

Lost Kingdoms II FAQ/Walkthrough

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Lost Kingdoms II

Game: ActiVision

Walkthrough By: Invader Hera

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1. Story

I copied this from the instruction manual. Hooray.

"In the land of Argwyll, one magic item is more renowned than all others: the Queen's Runestone. Legend says that the Runestone turns the most ferocious monsters and the most devastating gods into servants of the queens of Argwyll. Indeed, the Runestone is regarded as the foundation of the queens' power. This, the one true Runestone, has no equal.

"Two centuries have passed since Queen Katia unified the land of Argwyll into one kingdom. The peace-loving people view their powerful queens with a mixture of awe and respect. True, minor conflicts have broken out from time to time, but always, the queen and her Runestone have been there to restore order and peace. For two hundred years, the Runestone has been passed down from one queen to the next. And for two hundred years, there has been peace.

"But that peace now faces its most sever challenge yet..."

"The region of Kendarie, renowned since ancient times for the skill of its craftsmen, has managed to produce artificial Runestones. Although no match for the Queen's Runestone, the Kendarie Runestones do allow their owner to master some minor monsters. Confident in the power of their new Runestones, the Kendarie have begun to arm themselves for a war of conquest.

"After reports of aggressive border actions involving the Kendarie, the Queen dispatched a messenger with a warning: 'Cease all hostilities immediately, or Kendarie will know the wrath of a god.'

"Although the Kendarie have retreated back to their original borders, no one believed that this new peace was anything but temporary..."

2. Controls

Control Stick/Control Pad: move character

C-Stick: move camera

A: examine things or talk to people

A, B, X, or Y: use cards

Z+A, B, X, or Y: combos or Z-effect

L: move camera behind character

R+A, B, X, or Y: discard card

Start: pause game

3. Walkthrough

Nobleman's Residence

Enemies: Dark Raven, Beaker, Hell Hound

Treasures: Dark Raven, Scythe Beast

Being the first area, there's really nothing to explain. You'll end up killing a Hell Hound, then, the area will end.

Bhashea High Road (#1)

Enemies: Porcupig, Man Trap, Storm Hagan

Treasures: Porcupig, Man Trap, Red Lizard

Near the beginning is a man who will give you an Elephant card if you throw a card to the opposite bank. (Do this by holding the button down for an independent creature and using the control stick.) Anyway, there's a Deck Point in this area and past there are two Storm Hagan. Kill them to end the area.

Treasures: Demon Hound (2), Rock Hagan, Dragonoid, Flayer Spawn, 200 magic stones

Right before the card shop is a cut scene. And the card shop is a place to buy, sell, transform, and copy cards.

Not too far from the fountain is a red fairy. Also, around there are three pieces of trash. Put them all into the trashcan for a Leprechaun card. Also, near the fountain are some buildings. Between them are some sacks. Press A to find a red fairy. A little bit before the card shop is a red fairy in a well and another red fairy is up the stairs near the card shop. Up the stairs you'll come to a statue, where another red fairy is.

There are two other cards you can get from putting trash into the trash can. For the Super Scrubber card, two pieces of trash are near the fountain, and one is near the card shop. For the Larval Fly card, one piece of trash is near the Katia statue on the hill, another is near the path that leads to Jarvi's house, and the other is near the second one on a partially enclosed area of the nearby house.

Near the fountain is a guy that can make cards for you if you give him the right ones. Archer Tree and Unicorn gets you Centaur, Earth Moray, Fire Moray, and Water Moray for Fireworks, Horus and Unicorn for Pegasus, and Ghost Armor and Stone Head for Talos. And near the fountain, behind a statue, is a man that will sell you Capture Cards. They start at 1000 gold, but go up every time.

Bhashea High Road (#2)

Enemies: Porcupig, Man Trap, Aggressor GL2, Kendarie soldiers

In this area, you'll have Sol to help you fight. Just return to the camp and kill all the enemies and the area will end after a cut scene.

Kendarie Fortress

Enemies: Mandragora, Aggressor GL2, MechaPult, Kendarie soldiers

Treasures: Mandragora, Aggressor GL2, Venom Lizard, MechaPult, Death, UberBomberBot

(If you go in the spotlights, enemies will appear and certain gates will close, which you can break with a weapon creature.) (At the beginning, in one of the pile of sacks is a red fairy.) Go along the path to the left and up the stairs. Kill the soldier (The soldiers can use cards like Dark Raven and Aggressor GL2.) for the blue key. Go down the stairs and go through the lower of the two blue doors. To the right, kill the soldier for the red key. Go through the red door you didn't come in by. Past the three spotlights, go down the stairs and kill this soldier. The doors will open, so go through the one that you didn't come in by. Press the switch at the end of the path to open the fortress gate and end the area.

There are a few doors you may have missed. Near the first spotlight, go through the red door and kill the soldier for the green key. Now go up the stairs near the first spotlight and go through the blue door. There

is a Deck Point, red fairy, and the Searchlight Gate Switch (which, I guess opens any gates the searchlights might have opened). To the left is a green door. Go through and open the chest for a Death card, then go down the stairs right outside the door and get the red fairy in the sacks. (From here, you can fly across the water to a chest using a flying transform card. There's also a red fairy over here.)

Runestone Caverns-Upper Chambers

Enemies: Land Shark (2), Crystal Rose, Giant Crab, Stone Golem, Brine Dragon, UberBomberBot (later)

Treasures: Dark Raven, Land Shark, Blood Bush, Undine, Gorgon, Baba Yaga, Witchlette

There's a Deck Point at the beginning. Go right. There's a red fairy this way. There are two paths. The right one leads to two more paths. The right path here leads to a Magic Booster that you can't use yet. (After pressing a switch in Ruldo Forest, you can use it. Use a transformer card like Stone Golem to break the big crystal to get to the chest.) The left path at the second fork has two more paths. (The first one to the left leads to the same place as the left path of the first fork. There's a red fairy and the sluice gate here.) Use the second path to the left. There are two red fairies this way. Talk to Sol for a Stone Golem card. (There's another Magic Booster. When you can use it, use a transformer card like Stone Golem to break the big crystal to get to the chest.) Go to the gate at the entrance and use the Stone Golem card to break it.

Later, you can fly across the river near the sluice gate using a flying transform card. Over here, there is a red fairy and two chests (and also a Brine Dragon).

Runestone Caverns-Lower Chambers

Enemies: Yowie (2), Flayer Spawn, Water Reaper, Maelstrom, God of Harmony

Treasures: Flayer Spawn (3), Basilisk, Maelstrom

This area is pretty straight-forward. There are two red fairies you can't miss. (Also, in the tunnel after the second room where the cut scenes are, on the left wall you'll find a red fairy in the rubble next to the pillar.) (In one room near the end are chests that are harder to get to. If the sluice gate in the Upper Chambers is up, then, the room will have water in it. Cross the floating boxes to get to one of the chests, and use a flying transform card to get to the other. Also, in this room, if the sluice gate is down, go down the stairs and along the path, and you'll find a red fairy at the end.) Stay away from the purple balls of light. If they touch you, you'll lose HP, so shake the control stick to get free. At the end, you'll have to kill a big monster called the God of Harmony. Longer range attacks are needed to hurt it. (Though, if you stand at the corner, you can hit it with short range attacks if it comes to you.) It can swat at you and shoot purple balls that have the same effect as those purple balls of light from earlier. Flayer Spawn may come, too. Kill the creature to end the area.

Ruldo Forest

Enemies: Elf, Demon Hound, Myconid, Dryad, Cockatrice, Mandra Dancer, Isamat Urbur cultist

Treasures: Mandragora, Dryad, Demon Hound, Rafflesia, Night Mare, Elf, 150 magic stones

Straight forward are two red fairies and a Deck Point. (Right before the Deck Point, press A at one of the trees for a red fairy.) Press A at the switch to turn on the Magic Booster (and get the red fairy nearby). All of them can be used now. You can use it with a Stone Golem or something to break that log nearby. (Along the path that leads in the same direction as the path blocked by the log, you'll find a chest. Later, you can fly over to the chest with a flying transform card.) Past here is an Isamat Urbur cultist that you can kill. (He has: Dragon Knight, Dark Raven, Skeleton, and Lizardman.) You'll get the Eno Runestone. (Later, you can use the Hell Hound or something on the Magic Booster to jump up to a chest.) Anyway, past that Deck Point is a cut scene, then, the end.

Go through the area again and go to the place Gurd was blocking last time. Kill the three Cockatrices to end the area again. (In this place is a tree near the exit with a red fairy in it.) Now Sacred Battle Arena is on the map.

Fossil Boneyard

Enemies: Baby Dragon, Gnome, Caterpoker, Catoblepas, Amber Dragon, Zombie Dragon, Isamat Urbur cultist

Treasures: Hell Hound (3), Gnome, Dark Raven, Caterpoker, 300 magic stones

Right at the beginning is a red fairy, a Deck Point, and a chest with a Hell Hound card inside, which you need for this area. Baby Dragons come out of little caves until you press A near them to block them, so do that to the one nearby. Also, if you break the small pillars of stone, you'll find pieces of a fossil. In this area is a big rock where you bring the fossils to. (When you bring all of them, kill the Zombie Dragon that appears, then, open the chest nearby for a Zombie Dragon card.) In this area is a fossilized right leg. Near the Deck Point, use the Hell Hound on the Magic Booster to jump up. Kill the Isamat Urbur cultist (He can use: Dragon Knight, Tumble Chick, and Bum Hagan.). You'll get the Oht Runestone. (You need the Hell Hound to jump down from here.)

Use the other Magic Booster with the Hell Hound to jump up. Block two Baby Dragon caves and get a fossilized right arm from one of the rocks. Past here is another Hell Hound card in a chest, a red fairy, and a Magic Booster. With this Magic Booster, you can go right or left. They both lead to the same place. The right path has a fossilized head and a left leg. The left path has a Deck Point, two Baby Dragon caves, a fossilized tail, and another Hell Hound card in a chest. Past here are two Baby Dragon caves. (On one side of here, you can jump to a higher ledge with the Hell Hound to find a red fairy and a fossilized torso.) Near the place I mentioned in (), there's a fossilized left wing. Later, return to this area with a flying transform type card to fly to where the chests are. Near one is a rock you need to break for the fossilized left arm.

Go past where the big dragon skeleton was. A fossilized right wing is in the rocks. Block the three Baby Dragon caves and kill the Amber Dragon to end the area.

Sarvan

Enemies: Jade Giant, Siren, Gold Butterfly, Evil Eye, Chimera

Treasures: Decoy Pillar, Jade Giant, Mandragora, Gold Butterfly, Hobgoblin, Devata, Marid, Lucky Lion, 150 magic stones

To the right of the beginning of the bridge is a red fairy. And to the left, use a Hell Hound to jump up to the chest. Anyway, to open gates for a limited time, you need to press A at all the unicorn statues. There are two to get past the first gate. (Down the stairs a red fairy and chests.) There are four unicorn statues needed to get past the next gate. To get these switches to work (the circles on the ground), put an independent, immobile creature on it (like Treant, Catoblepas, and Decoy Pillar.) There's a green one up here. Below here to the left is a yellow one and a red fairy. To the right is a blue one and a Deck Point. Put a creature on the blue and green ones to lower the left bridge. Then, put two creatures on the two pink circles to lower half of the right bridge. Go back across the left bridge and throw away the cards on the green and blue circles. Put a card on the yellow circle to cross the right bridge. Open the chest for a Devata card. Past the bridge again, you need two unicorn statues to get past the next gate. Kill the two Jade Giants and the Chimera. Now leave the area.

