

Brain Lord Item List

by Solomon warrior

Updated to v1.3 on Feb 3, 2004

BRAIN LORD ITEM LIST

Version:1.3(fourth version)
Platform:SNES
Date:10-11-2002
Author:Solomon warrior
E-mail:Solomonwarrior_1st@hotmail.com
Solomonwarrior@yahoo.com
User name:Solomon warrior
Current user level:Regular user
Size:13.4KB

INDEX

- 1)version history
- 2)introduction
- 3)Item list
- 4)about upgrade
- 5)Copyright issue
- 6)credits

1)Version history

version:1.0[9-26-2002]
-first FAQ.
-contains all spell,item,armor and item description.

version:1.1[10-2-2002]

-second FAQ.
-jade description is completed.
-weapon description is completed.

version:1.2[10-8-2002]

-third FAQ.
-cover some of my mistakes.

version:1.3[10-11-2002]

-fourth FAQ.
-add copyright issue.

2)Introduction

I made this FAQ is just help you to understand all the item , spell , armor , and items in this game. Don't asked me to give you rom of this game. You should find it by yourself.Giving you the rom is illegal too.

3)Item list

SPELL LIST

Magic Shot
=Shot of Cold. Last a short time.

Magic Shield

=Builds a small barrier in front of you.

Flame Ring

=Makes 2 fireballs surrounding you.

Fireball

=Powerful flame explode over a wide area.

Impulse

=Sends a shock wave along the ground to your enemy.

Lightning

=Lightning flies in a straight line.

Magic Missile

=Aims 3 magic beams of light at enemies.

Bound

=Attacks by reflecting 2 beams of light off of walls.

Ice

=Uses tremendous cold to make ice and shoot it at an enemy.

Phaser

=Inflicts damage by drying out all of the water in the body.

Slow

=Slows your enemy's movements for a while.

Stop

=Paralyzes your enemy's movements for a while.

Ghost

=A body of Energy chases and attacks your enemy.

ITEM LIST

Apple

=Fresh food.Recover 3 HP.

Cheese

=Recovered 6 HP.Preserved food.The smell is horrid.

Warp Gate

=Travel instantly to any place you have been.

Master Key

=These are Debug Items.(SPECIAL)

Cape Herb

=Herb found in North Country.Cures a numbed body.

Antidote Herb

=Counteracts poison.Ingredients unknown.

Dragon Scale

=Very expensive.Found at the Tower of Light.

Barrier Capsule

=Your Defense Power is doubled for a set time.

Speed Capsule

=Your Attack Power is doubled for a set time.

Heart Container

=A Magic Broach inlaid with jewels.Your HP meter will increase by 1.

Source of Power

=Magic Dust with a strange smell.Power raised from 1 to 3.

Drop of Protect

=Magic Ashes with a strenge smell.Guard raised from 1 to 3.

Debug Warp Gate

=This is a Warp Gate for Debugging.

Magic Wallet

=Wallet with ??(your money)G inside.

Silver Bullion

=Silver Nugget.Sell at Tool Shop.

Gold Bullion

=Gold Nugget.Sell at Tool Shop.

X-Ray Scope

=See a floor of the Dungeon.

Drink

=Your speed has increased for a while.

Sapphire

=Jewel stolen from the Droog Statue.

Scrap of Paper

=Found in the attic of Ranel house.

Silver Plaque

=Found at the Ancient Cilivization Ruins.

So light it's hard to believe it's metal.

Ancient Coin

=Ancient Gold found at the Abell Ruins. Sell at the Tool Shop.

Crystal Piece

=Found at the Ice Castle.Sell at Tool Shop.

?(something like crystal)

=Sell at tool shop.

Mushroom

=Recover 10 HP.Suspicious-smelling food.

Meat

=Stamina food.Recover HP completely.

WEAPON LIST

Copper Sword- Sword, 1 Attack
=Cheap ,but easy to use.

Iron Sword- Sword, 2 Attack
=An ancient black metal sword.

Steel Buster- Sword, 5 Attack
=Steel-cutting sword.

Golden Sword- Sword, 7 Attack
=Sword of great value.

Platinum Sword- Sword, 10 Attack
=This sword is filled with legendary power.

Battle Axe- Axe, 5 Attack
=Light and easy to use.

Tomahawk Axe, 10 Attack
=Doubled edged axe.

Rock Breaker Axe, 15 Attack
=Can even shatter stone.

Great Axe- Axe, 20 Attack
=A very heavy axe with a long string of teeth.

