <Accessory> Gradually restores TP in battle. Mystical Rune <Accessory> Halves the time needed to cast a magic spell. Opal Ring <Accessory>

A Summoner's ring. The wearer is granted extra defence.

Poison Amulet <Accessory> Protects the wearer from poison. Protect Ring <Accessory> A defensive ring. Enemies' physical attacks decreased up to 99%. Rabbit's Foot <Accessory> Increase the bearer's luck. Resist Ring <Accessory> A defensive ring. Enemies' magical attacks decreased up to 99%. Reverse Doll <Accessory> Recover from unconciousness much faster. Silver Cape <Accessory> A mantle for girls. Fire attacks are 30% reduced. Sorcerer's Ring <Accessory> This ring shoots sparks! Use it with the 'Target' button. Talisman <Accessory> A magic charm to raise all your resistance by 5%. Turquoise Ring <Accessory> A Summoner's ring. The wearer is granted bonus TP. White Mist <Accessory> Allows you to escape battles 30% faster. Wool Mantle <Accessory> Wool mantles help you run away 5% faster. \_\_\_\_\_ 

Apple <Food> A delicious apple! Max Food:60

Beef <Food>
Beef. It's what's for dinner.
Max Food:700

Boar Roast <Food> Try it cajun style! Max Food:120

Bread <Food> Try not to fill up on bread. Max Food:10

Burger <Food> A good old greasy burger. Max Food:200

Butter <Food>

Just pop this up and watch yourself gain 10 pounds! Max Food:2000 Cheese <Food> A standard hunk of cheddar. Max Food:400 Chicken <Food> A meat for the health concious. Max Food:100 Creamy Cheese <Food> A nice cammembert. Max Food:20 Dragon Steak <Food> This beef has been spiced to taste like dragon meat. Max Food:2000 Egg <Food> An egg. One of the ingredients of oden. Max Food:80 Japanese Apple <Food> This is a very special apple! Max Food:1000 Mackerel <Food> A mackerel. Smells kinda funny. Max Food:2000 Miso <Food> It's miso. One of the ingredients of oden. Max Food:1000 Oden <Food> A tasty bowl of oden! Max Food:22200 Pork Roast <Food> Pork. The other white meat. Max Food:1000 Pudding <Food> A potato based pudding. It's very sweet! Max Food:60 Radish <Food> A potent flavored vegetable. One of the ingredients of oden. Max Food:100 Seafood <Food> A sushi grab-bag! Max Food:300 Seaweed <Food> It's seaweed. One of the ingredients of oden. Max Food:2 Sirloin Steak <Food>

This is top of the line beef. Max Food:80 Steak <Food> Grade A serloin... yum! Max Food:260 Tuna <Food> Raw Tuna. Where's the wasabi? Max Food: 3000 Twinkie <Food> There's more BHT in this than you can shake a stick at! Max Food:150 Veal <Food> For a gourmet meal, how about some kiddie cow? Max Food:1000 Veggies <Food> Nothing like some fresh greens to pep you up! Max Food:220 \_\_\_\_\_ Apple Gummy <Supply> An apple flavored gelatin medicine. Restore 30% of your HP. Basilisk Scale <Supply> A scale of the basilisk beast. They can be used as medicine. Blue Candle <Supply> A candle with a blue flame. Gives off a soft blue light. Cat's Eye <Supply> A trading good. It's a beautiful, reflective jewel. Charm Bottle <Supply> Makes you more attractive. Use it to get 30% discounts at stores! Chrono Glass <Supply> Cronus' hourglass. It can be used to stop time in battle. Combo Counter <Supply> Edit the setting of this in the Custom menu. Dark Bottle <Supply> A bottle containing evil essence to entice enemies. Drum Set <Supply> You can play the drums! Elixir <Supply> Restores an ally to full HP and TP. Flare Bottle <Supply> Increases attack power 30% in battles.

Green Torch <Supply> A torch with a green flame. Gives off a soft green light. Guinness <Supply> A trading good. Now THIS is beer. "A Guinness a day is good for you". Holy Bottle <Supply> A bottle containing holy essence to ward off enemies. Hourglass <Supply> Use this to stop enemies from moving around for a while. Ivory Tusk <Supply> A trading good. The ivory from a dead boar. Lavender <Supply> This mythical herb increases one's Strength rating by 1. Lemon Gummy <Supply> A lemon flavored gelatin medicine. Restores 60% of your HP. Life Bottle <Supply> The water of life revives a dead ally. Lipstick <Supply> Use this to make your lips sexy! Try flirting at shops! Lotus Perfume <Supply> Makes you more alluring. Use it to get a 50% discount at stores! Mah Jong Tile <Supply> Great for a quick game or to throw at some enemies! Medicinal Herb <Supply> A trading good. An ancient Chinese remedy. Medicine Bottle <Supply> Cures poison, but reduces your Strength by 20% if used in battle. Mixed Gummy <Supply> A strange flavored gelatin medicine. Restores 30% of your HP and TP. Miracle Gummy <Supply> A great flavored gelatin medicine. Restores 60% of your HP and TP. Orange Gummy <Supply> An orange flavored gelatin medicine. Restores 30% of your TP. Painting <Supply> A trading good. A traditional Japanese painting. Pick-axe <Supply> Use to break down thin stone walls. Pine Gummy <Supply> A pine flavored gelatin medicine. Restores 60% of your TP. Red Lanthern <Supply> A lanthern with a red flame. Gives off a soft red light.

Red Lavender <Supply> This mythical herb increases one's Strength rating by 2. Red Sage <Supply> This mythical herb increases one's HP rating by 10%. Red Savory <Supply> This mythical herb increases one's TP rating by 10%. Red Verbana <Supply> This mythical herb increases one's Agility rating by 2. Remedy Bottle <Supply> A cure-all medicine for ailments. Rope <Supply> A must-have for anyone venturing into caves or climbing mountains! Rune Bottle <Supply> Use this to identify unknown items or transform some items. S-Flag <Supply> A trading good. A flag with a large 'S' painted on it. Sage <Supply> This mythical herb increases one's HP rating by 5%. Sake <Supply> A trading good. An excellent Japanese plum wine. Savory <Supply> This mystical herb increases one's TP rating by 5%. Scout Orb <Supply> An orb that can repel or attract enemies. Sefira <Supply> Increases your EXP and gold gained in battle by 10%. Sefira+1 <Supply> Increases the gold and EXP you gain in battle by 20%. Skeleton Key <Supply> Opens several doors in Thor. Soup Pot <Supply> A trading good. A soup pot. Spy Lens <Supply> Use this to see the HP, TP and other information on enemies. Verbana <Supply> This mystical herb increases one's Agility rating by 1. Whale Meat <Supply> A trading good. Whale meat is a delicacy! Yellow Cake <Supply> A trading good. It's really explosive stuff!

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