Make sure you don't open the chest below the drawbridges or else you can't get the Lucky Lion. Later, when you have a flying transform card, go down the steps after the first gate. Down here, fly to the island and press the switch to get rid of the cage around the chest nearby. In it is the Lucky Lion.

Holzogh Town

Enemies: Coal Treant, Aggressor DX5, TriBlaster, LazerBug 39K, SuperScrubber (later)

Treasures: Red Lizard, Efreet, Coal Treant, Salamander, Popgun Charlie, 200 stones

There's a red fairy at the beginning and another one farther along the path. Also, there's a Deck Point at the fountain. In the northeast corner, get the key from the dead body. (A bit south of here near the west wall is a red fairy in the rubble.) Press A at the switch in the southwest corner, then, get the Mind Flayer card from the fountain.

Go up the steps near the fountain. (To the right, behind the gate, press A to close the gate. This way you can get over to a chest. Also, nearby is rubble near a wall where a red fairy is hiding.) After a cut scene, kill the LazerBug 39K and the two TriBlasters to finish the area.

Plains of Rowahl #1

Enemies: Devil Plant, Sand Golem, Kendarie soldier, Manticore

(later)

Treasures: Sand Golem, Devil Plant, Night Mare, Man Trap, Dao, 700 magic stones

Go forward for a cut scene. There's a red fairy and a Deck Point here. There's also a red fairy in the Sand Golem remains and in a broken catapult. Press A at the catapult around the middle of the area (not the one near the Deck Point). It will break the thing on top of a chest so you can open it. (The other catapult would have broken the other one, stopping you from ever opening the chest.) Kill the Kendarie soldier for the castle gate key. (Also, come back later to fly to that chest across the river.) Go through the gate. There's a red fairy here. Kill the Isamat Urbur man (He has: Skeleton, Lizardman, Carbuncle, and Dragon Knight.). You'll get the Elise Runestone. Now go right to end the area.

Alanjeh-Alanjeh Castle

Enemies: MechLance 5L, Chariobot, Dark Treant, Claws-R-Us, Gizmolizer, Barometz, Triblaster, AcidBot (if you come back later)

Treasures: Fairy, Gizmolizer, AcidBot, Dark Treant, Boom Monkey, 100 magic stones, 1000 magic stones

Sol will fight with you. If Sol dies, then, you have to try again. There's a red fairy and a Deck Point at the beginning. Press the switch to open the gate. You have ten minutes to finish this area. If you get near the MechLance 5L things, then, they'll come after you. Anyway, there's a pink circle that you need to step on so you can run through another gate. At the castle gate, get the red fairy and kill all the enemies, then, press A at the gate for a cut scene. You lost your Runestone and now you can't go to any other areas.

On the east side of this area is a blue switch. If you put some kind of immobile independent or helper card on it, it will open a gate on the west side of this area. Through here are two chests. (Also, you could have used a transform card to jump up to the red fairy and down behind the gate.) Also, at the castle gate, to the right of the bridge, fly through the broken railing to the chest across the river.

Alanjeh-Royal Tower, Lower #1

Enemies: Triblaster, Aggressor DX5, LazerBug 39K

Treasures: Sprite, Carbuncle, Tiger Mage

Sol's with you here, too. There are three red fairies you can easily find here. This area is pretty easy to get through. After a few rooms, you'll have to get a ball off the floor and put it on a pedestal to open a gate. After a cut scene, press A at a pillar so you can get past it. A few rooms later, get the ball off the floor, then, get the ball from the corner of the next room. Put them on the pedestals to open the gate. Just run through here because this is where the enemies are and Sol will die if you're too slow. When you're outside again, you can go above the Triblasters and drop pillars on them to kill them. Anyway, past here is a cut scene. (Near where the cut scene is, you'll find a chest you need to jump up to. You can get it later.) You'll get

your Runestone back, so kill the two LazerBug 39K's to end the area.

Alanjeh-Royal Tower, Lower #2

Return here. Talk to the soldiers (and get the red fairy from the rubble).

Krasheen Mountains

Enemies: Gorgon, Gargoyle, Horus, Running Bird

Treasures: Birdman (2), Charadrius, Acid Dragon, Earth Moray, 400 magic stones, 1000 magic stones

On the bridge is a red fairy and past it is a Deck Point. Past here, the dragon in the mountain will talk to you and give you a Birdman card. Now you can fly. You need to fly to the three statues and break the blue things on each. One is nearby (and so is another Deck Point). The others are in an alcove near the entrance (There's also a red fairy here.) and in an alcove on the other side of the bridge. Go to the dragon. Now kill the Black Dragon and any other enemies that fly over to end the area.

You should return here to get whatever you missed. Past where you fought the Black Dragon are two red fairies. (One is across the first gap, in the bridge remains. The other is across the gap to the left, in the bridge remains. Also, fly to the other side of here to find a hidden chest.)

Grenfoel Cathedral

Treasures: Vampire, Plague Rat, Gravity Pillar, 2000 magic stones, 500 magic stones

Talk to the soldier near the entrance for the Jewel of Alanjeh. In the back, go through the right door to find the library. After a cut scene, you can get the red fairy and read the book case at the back so the Temple of Sharacia (a side quest) appears on the map.

If you press A at all four statues, then, walk along the left a wall, a small room will open up. There are two red fairies and three chests in there. There are two other red fairies in the church, too. In the back, through the left door, is the Card Shop.

Plains of Rowahl #2

Near the Deck Point, go through the door and get the God of Destruction card to end the area. (Don't forget the two chests of 1000 magic stones each.

Alanjeh-Royal Tower, Lower #3

Enemies: LazerBug 39K, Aggressor DX5

Treasures: Puppet Master, Fire Gargoyle, 1000 magic stones

Use the God of Destruction (Final Judgment) to break the door. (In here, through the left door is a red fairy in a chandelier.) Go through the right door. (Through the left door here, fly across the water with a transform card to find a red fairy and two chests.) Go through the right door and up the elevator. Past here is a cut scene (and right before it, use a jumping transform card to get up to a chest) and the area will end.

Alanjeh-Royal Tower, Middle

Enemies: Ice Golem, Demon Fox, Beelzebub, Behemoth, Fenril, Aggressor DX5, Duke Leod VIII

Treasures: Rheeбус, 1000 magic stones, Hydra, Sphinx, Red Dragon, Unicorn

After a cut scene, go through the door to the right and kill the Ice Golem. Press the switch. (Also, use a transform type card on the Magic Booster to break through the cracked wall. There is a red fairy and a chest here.)

Left of the entrance, get the red fairy and go through the first door. Kill the Demon Fox, then, press the switch. Go through the other door. There's a Deck Point here. Go through the next door and get the red fairy.

Through the first door here, kill the Beelzebub, then press the switch. In the next room in the hallway, kill the Behemoth, then, press the switch. In the last room, kill the Fenril and press the switch. (Use a transform card, like a Chariobot or something, on the Magic Booster to break the cracked wall in the previous room to find a red fairy and a chest.)

Go to where the electricity stuff used to be and kill Leod. (His cards are: Archer Tree, UberBomberBot, Aggressor DX5, AstroBot, and AcidBot.) The green and blue electricity should also be gone, so you can open some chests here. Go to the elevator to finish the area.

Alanjeh-Royal Tower, Upper

Enemies: Sphinx, Wyvern, God of Harmony

Treasures: Wyvern, Unicorn, Spratoi

Go to the top of the tower. After a cut scene, you'll have to fight the God of Harmony. It can shoot a big ball at you, shoot two lasers, and shoot three balls at you, which take away HP until you shake it off by shaking the control stick. You should get magic stones from the tall, skinny things when you start to run out. It takes a while to kill this thing, but with a lot of strong cards, you should be able to kill it. (The Phonenix was pretty useful in this battle, by the way.) It helps to attack the God of Harmony until you have maybe 10 or so magic stones left, then, use weapon cards on the tall, skinny things to get more magic stones, so you won't run out and lose HP. Kill this enemy, and you're done the game, though a new area will appear next time you play.

There are a few red fairies and a not as horribly obvious chest in this area. In the rubble on the right near the entrance is a red fairy. A bit past here, you can go down some stairs to a red fairy. Farther up the stairs is another red fairy. A bit past here, in the remains of the tower is a doorway that leads to a chest. And another red fairy is past here, farther up the stairs.

4. Side Quests

In Kadishu, there's a woman who mentions Jarvi. Talk to her and Gromtull Desert will appear on the map.

Gromtull Desert

Enemies: Lizardman, Pixie, Elephant, Sand Beetle, Mummy, Sand Worm, Isamat Urbur cultist

Treasures: Mummy (2), Venus Spider, Evil Eye, Pixie, Running Bird, Sand Beetle

(A bit forward from the entrance is a red fairy.) Follow the footsteps. Past the camel, pick up the bottle. Now, from the entrance keep going east until you find oil (and a red fairy). (North of here, press A at the switch to open the door. There are chests and Mummies in there.) Return to where the footprints ended and press A at the switch to open the door. In the newly opened area is Jarvi. Now Jarvi's House will be at Kadishu. The area will end. (You should come back for the two red fairies and two chests.)

To the east of where Jarvi was, you can use a transform type card to jump up to a higher place. To the right you can jump up to a red fairy. Also, here you can kill an Isamat Urbur cultist. (He can use: Dragon Knight, Carbuncle, and Sand Worm.) You'll get the Ebin Runestone.

Go through Ruldo Forest again and go to the place Gurd was blocking near the end last time. Kill the three Cockatrices to end the area again. Now Sacred Battle Arena is on the map.

Sacred Battle Arena-Sacred Battle Arena 1

(There are two red fairies here.) You need enough experience to fight each guardian (at least six stars for the attribute). After beating each guardian, you'll get its card.

Earth Guardian: Lich

Wood Guardian: Nueh

Fire Guardian: Gemini

Water Guardian: Kraken

Now go up the stairs and open the door. Kill the Isamat Urbur cultist. (He has: Phooka, Dark Elf, Sasquatch, Lycanthrope, Scythe Beast, and Jade Giant.) You get the Olf Runestone. Talk to Gurd for a key (to rooms in the Nobleman's Residence.) Go through the door near where the cultist was. Get another red

fairy, then, at the last door, the area will end.

Sacred Battle Arena-Sacred Battle Arena 2

There's a red fairy here. You need Mech and Neutral experience to fight here.

With six stars, you can go fight the Mech guardian: the AstroBot for an AstroBot card. Through the next door, get the red fairy, then, go through the next door. Kill Leod (after getting to the last area of the game.) He has: AstroBot, Aggressor DX5, UberBomberBot, and AcidBot. You'll get the Sacred Umpire card.

With six stars, you can go fight the Neutral guardian, Rabandos, and get Rabandos card. Go through the next door and beat Helena (She has: Ice Skeleton, Demon Hound, Lich, and Stone Head.) for the Ice Skeleton card.

Go down the hallway and through the door. Fight Thalnos (He has: Steel Skeleton, Necromancer, Demon Lord Elephant King, and Great Demon.) for the Sekmet card. Through the next door, get the red fairy. Through the next door, fight Katia. She has: Whip Worm, Sphinx, and Demon Warrior). You'll get the Doppleganger card. (If she has a Whip Worm out, take out a Berserk Master and she will die very quickly.) The area will end. Now you can transfer all your Lost Kingdoms cards to this game. Aren't you happy?