Boomerang- Boomerang, 5 Attack
=Attack an enemy from a distance.

Chuckler- Boomerang, 9 Attack
=Transformed boomerang.

Morning Star- Flail, 7 Attack
=Weapon with steel ball and chain attached.

Heavy Mall- Flail, 15 Attack
=defeat an enemy with one blow of this weapon.

Long Bow- Bow, 2 Attack
=Attack Enemies from a distance.

Heavy Bow- Bow, 6 Attack
=Heavy bow.Inflicts great damage even at a distance.

Lightning Bow- Bow, 10 Attack
=Very powerful Long Bow.

Fire Sword- Magic Sword, 5 Attack
=Magic Sword.

HELMET LIST

Leather Helmet -1 Defense
=Very old, and smells of sweat.

Iron Helmet- 3 Defense
=Seems to be made of iron.

Cross Helmet- 6 Defense
=Strong Helmet.Covers most of your face.

Blackgold Helm- 8 Defense
=Shiny black helmet.

Warrior's Helm- 10 Defense
=Helmet Won't cave in...Probably...

Platinum Helm- 12 Defense
=Beautiful helmet,Contains Magic.

Nameless Helm- 14 Defense
=No description.

Nameless Helm- 16 Defense
=No description.

Nameless Helm- 17 Defense
=No description.

BODY ARMOR

Leather Armor- 1 Defense
=Armor made of dried skin.

Chain Mail- 3 Defense
=Armor made of chains fastened together.

Banded Mail- 5 Defense
=Armor made from sheets of iron.

Bone Mail 8- Defense
=Armor made from monster bones fastened together.

Plate Armor- 10 Defense
=Sturdy Armor very beautiful.

Royal Armor- 15 Defense
=Set with jewels.Has great value.

Cape- 0 Defense, +Speed
=Your Defense power is 0,but your speed increased.

Nameless Armor- 20 Defense
=No description.

Nameless Armor- 10 Defense, +Speed
=No description.

SHIELDS

Buckler- 30 Endurance
=Small circular shield made of wood.

Round Shield- 50 Endurance
=Circular shield,easy to use.

Kite Shield- 60 Endurance
=Gives protection over a large area.

Bone Shield- 70 Endurance
=Made from buffalo bones.

Warrior- 80 Endurance
=A Warrior's fighting shield.

Battle- 99 Endurance
=Protects a wide area,hard to attack.

Shield- Use in the Arena
=no description.

ACCESSORIES

Reviving Mirror
=When you're equipped with this you can recover one time.

Debug Mirror
=This is a Recovery Mirror for debugging.

Wind Shoes
=You can't fall into a trap when you're wearing this.

Spike Shoes
=When you have this you can walk in ice without falling.

JADE HELPERS (FAIRY)

Life Jade
=????? is inside.Restores your HP.

Crimson Jade
=????? is inside .Uses Fireballs.

Foundation Jade
=????? is inside .Raises Defense Power.

Power Jade
=????? is inside .Raises Attack Power.

Lightning Jade
=Lightning Fairy ????? is inside.

Anger Jade
=Attacking Fairy ????? is inside.

Water Jade
=????? who shoots Water Energy, is inside.

Deceased Jade
=Who will give up 1 level to revive you.????? is inside.

Light Jade
=?????, who emits light to illuminate dark places inside.

note:????? is the name that you give to the fairy.

KEYS TO USE IN TOWER OF LIGHT

Key to the Seal

=Key found on the 2nd floor of the Tower of Light.

Pay attention to the name...

3rd Floor Key

=It's obvious how to use this key found on the second floor the Tower of Light.

4th Floor Key

=Key found on the 3rd floor of the Tower of Light, to get to the 4th floor.

Puzzle Key

=Key found on the 3rd floor of the Tower of Light.

Very foreboding...

Crossroads Key

=Key found on the 3rd floor of the Tower of Light.

Sky Room Key

=Key found on the 4th floor of the Tower of Light.

Possibly the last key.

KEYS TO USE IN ABELL RUINS

Cave Room Key

=Found on 1st floor of Site of Civilization.

Point of the key shines to the southwest.

Dark Room Key

=Found on 1st floor of Site of Civilization.

Blackened brass key.

Basement Key

=Found on 2nd floor of Site of Civilization.

Tip of the key point to the ceiling.

Detour Key

=Key found on the 3rd floor of the Tower of Light.

Use close by.

Bottomless Key

=Found on 2nd floor of Site of Civilization.

Tip of the key point to the south-southeast.

Distance Key

=Found on 2nd floor of Site of Civilization.