After killing the Isamat Urbur cultist in the Sacred Battle Arena-Sacred Battle Arena 1 and getting the key from Gurd, go to the Nobleman's Residence

Nobleman's Residence revisited

New Enemies: Incubus, Succubus

Forward from the beginning is a room with four doors. The path to the right leads to an Isamat Urbur cultist. (Right before that, you can find a red fairy in a round object in that long room with all the statues.) Anyway, fight the creepy guy. He has: Carbuncle, Devil Plant, Succubus, and Dark Raven. You'll get the Keil Runestone. Return to the room with the four doors. To the right of where you just came from is a door you should go through. Get the red fairy. Go through the door and get another red fairy. Read the thing on the table. Isamat Urbur will appear on the map.

Isamat Urbur

Enemies: Puppet Master, Devata, Juggernaut, Isamat Urbur cultist

Treasures: Incubus, Succubus, Green Dragon, 1240 stones, 10 stones, 550 stones

There's a red fairy at the beginning. Go forward to a circular hallway. (A red fairy is to the left.) Go right and through the first door. Get the red fairy, then, go to the gate. It will open, so go through and kill the Puppet Masters and the two Devata creatures. Press the switch on the wall so you can return to the hallway. Farther on is a red fairy, then, two doors you can't go through yet. Keep going, then, go through the next door and kill the Isamat Urbur cultist. (Dark Raven, Pixie, Demon Skeleton.) You'll get the Nebeth Runestone.

Return to this area when you got all their Runestones. Put them on the altars

in the middle room, then, go through the doors that opened. After a strange cut scene, get the Stone of Sealing from the statue to end the area.

Bhashea High Road revisited

Enemies: Porcupig, Man Trap, Aggressor GL2, Storm Hagan, Chaos Knight

Treasures: Golden Porcupig, Water Moray

(Near where the camp used to be, you can use a transform type card to jump across the river to get to the chest.) There's a path that leads to a bridge. (Near here, with a flying transform card, you can fly over the water to a pillar with a chest on it.) Jump over it with a transform type card. Get the red fairy, then, put an immobile or slow moving independent card on the pink thing to open the gate. In the rubble nearby is a red fairy. Past here, throw another card onto the pink thing (hold the card button for a card throw) to open another gate. Through here kill the enemies (and get the red fairy from the rubble behind the broken pillar to the left) to end the area. Bhashea Castle will appear on the map.

Bhashea Castle

Enemies: Stone Head, Dark Elf, Birdman, Death, Kitty Trap, Steel Skeleton, Death

Treasures: Lamassu, Gorgon, Death, Mole Monster, Daidarapochi, 500 magic stones, 1500 magic stones

There's a red fairy at the beginning. Straight forward is the courtyard. Up the left stairs is a red fairy. Anyway, from the beginning, go left. In the area right after the entrance is a hole in the ground with rubble nearby. In that is a red fairy. (Farther on, you can use a transform type card on the Magic Booster to jump up to a chest.) Go through the door this way. In the first room on the left, throw a card onto that thing on the ground to make the Blade of Skill appear. Get it, then, return to the hallway.

Go through the hallway right before the stairs. Kill the Steel Skeleton for the Blade of Power.

Through the door, you'll find a clock. Press A at it until it says 6:00. (Through the nearby door is a red fairy in the chair and a piece of paper on the floor mentioning the Steel Skeleton from earlier.) Past here are squares that switch color when you step on them. Walk along the blade of the sword, then, go onto the two remaining squares to make them all the same color to get the Blade of Wisdom.

Past here, you can go right or left. (There's only a chest to the right.) Go left. Through the first door to the left is only a chest, so keep going through the hallway. Past here, you can go right or left. (To the left, use a Stone Golem on the Magic Booster to break through walls. Keep going until you get to a dead end. There is a red fairy in the rubble and a chest.) To the right is the beginning. Go into the courtyard. At the back, get the Blade of Time from the clock (if you turned the clock from earlier to 6:00).

Put the four blades on the pillars around the thing in the middle of the courtyard. You'll have to kill the Demon Swordsman and two Deaths. You'll get the Demon Swordsman card and the area will end.

Talk to a man near the fountain in Holzogh Town to make Obenoix Gorge appear on map

Obenoix Gorge

Enemies: Vodianoi, Baba Yaga, Sasquatch, Thanatos, Hydra (later)

Treasures: Water Elemental, Sasquatch, Crystal Rose, Siren, Chameleus, Thanatos, 1500 stones

Get the red fairy at the beginning, then, kill the Sasquatch to unblock the path. In the first pillar past here is a red fairy. Past here is another red fairy and two chests you can fly to. Kill two Sasquatch to unblock another path. In the second pillar past here is a red fairy. Past here is a Deck Point and a Magic Booster. Use it with a destroyer transform card to break some ice to find a chest. There's also a red fairy here. On the ship, kill Thanatos to finish the area. You'll get the Phantom Ship card.

In the library of Grenfoel Cathedral, read the back shelf so Temple of Sharacia will appear on map.

Temple of Sharacia

Enemies: Fire Gargoyle, Efreet, Cerberus, Fire Elemental, Phoenix, Valkyrie/Ashura

Treasures: Hell Hound, Salamander, Fire Elemental, Cerberus, 500 magic stones, 2000 magic stones

There are two red fairies at the beginning. (Also, up the steps to the left is a red fairy and a Magic Booster. You can use a destroyer kind of transform card to break the wall to block one of the fire jets. And you can fly to the left over the lava with a transform card to get to a chest.) Go straight through this area. After the first set of steps is a red fairy somewhere to the right. At the end of the area, Ashura is to the right and Valkyrie is to the left. (Also, a red fairy is to the left. And to the right of the right statue near the back wall is rubble where a red fairy is hiding.) Talk to one of the things, then, kill the other. Return to the one you spoke to for its card, then, the area will end.

Beat the game, and the Proving Grounds will appear.

Proving Grounds

At each level, you get all your cards back. If you need to break through a wall, you can just use a weapon card. Sometimes to open a door, you have to kill all the enemies in that room.

Underground Level 1

Enemies: Scythe Beast, Berserker, Berserk Master, Dragon Knight, Flying Ray, Will o' Wisp

End: northeast room

Underground Level 2

Enemies: Wizard, Treant, Basilisk, Lizardman, Red Lizard, Venom Lizard

End: southeast room

Underground Level 3

Enemies: Hobgoblin, Fire Golem, Poppin' Charlie, Fire Moray, Matador, Orc

End: northwest room

Underground Level 4

Enemies: Salamander, Valkyrie, Demon Fox, Fire Elemental, Ashura, Great Demon

End: northeast room

Underground Level 5

Enemies: Mole Monster, Trickster, Cyclops, Tumble Chick, Night Mare, Dragonoid, Running Bird

End: southeast room

Underground Level 6

Enemies: Juggernaut, Bum Hagan, Venus Spider, Stone Golem, Maelstrom, Gravity Pillar

End: northwest room

Underground Level 7

Enemies: Banshee, Blue Mold, Earth Moray, Vouivre, Skeleton

End: northeast room

Underground Level 8

Enemies: Elephant King, Behemoth, Gnome, Sphinx, Dao

End: southwest room

Underground Level 9

Enemies: Carbuncle, Caterpoker, Goblin Lord, CircaSaurus, Acid Cloud

End: southeast room

Underground Level 10

Enemies: Elf Lord, Panther Mage, Lycanthrope, Blood Bush, Sleeping Giant

End: southwest room

Underground Level 11

Enemies: Archer Tree, Plague Rat, Raflesia, Ghoul, Chameleus, Ghost Armor

End: northeast room

Underground Level 12

Enemies: Dryad, Fenril, Whip Worm, King Mandragora, Garuda

End: northwest room

Underground Level 13

Enemies: Rubber Froggy, Phooka, Tiger Mage, Octobush, Sea Monk, Pazuzu, March Hare

End: southeast room

Underground Level 14

Enemies: Baby Dragon, Acid Dragon, Red Dragon, Brine Dragon, Amber Dragon, Green Dragon

End: northeast room

Underground Level 15

Enemies: Mermaid, Wraith, Vampire Bush, Larval Fly, Witchlette, Apsaras, Water Moray

End: southwest room

Underground Level 16

Enemies: Marid, Ice Golem, Undine, Demon Skeleton, Rock Hagan

End: northeast room

Underground Level 17

Enemies: Super Pumper, Mind Flayer, Octobush, Boom Monkey, Yin Yang, Golden Porcupig

End: southeast room

Underground Level 18

Enemies: Vampire, Puppet Master, Wyvern, Necromancer, Chaos Knight, Acid Dragon

End: northwest room

Underground Level 19

Enemies: Demon Lord, Ryuhi, Black Dragon, Nueh, Kraken

End: northeast room

Underground Level 20

Enemies: Steel Skeleton, Blue Dragon, White Tiger, Golden Phoenix, Great Turtle, Emperor

In the north hallway, you can get to a room where you fight the Emperor. It can make lots of fire pillars and it can pull you towards it so it can hit you. Kill it to end the area.

5. Cards/Enemies

#1: Skeleton

Type: Independent

Attribute: Earth

Magic Stones: 1

Rating: 1 star

Copy: 2000 EXP

Transform: 3000 EXP=#150 Undead Knight

4000 EXP=#17 Wraith

About: The Skeleton's just a slow-moving, weak independent creature.

#2: Ghost Armor

Type: Weapon

Attribute: Wood

Magic Stones: 4

Rating: 4 stars

Copy: 13000 EXP

Transform: 11000 EXP=#101 Chaos Knight

About: The Ghost Armor's pretty strong and can be used twice before the card is used up.

#3: Red Dragon

Type: Summon

Attribute: Fire

Magic Stones: 10

Rating: 5 stars

Copy: 20000 EXP

Transform: 8000 EXP=#155 Spartoi

35000 EXP=#212 Fafnir

About: The card can use Fire Breath (that speaks for itself) and Earth Breaker, which is good when you're surrounded by enemies. The enemy can cause paralysis and is pretty strong.

#4: Lizardman

Type: Weapon

Attribute: Earth

Magic Stones: 2

Rating: 1 star

Copy: 2000 EXP

Transform: 2000 EXP=#7 Red Lizard

2000 EXP=#39 Basilisk

2000 EXP=#71 Venom Lizard

About: The Lizardman is just an ordinary weapon card and can be used three times.

#5: Mandragora

Type: Helper

Attribute: Wood

Magic Stones: 1

Rating: 1 star

Copy: 2500 EXP

Transform: 4000 EXP=#154 Myconid

12000 EXP=#125 Mandra Dancer

35000 EXP=#50 King Mandragora

About: The Mandragora is a trap creature with a very small range.

#6: Elephant

Type: Summon

Attribute: Earth

Magic Stones: 4

Rating: 1 star

Copy: 2000 EXP

Transform: 27000 EXP=#103 Elephant King

About: Earth Stomp is a short range attack and Dual Restore, obviously, restores two cards.

#7: Red Lizard

Type: Weapon

Attribute: Fire

Magic Stones: 3

Rating: 1 star

Copy: 2000 EXP

Transform: 2000 EXP=#4 Lizardman

2000 EXP=#71 Venom Lizard

2000 EXP=#39 Basilisk

2500 EXP=#55 Dragonoid

About: The Red Lizard can be used two times.

#8: Unicorn

Type: Transform

Attribute: Water

Magic Stones: 4

Rating: 7 stars

Copy: 45000 EXP

Transform: None

About: The Unicorn can jump and attack and gradually heals you. It doesn't appear as an enemy creature.

#9: Hobgoblin

Type: Independent

Attribute: Fire

Magic Stones: 1

Rating: 1 star

Copy: 3000 EXP

Transform: 20000 EXP=#77 Goblin Lord

About: The Hobgoblin's a wimpy, little creature that can possibly cause poison.

#10: Sand Golem

Type: Helper

Attribute: Earth

Magic Stones: 7

Rating: 2 stars

Copy: 6000 EXP

Transform: 9000 EXP=#145 Stone Golem

14000 EXP=#30 Fire Golem

20000 EXP=#97 Ice Golem

About: As a card, the Sand Golem acts as a decoy. As an enemy, it can go into the ground then jump out again and smack you.

#11: Jack-O-Lantern

Type: Summon

Attribute: Fire

Magic Stones: 11

Rating: 4 stars

Copy: Can't

Transform: None

About: I heard this one could be found in the Proving Grounds, but I never saw it myself. The card though, has two attacks. Trick or Treat! is small explosions, and Bombs Away is a big explosion that damages everything, even you and your creatures.

#12: Man Trap

Type: Independent

Attribute: Wood

Magic Stones: 1

Rating: 1 star

Copy: 3200 EXP

Transform: 13000 EXP=#157 Rafflesia

26000 EXP=#165 Devil Plant

About: The Man Trap is a very slow, weak, independent creature.

#13: Sand Worm

Type: Summon

Attribute: Earth

Magic Stones: 7

Rating: 4 stars

Copy: 15000 EXP

Transform: None

About: The Crusher is just an ordinary attack, and in Sand Storm, the Sand Worm shoots sand. The enemy Sand Worm has the same attacks.

#14: Mummy

Type: Weapon

Attribute: Earth

Magic Stones: 1

Rating: 1 star

Copy: 3000 EXP

Transform: None

About: I think the Mummy can cause curse. The card can be used two times before it's used up.

#15: Cockatrice

Type: Weapon

Attribute: Wood

Magic Stones: 4

Rating: 4 stars

Copy: 14000 EXP

Transform: None

About: The Cockatrice is strong and can turn things to stone. The card can be used two times before it's used up.

#16: Sasquatch

Type: Summon

Attribute: Water

Magic Stones: 6

Rating: 4 stones

Copy: 12500 EXP

Transform: 15000 EXP=#158 Daidarapochi

About: With Wild Swat, the Sasquatch attacks nearby enemies, and with Giant Snowball, it throws something.

#17: Wraith

Type: Weapon

Attribute: Water

Magic Stones: 4

Rating: 2 stones

Copy: 4000 EXP

Transform: 6000 EXP=#122 Death

About: The Wraith attacks from a distance, so when using the card, it takes some practice to get the range right. It can be used two times before it's used up.

#18: Orc

Type: Weapon

Attribute: Fire

Magic Stones: 3

Rating: 1 star

Copy: 1200 EXP

Transform: 6000 EXP=#171 Storm Hagan

6000 EXP=#172 Rock Hagan

6000 EXP=#173 Bum Hagan

About: It's hard to hit anything with the Orc. You need to be right next to the enemy, facing it exactly. This card can be used two times before it's used up.

#19: Fairy

Type: Helper

Attribute: Water

Magic Stones: 3

Rating: 1 star

Copy: 2000 EXP

Transform: 4000 EXP=#140 Popgun Charlie

8000 EXP=#117 Sprite

8000 EXP=#176 Dark Sprite

About: The Fairy heals you slowly when you're near it. It doesn't appear as an enemy.

#20: Vampire Bush

Type: Independent

Attribute: Water

Magic Stones: 3

Rating: 4 stars

Copy: 12000 EXP

Transform: 27000 EXP=#174 Octobush

About: The Vampire Bush is immobile and sucks HP very slowly from creatures nearby.

#21: Catoblepas

Type: Independent

Attribute: Earth

Magic Stones: 5

Rating: 5 stars

Copy: 17500 EXP

Transform: None

About: The Catoblepas is immobile and can turn enemies into stone.

#22: Kraken

Type: Summon

Attribute: Water

Magic Stones: 6

Rating: 7 stars

Copy: 40000 EXP

Transform: None

About: The Kraken can cause paralysis. Both of the card's attacks are pretty much the same.

#23: Water Reaper

Type: Weapon

Attribute: Water

Magic Stones: 1

Rating: 2 stars

Copy: 3500 EXP

Transform: 6000 EXP=#189 Rubber Froggy

30000 EXP=#22 Kraken

About: The Water Reaper can steal HP from enemies it attacks and give it to you. The card can be used three times before it's used up. The enemy can cause paralysis.

#24: Fenril

Type: Summon

Attribute: Wood

Magic Stones: 9

Rating: 6 stars

Copy: 32000 EXP

Transform: None

About: The Fenril is really annoying and can chase you for quite a distance. It can also cause paralysis. Supposedly, the card can damage earth creatures (probably Apocalypse, but I'm not sure) and restore independent and helper cards to unused status (I guess that would be Arboreal Calm).

#25: Lich

Type: Weapon

Attribute: Earth

Magic Stones: 5

Rating: 6 stones

Copy: 27000 EXP

Transform: None

About: The Lich can be used two times before it's used up and it can turn enemies to stone.

#26: Carbuncle

Type: Helper

Attribute: Earth

Magic Stones: 4

Rating: 3 stones

Copy: 10000 EXP

Transform: 13000 EXP=#92 Trickster

18000 EXP=#114 Napalm Beast

About: The Carbuncle spins around you and damages any enemies it hits. The enemy just rolls into you.

#27: Flayer Spawn

Type: Weapon

Attribute: Fire

Magic Stones: 1

Rating: 1 stone

Copy: 4000 EXP

Transform: 20000 EXP=#96 Mind Flayer

About: Very often, the Flayer Spawn kills a Mech with one hit. Both the card and the enemy can cause paralysis and the card can be used two times before it's used up.

#28: Golden Goose

Type: Independent

Attribute: Neutral

Magic Stones: 4

Rating: 6 stars

Copy: 25000 EXP

Transform: None

About: The Golden Goose just runs away.

#29: Zombie Dragon

Type: Summon

Attribute: Earth

Magic Stones: 8

Rating: 7 stars

Copy: 36000 EXP

Transform: None

About: The Zombie Dragon can turn enemies to stone and cause paralysis, poison, and curse. Both of the card's attacks are similar and do a good amount of damage.

#30: Fire Golem

Type: Summon

Attribute: Fire

Magic Stones: 5

Rating: 5 stars

Copy: 17000 EXP

Transform: None

About: The Fire Golem can shoot stuff (with the card, that attack is Rain of Fire) and attack with a wide radius of rocks around itself that are really annoying because they usually knock you over. The card also can use Shield of Fire, which puts fire around you that hurts any enemy it touches.

#31: Running Bird

Type: Helper

Attribute: Earth

Magic Stones: 5

Rating: 3 stones

Copy: 7000 EXP

Transform: None

About: The Running Bird boosts the speed of allies.

#32: Giant Crab

Type: Summon

Attribute: Water

Magic Stones: 2

Rating: 1 star

Copy: 3000 EXP

Transform: None

About: The enemy can cause poison, and it's obvious which card attacks cause poison and turn enemies to stone.

#33: Banshee

Type: Weapon

Attribute: Wood

Magic Stones: 2

Rating: 5 stars

Copy: 19000 EXP

Transform: 27000 EXP=#149 Sekmet

About: The Banshee's attack is strong, but usually it takes only one hit to kill it. When it kills something, all the cards in your Deck gain experience and the card can be used twice before it's used up.

#34: Land Shark

Type: Independent

Attribute: Water

Magic Stones: 6

Rating: 3 stars

Copy: 8000 EXP

Transform: None

About: The Land Shark is annoying. It "swims" in the ground, then jumps up to attack.

#35: Berserker

Type: Independent

Attribute: Fire

Magic Stones: 5

Rating: 2 stars

Copy: 3000 EXP

Transform: 10000 EXP=#211 Jade Giant

22000 EXP=#180 Matador

34000 EXP=#195 Berserk Master

About: The Berserker will attack anyone, so don't put out independent cards where it can kill it. And don't go near it.

#36: Flying Ray

Type: Weapon

Attribute: Water

Magic Stones: 1

Rating: 1 star

Copy: 1500 EXP

Transform: 1500 EXP=#23 Water Reaper

6000 EXP=#34 Land Shark

About: The card can be used two times before it's used up. It's not very strong.

#37: Demon Hound

Type: Independent

Attribute: Wood

Magic Stones: 1

Rating: 1 star

Copy: 6000 EXP

Transform: None

About: There's not really anything to say about the Demon Hound. It's just an ordinary independent card.

#38: Behemoth

Type: Summon

Attribute: Earth

Magic Stones: 9

Rating: 6 stars

Copy: 25000 EXP

Transform: None

About: The Behemoth can shoot a big, annoying beam (Hell's Flash), and it can hurt water creatures with Hell's Roar.

#39: Basilisk

Type: Weapon

Attribute: Water

Magic Stones: 3

Rating: 2 stones

Copy: 2500 EXP

Transform: 2000 EXP=#4 Lizardman

2000 EXP=#7 Red Lizard

2000 EXP=#71 Venom Lizard

2500 EXP=#55 Dragonoid

About: The Basilisk can turn things into stone. The card can be used two times before it's used up.

#40: Mole Monster

Type: Helper

Attribute: Neutral

Magic Stones: 6

Rating: 3 stars

Copy: 10000 EXP

Transform: None

About: The card is used as a decoy, and the enemy can turn things into stone.

#41: Maelstrom

Type: Helper

Attribute: Water

Magic Stones: 1

Rating: 2 stars

Copy: 5000 EXP

Transform: None

About: The Maelstrom is a trap which can cause curse.

#42: Lycanthrope

Type: Weapon

Attribute: Wood

Magic Stones: 6

Rating: 1 star

Copy: 2500 EXP

Transform: 3000 EXP=#78 Scythe Beast

6000 EXP=#37 Demon Hound

7000 EXP=#197 Hell Hound

32000 EXP=#24 Fenril

About: The card can be used two times before it's used up.

#43: Sand Beetle

Type: Independent

Attribute: Earth

Magic Stones: 5

Rating: 2 stars

Copy: 6000 EXP

Transform: None

About: The Sand Beetle's just an ordinary independent creature.

#44: Necromancer

Type: Summon

Attribute: Neutral

Magic Stones: 6

Rating: 5 stars

Copy: 21000 EXP

Transform: 12000 EXP=#25 Lich

About: The Necromancer can shoot skulls that home in on enemies (Spirit Summons) and attack things nearby with Spell Casting.

#45: Great Turtle

Type: Independent

Attribute: Earth

Magic Stones: 20

Rating: 8 stars

Copy: Can't

Transform: None

About: The Great Turtle is immobile can shoots stuff at enemies.

#46: Gold Butterfly

Type: Helper

Attribute: Wood

Magic Stones: 5

Rating: 3 stars

Copy: 8000 EXP

Transform: None

About: The Gold Butterfly slows down enemies.

#47: Ghoul

Type: Weapon

Attribute: Wood

Magic Stones: 1

Rating: 1 star

Copy: 2500 EXP

Transform: 20000 EXP=#33 Banshee

About: The enemy can cause paralysis. The card can cause both paralysis and poison, and can be used two times before it's used up.