Tip of the key point to the south-southwest.

Office Key

=Found on 4th floor of Site of Civilization.

Tip of the key point to the south.

Flyer's Key

=Found on 3rd floor of Site of Civilization.
This key is decorated with a strange metal.

Steel Sky Key

=Found on 3rd floor of Site of Civilization.
A weapon is drawn on it. Use on the 3rd floor.

Invisible Key

=Found on 3rd floor of Site of Civilization.
You will use this just ahead.

Underground Key

=Found on 1st floor of Site of Civilization.
Tip of the key point to the east.

Control Key

=Found on 4th floor of Site of Civilization.
Something is written on the back:
Go west from front door.

Preparation Key

=Found on 4th floor of Site of Civilization.
There is a room you haven't entered yet...

Laboratory Key

=Found on 4th floor of Site of Civilization.
The tip of the key point to the center of the floor.

Power Room Key

=Found on 4th floor of Site of Civilization.
The tip of this key shines to the south-southwest.

Oblivion Key

=Found on 3rd floor of Site of Civilization.
The tip of this key shines close-by.

KEYS TO USE IN ICE CASTLE

Western Sky Key

=Unknown.

Ocean Key

=Found at the Ice Castle. A beautiful design
is written on this key.

Under Ice Key

=Key found in the Ice Castle.
Seems to be made of crystal.

Waterfall Key

=Key found in the Ice Castle.
Has a picture of waterfall.

Flood Gate Key

=Key found in the Ice Castle.
Beautiful and transparent.

Wave Key

=Key found in the Ice Castle.
A strange whirlpool is carved on it.

Ice Key
=Key found in the Ice Castle.
All the keys here are beautiful.

Water-Air Key
=Key found in the Ice Castle.
Has a mysterious pattern.

Red Wing Key
=Key found in the Ice Castle.
A red feather is attached.

1st Gate Key
=Key found in the Ice Castle.
Opens 1st Gate.

2nd Gate Key
=Key found in the Ice Castle.
Opens 2nd Gate.

3rd Gate Key
=Key found in the Ice Castle.
Opens 3rd Gate.

KEYS TO USE IN DRAGON CAVE

Sky Dragon Key
=Key found at Droog. A beautiful blue Dragon
is carved into it.

Land Dragon Key
=Key found at Droog.
A stern black Dragon is carved into it.

Sea Dragon Key
=Key found at Droog.
A beautiful green Dragon is carved into it.

Dead Dragon Key
=Key found at Droog.
A skeletal Dragon is carved into it.

KEYS TO USE IN PLATINUM SHRINE

Silence Key
=Found on the 1st floor of Platinum.
Contaminated by Dark Power.

Castle Key
=Found on the 1st floor of Platinum.
Thought to be used on 2nd floor.

Endless Key
=Found on the 2nd floor of Platinum.
It's rotting and falling apart.

Spirit Key

=Found on the 2nd floor of Platinum.
The spirit of the goblins is strong here.

Destruction Key

=Received on the 1st floor of Platinum.
It radiates light.

Platinum Key

=Found on the 4th floor of Platinum.
Probably not contaminated by the Dark Power.

Night Key

=Found on the 3rd floor of Platinum.
Even time seems to be controlled by darkness.

Afterworld Key

=Received on the 3rd floor of Platinum.
Gate to the afterworld on the 4th floor.

Entropy Key

=Found on the 3rd floor of Platinum.
Crushed by the terrible spirit of Darkness...

Fountain Key

=Found on the 1st floor of Platinum.
Dark Power tightens the body.

KEYS TO USE IN TORONTO

Duplicate Key

=Received from the Stonemason.
Can only be used in the village.

Duplicate Key

=Received from the Stonemason.
Can only be used in the village.

4)about upgrade

Next upgrade:

-I will put all the location of the items so you can get all the items.
E-mail me or leave a message on this game's board if you have
the location of items or questions.

5)Copyright issue

This Item List FAQ is copyright 2002 Solomon warrior.
You can only have this FAQ for your personal use.
This FAQ is not for sale and you can only get this FAQ at
www.gamefaqs.com
You can't put this FAQ at your Web page without my permission.
Please e-mail me too if you found this FAQ at the web site
other than www.gamefaqs.com
If you want put this document on your web page,just email me
for permission.

6)Credits

I made this FAQ and found on my own.
Special thanks to:

CJayC

-post this FAQ.

ENJOY THE GAME!!!!!!!

This document is copyright Solomon warrior and hosted by VGM with permission.