#48: Treant

Type: Helper

Attribute: Wood

Magic Stones: 5

Rating: 3 stars

Copy: 10000 EXP

Transform: 7000 EXP=#167 Dark Treant

7000 EXP=#168 Coal Treant

About: The Treant raises the defense of allies.

#49: Sea Monk

Type: Summon

Attribute: Water

Magic Stones: 10

Rating: 5 stars

Copy: 21000 EXP

Transform: None

About: The Sea Monk can attack with Briny Pillars and restore 1-5 cards.

#50: King Mandragora

Type: Helper

Attribute: Wood

Magic Stones: 4

Rating: 7 stars

Copy: 32000 EXP

Transform: None

About: The King Mandragora is a trap.

#51: Larval Fly

Type: Helper

Attribute: Water

Magic Stones: 5

Rating: 3 stars

Copy: 8000 EXP

Transform: 10000 EXP=#95 Beelzebub

About: Both the card and the enemy can neutralize attributes. The enemy can also cause special condition damage.

#52: Crystal Rose

Type: Weapon

Attribute: Water

Magic Stones: 4

Rating: 3 stars

Copy: 12000 EXP

Transform: None

About: The Crystal Rose can cause charm. The card can be used two times before it's used up.

#53: Dark Raven

Type: Weapon

Attribute: Fire

Magic Stones: 1

Rating: 1 star

Copy: 2000 EXP

Transform: 12000 EXP=#187 Horus

25000 EXP=#205 Phoenix

About: The card is pretty weak and can be used four times before it's used up.

#54: Wizard

Type: Helper

Attribute: Fire

Magic Stones: 6

Rating: 3 stars

Copy: 15000 EXP

Transform: None

About: The Wizard raises the offense of allies.

#55: Dragonoid

Type: Weapon

Attribute: Earth

Magic Stones: 3

Rating: 2 stars

Copy: 2500 EXP

Transform: 2000 EXP=#4 Lizardman

5000 EXP=#142 Baby Dragon

15000 EXP=#73 Hydra

About: The card can be used two times before it's used up. The enemy can cause paralysis.

#56: Dryad

Type: Helper

Attribute: Wood

Magic Stones: 5

Rating: 2 stars

Copy: 3000 EXP

Transform: 6000 EXP=#48 Treant

25000 EXP=#109 Wood Elemental

About: The Dryad doubles the power of wood creatures and halves the power of earth.

#57: Birdman

Type: Transform

Attribute: Wood

Magic Stones: 5

Rating: 5 stars

Copy: 10000 EXP

Transform: 20000 EXP=#139 Garuda

About: The Birdman can fly, but very slowly. It doesn't last long if you make it attack.

#58: Will o' Wisp

Type: Helper

Attribute: Fire

Magic Stones: 3

Rating: 1 star

Copy: 3500 EXP

Transform: None

About: The Will o' Wisp blows up when an enemy comes nearby, hurting enemies and allies.

#59: Archer Tree

Type: Weapon

Attribute: Wood

Magic Stones: 3

Rating: 3 stars

Copy: 8000 EXP

Transform: None

About: The card can be used three times before it's used up. It has long range attacks and the enemy can cause poison.

#60: Stone Head

Type: Helper

Attribute: Fire

Magic Stones: 5

Rating: 5 stars

Copy: 12000 EXP

Transform: None

About: The card is a trap creature. The enemy rolls around and can do a lot of damage.

#61: Blood Bush

Type: Weapon

Attribute: Fire

Magic Stones: 4

Rating: 2 stars

Copy: 6000 EXP

Transform: 15000 EXP=#20 Vampire Bush

About: The Blood Bush steals HP and can be used two times before it's used up.

#62: Efreet

Type: Weapon

Attribute: Fire

Magic Stones: 4

Rating: 4 stars

Copy: 15000 EXP

Transform: None

About: The card can be used two times before it's used up. It can shoot fireballs that home in on enemies.

#63: Dragon Knight

Type: Weapon

Attribute: Water

Magic Stones: 3

Rating: 3 stars

Copy: 6000 EXP

Transform: None

About: The card can be used three times before it's used up. The enemy can cause poison, curse, and petrification.

#64: Demon Fox

Type: Summon

Attribute: Fire

Magic Stones: 9

Rating: 6 stars

Copy: 30000 EXP

Transform: None

About: The Demon Fox can shoot nine homing fireballs (Fiery Slaughter) and hurt wood creatures (Tree Killer).

#65: Juggernaut

Type: Helper

Attribute: Earth

Magic Stones: 5

Rating: 5 stars

Copy: 10000 EXP

Transform: 47000 EXP=#45 Great Turtle

About: The Juggernaut spins around you and hurts enemies that it hits. It's hard to hit as an enemy because it drives around quickly.

#66: Fire Gargoyle

Type: Summon

Attribute: Fire

Magic Stones: 8

Rating: 4 stars

Copy: 12000 EXP

Transform: None

About: Fiery Burst and Petro Blast are pretty much the same, but Petro Blast is longer range and can cause longer than normal petrification.

#67: Great Demon

Type: Weapon

Attribute: Fire

Magic Stones: 4

Rating: 4 stars

Copy: 7000 EXP

Transform: 7000 EXP=#111 Incubus

7000 EXP=#112 Succubus

25000 EXP=#161 Demon Lord

About: The card can be used three times before it's used up. It can steal HP (which it gives to you, if you're using it).

#68: Evil Eye

Type: Helper

Attribute: Wood

Magic Stones: 5

Rating: 1 star

Copy: 3500 EXP

Transform: 10000 EXP=#98 Cyclops

About: The Evil Eye neutralizes special attacks.

#69: Blue Dragon

Type: Summon

Attribute: Water

Magic Stones: 20

Rating: 8 stars

Copy: Can't

Transform: None

About: The Blue Dragon can either take HP to restore cards or take the four cards in your hand restore HP. The enemy shoots a big beam.

#70: Gnome

Type: Helper

Attribute: Earth

Magic Stones: 5

Rating: 2 stars

Copy: 4000 EXP

Transform: 12000 EXP=#131 Dao

25000 EXP=#106 Earth Elemental

About: The Gnome doubles the power of earth creatures and halves the power of water creatures.

#71: Venom Lizard

Type: Weapon

Attribute: Wood

Magic Stones: 2

Rating: 2 stars

Copy: 25000 EXP

Transform: 20000 EXP=#4 Lizardman

20000 EXP=#7 Red Lizard

20000 EXP=#39 Basilisk

25000 EXP=#55 Dragonoid

About: Obviously, the Venom Lizard can cause poison. It can be used three times before it's used up.

#72: Tiger Mage

Type: Helper

Attribute: Fire

Magic Stones: 6

Rating: 6 stars

Copy: 25000 EXP

Transform: None

About: The Tiger Mage halves the amount of magic stones you use and shoots fireballs.

#73: Hydra

Type: Summon

Attribute: Water

Magic Stones: 4

Rating: 5 stars

Copy: 16000 EXP

Transform: None

About: I guess Poison Mist must cause poison, but I don't know what Clouds of Death is for.

#74: Siren

Type: Independent

Attribute: Water

Magic Stones: 4

Rating: 5 stars

Copy: 18000 EXP

Transform: None

About: The Siren hurts enemies that come nearby,

#75: Salamander

Type: Helper

Attribute: Fire

Magic Stones: 5

Rating: 2 stars

Copy: 3000 EXP

Transform: 10000 EXP=#54 Wizard

12000 EXP=#62 Efreet

25000 EXP=#108 Fire Elemental

About: The Salamander doubles the power of fire creatures and halves the power of wood creatures.

#76: Chimera

Type: Summon

Attribute: Fire

Magic Stones: 7

Rating: 4 stars

Copy: 13000 EXP

Transform: 10000 EXP=#132 Manticore

21000 EXP=#186 Nueh

About: The Chimera can charge (Bull Charge) and cur allies of special condition damage with Hellish Healing (What does hell have to do with healing?).

#77: Goblin Lord

Type: Helper

Attribute: Neutral

Magic Stones: 5

Rating: 4 stars

Copy: 1400 EXP

Transform: None

About: The card drops stones. The enemy is like a Hobgoblin.

#78: Scythe Beast

Type: Weapon

Attribute: Wood

Magic Stones: 2

Rating: 2 stars

Copy: 3000 EXP

Transform: 30000 EXP=#64 Demon Fox

About: The card can be used five times before it's used up and has a longer range.

#79: Kitty Trap

Type: Helper

Attribute: Fire

Magic Stones: 5

Rating: 2 stars

Copy: 7000 EXP

Transform: None

About: Obviously, the Kitty Trap is a trap. The card can cause petrification, the enemy can cause paralysis and petrification.

#80: Night Mare

Type: Independent

Attribute: Neutral

Magic Stones: 7

Rating: 4 stars

Copy: 13000 EXP

Transform: 42000 EXP=#200 Sleipnir

36000 EXP=#8 Unicorn

About: The Nght Mare can cause poison. It walks slowly and randomly around and hardly ever hurts anything.

#81: Golden Phoenix

Type: Helper

Attribute: Fire

Magic Stones: 20

Rating: 8 stars

Copy: Can't

Transform: None

About: The card can absorb all damage done to friends.

#82: Rheeбус

Type: Helper

Attribute: Wood

Magic Stones: 5

Rating: 4 stars

Copy: 125000 EXP

Transform: None

About: The Rheeбус can heal you if you get near it. There is no enemy Rheeбус.

#83: White Tiger

Type: Summon

Attribute: Wood

Magic Stones: 20

Rating: 8 stars

Copy: Can't

Transform: None

About: The White Tiger can charge (Fangs of Glory) and the card can also put something around its allies which lets them hurt enemies just by touching them (Sacred Light).

#84: Venus Spider

Type: Summon

Attribute: Earth

Magic Stones: 3

Rating: 2 stars

Copy: 4500 EXP

Transform: 3000 EXP=#94 Caterpoker

About: Venom Web is for poison; Stasis Web is for paralysis.

#85: Vampire

Type: Summon

Attribute: Neutral

Magic Stones: 9

Rating: 6 stars

Copy: 28000 EXP

Transform: None

About: Vampire Bats can heal you if it hurts enemies and Death Spell can possibly kill friends or enemies. The enemy can cause poison, paralysis, and curse.

#86: Sphinx

Type: Weapon

Attribute: Earth

Magic Stones: 10

Rating: 6 stars

Copy: 28000 EXP

Transform: None

About: The Sphinx is pretty strong and the enemy can cause paralysis. The card can be used two times before it's used up.

#87: Mermaid

Type: Helper

Attribute: Water

Magic Stones: 6

Rating: 6 stars

Copy: 30000 EXP

Transform: None

About: The card can heal and the enemy can cause poison.

#88: Puppet Master

Type: Summon

Attribute: Neutral

Magic Stones: 7

Rating: 6 stars

Copy: 28000 EXP

Transform: None

About: Puppet Strings can charm friends or enemies. Terror Spawn is just a normal attack.

#89: Plague Rat

Type: Helper

Attribute: Earth

Magic Stones: 4

Rating: 4 stars

Copy: 6000 EXP

Transform: None

About: With another poison causing creature, the Plague Rat can cause a poison that's five times worse than normal. It's pretty much useless, though.

#90: Undine

Type: Helper

Attribute: Water

Magic Stones: 5

Rating: 2 stars

Copy: 4000 EXP

Transform: 12000 EXP=#134 Marid

25000 EXP=#107 Water Elemental

About: The Undine doubles the power of water creatures and halves the power of fire creatures.

#91: Whip Worm

Type: Helper

Attribute: Wood

Magic Stones: 7

Rating: 5 stars

Copy: 22000 EXP

Transform: None

About: The Whip Worm spins around you and hurts enemies it hits. The enemy can cause paralysis, but usually just seems to sit around in corners.

#92: Trickster

Type: Independent

Attribute: Wood

Magic Stones: 8

Rating: 5 stars

Copy: 18000 EXP

Transform: 13000 EXP=#199 Mad Reverser

About: The Trickster is really annoying and can cause: curse, poison, paralysis, charm, petrification, and death.

#93: Demon Skeleton

Type: Independent

Attribute: Water

Magic Stones: 9

Rating: 4 stars

Copy: 20000 EXP

Transform: 25000 EXP=#100 Steel Skeleton

About: The Demon Skeleton is basically a bigger Skeleton.

#94: Caterpoker

Type: Independent

Attribute: Wood

Magic Stones: 9

Rating: 4 stars

Copy: 10000 EXP

Transform: 17000 EXP=#13 Sand Worm

About: The card can cause poison and the enemy can cause paralysis.

#95: Beelzebub

Type: Helper

Attribute: Neutral

Magic Stones: 9

Rating: 5 stars

Copy: 25000 EXP

Transform: None

About: The Beelzebub neutralizes attributes, raises the offense of enemies and allies, and the enemy can also cause special condition damage.

#96: Mind Flayer

Type: Summon

Attribute: Water

Magic Stones: 14

Rating: 6 stars

Copy: 30000 EXP

Transform: None

About: The Mind Flayer can restore 5-10 cards and also attack with Mind Stun Blast. The enemy can cause paralysis and slowed movement.

#97: Ice Golem

Type: Summon

Attribute: Water

Magic Stones: 9

Rating: 6 stars

Copy: 27500 EXP

Transform: None

About: The card can shoot ice with Icy Combo, and I think Icy Storm can hurt

fire creatures. The enemy can cause paralysis.

#98: Cyclops

Type: Helper

Attribute: Earth

Magic Stones: 5

Rating: 5 stars

Copy: 10000 EXP

Transform: None

About: The Cyclops lets friends cause special condition damage and the enemy can also cause curse.

#99: Black Dragon

Type: Independent

Attribute: Neutral

Magic Stones: 16

Rating: 7 stars

Copy: 50000 EXP

Transform: None

About: The Black Dragon is strong and pretty much immune to special conditional damage, but any damage it takes is also damage to you.

#100: Steel Skeleton

Type: Independent

Attribute: Neutral

Magic Stones: 10

Rating: 6 stars

Copy: 30000 EXP

Transform: None

About: The Steel Skeleton can steal HP and cause death and petrification.

#101: Chaos Knight

Type: Weapon

Attribute: Neutral

Magic Stones: 6

Rating: 5 stars

Copy: 22000 EXP

Transform: None

About: The card is strong and can be used two times before it's used up.

#102: Decoy Pillar

Type: Helper

Attribute: Neutral

Magic Stones: 9

Rating: 5 stars

Copy: 21000 EXP

Transform: 20000 EXP=#170 Gravity Pillar

About: Obviously, the Decoy Pillar is a decoy and doesn't appear as an enemy.

#103: Elephant King

Type: Summon

Attribute: Earth

Magic Stones: 8

Rating: 6 stars

Copy: 30000 EXP

Transform: None

About: The card can attack with Quake Stomp and recover cards in proportion to the remaining magic stones you have left with Ancient Wisdom. The enemy is pretty much immune to special condition damage.

#104: God of Destruction

Type: Summon

Attribute: Neutral

Magic Stones: 12

Rating: 8 stars

Copy: Can't

Transform: None

About: Final Judgment is supposed to bring fire, earth, water, and wood creatures to 1 HP, but never seems to work. Cataclysm does something that prevents fossilized cards from going back into the opponent's deck or something. It doesn't appear as an enemy.

#105: Doppelganger

Type: Independent

Attribute: Neutral

Magic Stones: 10

Rating: 8 stars

Copy: Can't

Transform: None

About: The Doppelganger kills the first thing it touches. It does not appear as an enemy creature.

#106: Earth Elemental

Type: Helper

Attribute: Earth

Magic Stones: 6

Rating: 6 stars

Copy: 25000 EXP

Transform: None

About: The card takes HP from water creatures and gives HP to earth creatures. The enemy weakens water creatures and strengthens earth creatures.

#107: Water Elemental

Type: Helper

Attribute: Water

Magic Stones: 6

Rating: 6 stars

Copy: 25000 EXP

Transform: None

About: The card takes HP from fire creatures and gives HP to water creatures.
The enemy weakens fire creatures and strengthens water creatures.

#108: Fire Elemental

Type: Helper

Attribute: Fire

Magic Stones: 6

Rating: 6 stars

Copy: 25000 EXP

Transform: None

About: The card takes HP from wood creatures and gives HP to fire creatures.
The enemy weakens wood creatures and strengthens fire creatures.

#109: Wood Elemental

Type: Helper

Attribute: Wood

Magic Stones: 6

Rating: 6 stars

Copy: 25000 EXP

Transform: None

About: The card takes HP from earth creatures and gives HP to wood creatures.
The enemy weakens earth creatures and strengthens wood creatures.

#110: Aggressor GL2

Type: Independent

Attribute: Mech

Magic Stones: 5

Rating: 3 stars

Copy: 7000 EXP

Transform: None

About: The Aggressor GL2 is just an ordinary independent creature.

#111: Succubus

Type: Summon

Attribute: Neutral

Magic Stones: 8

Rating: 5 stars

Copy: 20000 EXP

Transform: 20000 EXP=#85 Vampire

About: Both of the Succubus's attacks are strong and can cause charm.

#112: Incubus

Type: Summon

Attribute: Neutral

Magic Stones: 11

Rating: 5 stars

Copy: 20000 EXP

Transform: 20000 EXP=#85 Vampire

About: Sensitive Hint steals some HP to give to you, and Card Tradeoff damages the enemy, then, restores some cards.

#113: Valkyrie

Type: Summon

Attribute: Fire

Magic Stones: 8

Rating: 7 stars

Copy: 42000 EXP

Transform: None

About: With Meteor Shower, fireballs rain down. Valhalla is more powerful when more creatures are killed while the Valkyrie is in your hand.

#114: Napalm Beast

Type: Helper

Attribute: Fire

Magic Stones: 7

Rating: 5 stars

Copy: 18500 EXP

Transform: None

About: The Napalm Beast circles you and hurts enemies it hits. It doesn't appear as an enemy.

#115: Green Dragon

Type: Summon

Attribute: Wood

Magic Stones: 10

Rating: 5 stars

Copy: 10000 EXP

Transform: 8000 EXP=#155 Spartoi

10000 EXP=#188 Acid Dragon

35000 EXP=#221 Ryuhi

About: Both attacks of the Green Dragon send up thorns from the ground.

#116: Wyvern

Type: Transform

Attribute: Neutral

Magic Stones: 7

Rating: 6 stars

Copy: 27000 EXP

Transform: None

About: The Wyvern flies very slowly and can shoot stuff.

#117: Sprite

Type: Helper

Attribute: Water

Magic Stones: 5

Rating: 3 stars

Copy: 12000 EXP

Transform: 9000 EXP=#181 Phooka

About: The Sprite heals you when you use cards. It doesn't appear as an enemy.

#118: Leprechaun

Type: Helper

Attribute: Fire

Magic Stones: 6

Rating: 3 stars

Copy: 9000 EXP

Transform: None

About: The Leprechaun collects magic stones to give you HP.

#119: Charadrius

Type: Weapon

Attribute: Water

Magic Stones: 4

Rating: 5 stars

Copy: 16000 EXP

Transform: None

About: The card can be used two times before it's used up. It can slow down enemies and doesn't appear as an enemy.

#120: Yowie

Type: Independent

Attribute: Water

Magic Stones: 0

Rating: 1 star

Copy: 1000 EXP

Transform: 3000 EXP=#43 Sand Beetle

4000 EXP=#84 Venom Spider

5000 EXP=#51 Larval Fly

5000 EXP=#46 Gold Butterfly

About: The Yowie can cause poison.

#121: Apsaras

Type: Helper

Attribute: Water

Magic Stones: 9

Rating: 6 stars

Copy: 28000 EXP

Transform: None

About: The Apsaras doubles the offense and defense of friends.

#122: Death

Type: Weapon

Attribute: Neutral

Magic Stones: 4

Rating: 3 stars

Copy: 11000 EXP

Transform: 27000 EXP=#185 Thanatos

About: The Death can possibly kill with one hit. The card can be used two times before it's used up.

#123: Porcupig

Type: Independent

Attribute: Earth

Magic Stones: 1

Rating: 1 star

Copy: 1500 EXP

Transform: 5000 EXP=#124 Golden Porcupig

10000 EXP=#89 Plague Rat

15000 EXP=#21 Catoblepas

About: The Porcupig is a weak independent creature.

#124: Golden Porcupig

Type: Independent

Attribute: Earth

Magic Stones: 2

Rating: 3 stars

Copy: 10000 EXP

Transform: 8000 EXP=#82 Rheebus

About: The Golden Porcupig can cause poison.

#125: Mandra Dancer

Type: Independent

Attribute: Wood

Magic Stones: 3

Rating: 4 stars

Copy: 12000 EXP

Transform: 23000 EXP=#50 King Mandragora

About: The Mandra Dancer moves around, then, attacks any enemy that comes near and disappears.

#126: Super Pumper

Type: Helper

Attribute: Water

Magic Stones: 5

Rating: 7 stars

Copy: 36000 EXP

Transform: None

About: The Super Pumper is a trap creature that can cause poison and paralysis and such. Repeatedly press its assigned button to make it stronger.

#127: Lucky Lion

Type: Helper

Attribute: Fire

Magic Stones: 8

Rating: 3 stars

Copy: 12000 EXP

Transform: 25000 EXP=#38 Behemoth

About: The Lucky Lion makes allies gain double experience. It doesn't appear as an enemy.

#128: Vodianoï

Type: Independent

Attribute: Water

Magic Stones: 9

Rating: 4 stars

Copy: 6000 EXP

Transform: 5000 EXP=#192 Gorgon

9000 EXP=#87 Mermaid

7000 EXP=#49 Sea Monk

About: Supposedly, the Vodianoï is weak against earth creatures, but it seemed fine to me.

#129: Uroboros

Type: Helper

Attribute: Earth

Magic Stones: 6

Rating: 8 stars

Copy: Can't

Transform: None

About: The Uroboros spins around you and hurts any enemy it touches. It doesn't appear as an enemy.

#130: Yin Yang

Type: Independent

Attribute: Neutral

Magic Stones: 6

Rating: 7 stars

Copy: 43000 EXP

Transform: None

About: With the card, yellow heals anything and pink causes damages. As an enemy, white heals and black causes damage.

#131: Dao

Type: Weapon

Attribute: Earth

Magic Stones: 4

Rating: 4 stars

Copy: 15000 EXP

Transform: None

About: The card can be used two times before it's used up.

#132: Manticore

Type: Summon

Attribute: Fire

Magic Stones: 7

Rating: 5 stars

Copy: 20000 EXP

Transform: 16000 EXP=#86 Sphinx

About: It can charge with Heavy Impact and cause poison with Poison Dart.

#133: March Hare

Type: Helper

Attribute: Water

Magic Stones: 6

Rating: 4 stars

Copy: 20000 EXP

Transform: None

About: The card doubles the lifetime of all helper and independent creatures; the enemy freezes you for a short time.

#134: Marid

Type: Weapon

Attribute: Water

Magic Stones: 4

Rating: 4 stars

Copy: 15000 EXP

Transform: None

About: The card can be used two times before it's used up.

#135: Elf

Type: Independent

Attribute: Wood

Magic Stones: 6

Rating: 3 stars

Copy: 8000 EXP

Transform: 15000 EXP=#137 Dark Elf

22000 EXP=#136 Elf Lord

About: The Elf can run fast and shoot arrows.

#136: Elf Lord

Type: Independent

Attribute: Wood

Magic Stones: 8

Rating: 6 stars

Copy: 30000 EXP

Transform: None

About: The Elf Lord can throw knives that cause poison.

#137: Dark Elf

Type: Independent

Attribute: Neutral

Magic Stones: 7

Rating: 5 stars

Copy: 18500 EXP

Transform: None

About: The Dark Elf can shoot at enemies and put a sphere of electricity around itself.

#138: Global Bust

Type: Helper

Attribute: Earth

Magic Stones: 8

Rating: 5 stars

Copy: 16000 EXP

Transform: None

About: The Global Bust is a trap that attacks any enemy that comes near.

#139: Garuda

Type: Transform

Attribute: Wood

Magic Stones: 10

Rating: 7 stars

Copy: 45000 EXP

Transform: None

About: The Garuda flies pretty quickly. It attacks with a lance with Tough Dove and can shoot stuff with Furious Sky.

#140: Popgun Charlie

Type: Independent

Attribute: Fire

Magic Stones: 2

Rating: 2 stars

Copy: 2500 EXP

Transform: 4000 EXP=#177 Gargoyle

11000 EXP=#67 Great Demon

34000 EXP=#159 Gemini

About: Popgun Charlie shoots at things.

#141: Acid Cloud

Type: Independent

Attribute: Earth

Magic Stones: 2

Rating: 4 stars

Copy: 16000 EXP

Transform: None

About: The Acid Cloud can kill Mechs with one hit.

#142: Baby Dragon

Type: Independent

Attribute: Earth

Magic Stones: 2

Rating: 3 stars

Copy: 2000 EXP

Transform: 10000 EXP=#3 Red Dragon

10000 EXP=#143 Brine Dragon

10000 EXP=#115 Green Dragon

10000 EXP=#160 Amber Dragon

About: The Baby Dragon is a weak independent creature.

#143: Brine Dragon

Type: Summon

Attribute: Water

Magic Stones: 10

Rating: 5 stars

Copy: 20000 EXP

Transform: 8000 EXP=#155 Spartoi

35000 EXP=#69 Blue Dragon

About: With Sonic Tail, the Brine Dragon attacks with its tail and Frigid Breath is, obviously, a breath attack.

#144: CircaSaurus

Type: Independent

Attribute: Wood

Magic Stones: 3

Rating: 1 star

Copy: 2000 EXP

Transform: 7500 EXP=#203 Anarchy Owl

10000 EXP=#182 Devata

20000 EXP=#164 Chameleus

About: The controls are reversed with this.

#145: Stone Golem

Type: Transform

Attribute: Earth

Magic Stones: 8

Rating: 4 stars

Copy: 13500 EXP

Transform: None

About: The Stone Golem is strong and slow.

#146: Gizmolizer

Type: Summon

Attribute: Mech

Magic Stones: 5

Rating: 5 stars

Copy: 20000 EXP

Transform: None

About: Robo Swat is an ordinary attack and Laser Show is an attack with lasers.

#147: MechLance 5L

Type: Independent

Attribute: Mech

Magic Stones: 2

Rating: 3 stars

Copy: 7000 EXP

Transform: None

About: These move quickly, but the enemies won't even come after you until you get close.

#148: Fireworks

Type: Summon

Attribute: Fire

Magic Stones: 9

Rating: 6 stars

Copy: 26000 EXP

Transform: None

About: Meteor Fire is an ordinary attack and Magic Rocks is just a way to get some magic stones. It doesn't appear as an enemy.

#149: Sekmet

Type: Weapon

Attribute: Wood

Magic Stones: 10

Rating: 8 stars

Copy: Can't

Transform: None

About: The card can be used two times before it's used up. It's very strong and doesn't appear as an enemy.

#150: Undead Knight

Type: Independent

Attribute: Fire

Magic Stones: 2

Rating: 2 stars

Copy: 4000 EXP

Transform: 10000 EXP=#2 Ghost Armor

About: The Undead Knight is just an independent creature and doesn't appear as an enemy.

#151: Panther Mage

Type: Helper

Attribute: Wood

Magic Stones: 8

Rating: 6 stars

Copy: 25000 EXP

Transform: None

About: The Panther Mage can shoot balls of electricity, which can kill a Mech with one hit. It doubles the amount of magic stones your opponent uses.

#152: Lamassu

Type: Independent

Attribute: Earth

Magic Stones: 5

Rating: 5 stars

Copy: 20000 EXP

Transform: None

About: The Lamassu just shoots at things.

#153: LazerBug 39K

Type: Summon

Attribute: Mech

Magic Stones: 11

Rating: 6 stars

Copy: 24000 EXP

Transform: None

About: The LazerBug 39K can shoot electricity with Zap Attack A and charge with Zap Attack B.

#154: Myconid

Type: Helper

Attribute: Earth

Magic Stones: 1

Rating: 2 stars

Copy: 6000 EXP

Transform: 9000 EXP=#210 Blue Mold

About: The Myconid is a trap that can cause poison.

#155: Spartoi

Type: Weapon

Attribute: Earth

Magic Stones: 4

Rating: 6 stars

Copy: 24000 EXP

Transform: None

About: It takes practice to get the Spartoi to actually hit something. It doesn't appear as an enemy. The card can be used five times before it's used up.

#156: Phantom Ship

Type: Summon

Attribute: Water

Magic Stones: 13

Rating: 7 stars

Copy: 50000 EXP

Transform: None

About: Both of the Phantom Ship's attacks are pretty much the same. It doesn't appear as an enemy.

#157: Rafflesia

Type: Independent

Attribute: Wood

Magic Stones: 3

Rating: 3 stars

Copy: 9800 EXP

Transform: None

About: The Rafflesia can cause enemies to fall asleep. The card also works as a decoy.

#158: Daidarapochi

Type: Summon

Attribute: Water

Magic Stones: 14

Rating: 5 stars

Copy: 21000 EXP

Transform: None

About: What the...It's a giant, blue foot with a face. And it can step on enemies. Creepy, no? It doesn't appear as an enemy.

#159: Gemini

Type: Summon

Attribute: Fire

Magic Stones: 12

Rating: 7 stars

Copy: 45000 EXP

Transform: None

About: Twin Flash is a big beam attack, which the card and the enemy can both use. Also, the card can heal friends with Twin Remedy.

#160: Amber Dragon

Type: Summon

Attribute: Earth

Magic Stones: 10

Rating: 5 stars

Copy: 10000 EXP

Transform: 8000 EXP=#155 Spartoi

18000 EXP=#29 Zombie Dragon

35000 EXP=#129 Uroboros

About: The Amber Dragon can kind of charge with Cranial Charge and with Rocky Roar, it shoots rocks. It's strong, but sometimes misses.

#161: Demon Lord

Type: Weapon

Attribute: Fire

Magic Stones: 9

Rating: 7 stars

Copy: 43000 EXP

Transform: None

About: Demon Lords are very strong and annoying. The card can only be used once before it's used up.

#162: Witchlette

Type: Independent

Attribute: Water

Magic Stones: 1

Rating: 1 star

Copy: 25000 EXP

Transform: 14000 EXP=#194 Baba Yaga

17000 EXP=#72 Tiger Mage

17000 EXP=#151 Panther Mage

20000 EXP=#121 Apsaras

About: The Witchlette's attacks don't work most of the time. They're okay when

they do work, but not that great.

#163: AcidBot

Type: Helper

Attribute: Mech

Magic Stones: 3

Rating: 3 stars

Copy: 7500 EXP

Transform: None

About: The AcidBot is a trap that can kill a Mech with one hit.

#164: Chameleus

Type: Independent

Attribute: Wood

Magic Stones: 6

Rating: 5 stars

Copy: 22222 EXP

Transform: None

About: When attacked, the Chameleus matches the attribute of the enemy that hit it, and when it strikes back, it does twice the damage that was done to it.

#165: Devil Plant

Type: Independent

Attribute: Wood

Magic Stones: 8

Rating: 5 stars

Copy: 21000 EXP

Transform: None

About: The Devil Plant is just a stronger Man Trap.

#166: Centaur

Type: Transform

Attribute: Wood

Magic Stones: 6

Rating: 6 stars

Copy: 26000 EXP

Transform: None

About: The Centaur can jump, run fast, and shoot arrows. It doesn't appear as an enemy.

#167: Dark Treant

Type: Helper

Attribute: Wood

Magic Stones: 5

Rating: 4 stars

Copy: 12000 EXP

Transform: None

About: The Dark Treant halves the power of earth and wood, and the enemy can also cause poison.

#168: Coal Treant

Type: Helper

Attribute: Fire

Magic Stones: 5

Rating: 4 stars

Copy: 12000 EXP

Transform: None

About: The Coal Treant halves the power of fire and water, and the enemy can also cause paralysis.

#169: Sleeping Giant

Type: Summon

Attribute: Wood

Magic Stones: 6

Rating: 4 stars

Copy: 14000 EXP

Transform: None

About: You can't choose which attack the Sleeping Giant will do. It probably won't do anything anyway. As an enemy, you need to hit it to wake it up, but the attack won't do any damage. So much for cheating. Then, it will proceed to beat the crap out of you or make you fall asleep.

#170: Gravity Pillar

Type: Helper

Attribute: Neutral

Magic Stones: 7

Rating: 7 stars

Copy: 40000 EXP

Transform: None

About: The Gravity Pillar sucks things to it.

#171: Storm Hagan

Type: Summon

Attribute: Wood

Magic Stones: 4

Rating: 2 stars

Copy: 6000 EXP

Transform: 18000 EXP=#169 Sleeping Giant

About: Mad Storm is just an attack, and with Boomerang Axe, it throws its axe.

#172: Rock Hagan

Type: Summon

Attribute: Water

Magic Stones: 4

Rating: 2 stars

Copy: 5000 EXP

Transform: 9000 EXP=#16 Sasquatch

About: The Rock Hagan throws a rock with Boulder Toss, but it seems to miss a lot. Sleeping Gas is supposed to make the enemy fall asleep, but I've never seen that happen. I only saw it throw a rock (which looked like it actually hit the enemy, unlike the other attack).

#173: Bum Hagan

Type: Summon

Attribute: Earth

Magic Stones: 4

Rating: 2 stars

Copy: 6000 EXP

Transform: None

About: The Bum Hagan's attacks are Hip Hop, an ordinary attack, and Bad Gas, which I don't know what it does...or care what it does.

#174: Octobush

Type: Independent

Attribute: Neutral

Magic Stones: 9

Rating: 7 stars

Copy: 40000 EXP

Transform: None

About: The Octobush allows friends to steal HP when they attack. As an enemy, it can steal life from whatever it attacks.

#175: Chariobot

Type: Transform

Attribute: Mech

Magic Stones: 6

Rating: 5 stars

Copy: 25000 EXP

Transform: None

About: The Chariobot won't go unless you hold A then let go. B is a spin kind of attack.

#176: Dark Sprite

Type: Helper

Attribute: Neutral

Magic Stones: 5

Rating: 3 stars

Copy: 12000 EXP

Transform: None

About: The Dark Sprite heals you when you use cards and doesn't appear as an enemy.

#177: Gargoyle

Type: Independent

Attribute: Fire

Magic Stones: 2

Rating: 3 stars

Copy: 8500 EXP

Transform: 7000 EXP=#66 Fire Gargoyle

15000 EXP=#102 Decoy Pillar

About: The Gargoyle is just an ordinary independent creature.

#178: MechaPult

Type: Independent

Attribute: Mech

Magic Stones: 4

Rating: 3 stars

Copy: 12000 EXP

Transform: None

About: The MechaPult shoots stuff, but a lot of times it won't do anything unless it's a certain distance from the enemies.

#179: Aggressor DX5

Type: Independent

Attribute: Mech

Magic Stones: 8

Rating: 4 stars

Copy: 20000 EXP

Transform: None

About: The Aggressor DX5 is just a stronger Aggressor.

#180: Matador

Type: Independent

Attribute: Fire

Magic Stones: 5

Rating: 5 stars

Copy: 22000 EXP

Transform: None

About: The Matador is an immobile decoy that attacks anything that comes near it.

#181: Phooka

Type: Helper

Attribute: Water

Magic Stones: 5

Rating: 5 stars

Copy: 25000 EXP

Transform: None

About: If it hits someone (you or another player), their cards will be invisible.

#182: Devata

Type: Transform

Attribute: Neutral

Magic Stones: 6

Rating: 4 stars

Copy: 15000 EXP

Transform: 12000 EXP=#44 Necromancer

About: The Devata can only get hurt when it comes out of the ground to attack. It has a long range and a short range attack.

#183: Barometz

Type: Summon

Attribute: Earth

Magic Stones: 4

Rating: 5 stars

Copy: 20000 EXP

Transform: None

About: Super Sleeper is a stronger attack than Snooze Attack. Supposedly, it can make things fall asleep.

#184: Cerberus

Type: Transform

Attribute: Fire

Magic Stones: 5

Rating: 5 stars

Copy: 16000 EXP

Transform: None

About: Cerberus can jump and shoot three fireballs.

#185: Thanatos

Type: Summon

Attribute: Neutral

Magic Stones: 12

Rating: 7 stars

Copy: 40000 EXP

Transform: None

About: Thanatos can shoot something with Black Wave and with Hell's Summons, all friends that are active at the time are killed and the damage done to them is equal to the damage that is done to the enemies.

#186: Nueh

Type: Summon

Attribute: Wood

Magic Stones: 13

Rating: 7 stars

Copy: 42000 EXP

Transform: 25000 EXP=#83 White Tiger

About: The Nueh can charge at make lightning around it in a circle with Falling Lightning.

#187: Horus

Type: Helper

Attribute: Wood

Magic Stones: 4

Rating: 4 stars

Copy: 12000 EXP

Transform: None

About: Horus shoots stuff at enemies.

#188: Acid Dragon

Type: Helper

Attribute: Neutral

Magic Stones: 11

Rating: 6 stars

Copy: 30000 EXP

Transform: None

About: The card does damage slowly to Mechs. The enemy can kill Mechs very easily.

#189: Rubber Froggy

Type: Independent

Attribute: Water

Magic Stones: 6

Rating: 3 stars

Copy: 5000 EXP

Transform: 5000 EXP=#128 Vodianoi

20000 EXP=#126 Super Pumper

About: The Rubber Froggy can cause paralysis.

#190: Boom Monkey

Type: Independent

Attribute: Fire

Magic Stones: 2

Rating: 6 stars

Copy: 28000 EXP

Transform: None

About: The Boom Monkey sets down explosives all over the place that blow up in a few seconds.

#191: UberBomberBot

Type: Independent

Attribute: Mech

Magic Stones: 5

Rating: 4 stars

Copy: 16000 EXP

Transform: None

About: The UberBomberBot drops bombs and kind of flies out of reach.

#192: Gorgon

Type: Summon

Attribute: Neutral

Magic Stones: 8

Rating: 5 stars

Copy: 18000 EXP

Transform: None

About: Both of the Gorgon's attacks are pretty much the same, but Serpent Gaze can turn things to stone.

#193: Pixie

Type: Independent

Attribute: Earth

Magic Stones: 4

Rating: 3 stars

Copy: 16000 EXP

Transform: None

About: The Pixie can kill a Mech easily, but not often.

#194: Baba Yaga

Type: Transform

Attribute: Water

Magic Stones: 9

Rating: 5 stars

Copy: 18000 EXP

Transform: None

About: The Baba Yaga is just a transform card that just attacks.

#195: Berserk Master

Type: Independent

Attribute: Fire

Magic Stones: 5

Rating: 7 stars

Copy: 48000 EXP

Transform: None

About: The Berserk Master makes all creatures attack both friends and foes.

#196: Rabandos

Type: Summon

Attribute: Neutral

Magic Stones: 13

Rating: 8 stars

Copy: Can't

Transform: None

About: The card Rabandos can attack with Beam Barrage and with Defensive Ring, it puts a ring around you that can damage enemies. The enemy pretty much just charges.

#197: Hell Hound

Type: Transform

Attribute: Fire

Magic Stones: 7

Rating: 3 stars

Copy: 10000 EXP

Transform: 20000 EXP=#185 Cerberus

About: The Hell Hound can attack and jump pretty high.

#198: Tumble Chick

Type: Independent

Attribute: Earth

Magic Stones: 1

Rating: 1 star

Copy: 1400 EXP

Transform: 6000 EXP=#31 Running Bird

14000 EXP=#15 Cockatrice

15000 EXP=#74 Siren

About: The Tumble Chick does damage by running into enemies.

#199: Mad Reverser

Type: Helper

Attribute: Wood

Magic Stones: 6

Rating: 6 stars

Copy: 28000 EXP

Transform: None

About: The Mad Reverser supposedly switches attributes.

#200: Sleipnir

Type: Summon

Attribute: Water

Magic Stones: 15

Rating: 8 stars

Copy: Can't

Transform: None

About: Lunar Display is good attack and Strict Dealer does more damage depending

on the number of water cards in your deck. It doesn't appear as an enemy.

#201: Claws-R-Us

Type: Independent

Attribute: Mech

Magic Stones: 10

Rating: 5 stars

Copy: 22000 EXP

Transform: None

About: The Claws-R-Us is immobile and can attack with claws and an electrical forcefield.

#202: TriBlaster

Type: Summon

Attribute: Mech

Magic Stones: 11

Rating: 5 stars

Copy: 20000 EXP

Transform: None

About: Both the card and enemy can shoot stuff with Chrono Killer and shoot bombs with Jet Rag.

#203: Anarchy Owl

Type: Helper

Attribute: Wood

Magic Stones: 5

Rating: 3 stars

Copy: 9600 EXP

Transform: 13000 EXP=#88 Puppet Master

20000 EXP=#130 Yin Yang

About: The Anarchy Owl is useless unless used in a two player battle, where it reverses your opponent's controls.

#204: Pegasus

Type: Summon

Attribute: Wood

Magic Stones: 10

Rating: 7 stars

Copy: 46000 EXP

Transform: None

About: Wing Waves is an ordinary attack, and Wonderful Turn can possibly kill enemies and restore a card for each enemy killed. It doesn't appear as an enemy.

#205: Phoenix

Type: Helper

Attribute: Fire

Magic Stones: 12

Rating: 6 stars

Copy: 30000 EXP

Transform: 25000 EXP=#81 Golden Phoenix

About: The Phoenix restores HP to any friend it touches. The enemy shoots stuff.

#206: Ashura

Type: Helper

Attribute: Fire

Magic Stones: 10

Rating: 8 stars

Copy: Can't

Transform: None

About: Ashura lets you use weapon cards limitlessly as long as it lives.

#207: Talos

Type: Transform

Attribute: Earth

Magic Stones: 7

Rating: 7 stars

Copy: 50000 EXP

Transform: None

About: Talos can shoot stuff with its arm cannons. It doesn't appear as an enemy.

#208: Crystal Magic

Type: Helper

Attribute: Neutral

Magic Stones: 16

Rating: 5 stars

Copy: 55000

Transform: None

About: Crystal Magic absorbs three attacks to the player, then, does equal damage to enemies. It doesn't appear as an enemy.

#209: Psycho Dice

Type: Summon

Attribute: Neutral

Magic Stones: 6

Rating: 4 stars

Copy: 22000 EXP

Transform: None

About: Lucky Restore restores cards; Lucky Damage does damage. Higher numbers are better. I guess one is bad for some reason. It doesn't appear as an enemy.

#210: Blue Mold

Type: Helper

Attribute: Earth

Magic Stones: 9

Rating: 4 stars

Copy: 12000 EXP

Transform: None

About: Blue Mold is a trap. A creature that touches it will be damaged if it's healthy and healed if it has conditional damage.

#211: Jade Giant

Type: Summon

Attribute: Fire

Magic Stones: 5

Rating: 3 stars

Copy: 10000 EXP

Transform: 50000 EXP=#206 Ashura

About: Both of the Jade Giant's attacks are pretty much the same, but Running Attack is for something not directly in front of it.

#212: Fafnir

Type: Summon

Attribute: Fire

Magic Stones: 16

Rating: 8 stars

Copy: Can't

Transform: None

About: Lava Breath is a breath attack, and with Hell's Wall, it shoots a few walls that move forward.

#213: Beaker

Type: Independent

Attribute: Water

Magic Stones: 1

Rating: 1 star

Copy: 1000 EXP

Transform: None

About: Beaker can cause paralysis.

#214: Pazuzu

Type: Transform

Attribute: Earth

Magic Stones: 13

Rating: 8 stars

Copy: Can't

Transform: None

About: The Pazuzu flies painfully slow. The Mega Tornado attack kills all active allies then attacks with that many tornadoes. Spinning Death is a close range attack.

#215: SuperScrubber

Type: Helper

Attribute: Mech

Magic Stones: 2

Rating: 4 stars

Copy: 7000 EXP

Transform: None

About: The SuperScrubber circle around you and collects magic stones, in VS. it does the same but circles around your opponent. As an enemy, it just sucks up magic stones.

#216: AstroBot

Type: Weapon

Attribute: Mech

Magic Stones: 10

Rating: 7 stars

Copy: 38000 EXP

Transform: None

About: The AstroBot is strong and can be used two times before the card is used up.

#217: Vouivre

Type: Weapon

Attribute: Earth

Magic Stones: 5

Rating: 7 stars

Copy: 36000 EXP

Transform: None

About: The Vouivre always does ten damage. If it kills something, ten times the amount of damage done appears as magic stones. The enemy can steal HP.

#218: Fire Moray

Type: Helper

Attribute: Fire

Magic Stones: 3

Rating: 4 stars

Copy: 11000 EXP

Transform: None

About: The Fire Moray is a trap.

#219: Water Moray

Type: Weapon

Attribute: Water

Magic Stones: 3

Rating: 4 stars

Copy: 11000 EXP

Transform: None

About: The Water Moray can be used twice before it's used up. As an enemy, it's a trap.

#220: Earth Moray

Type: Weapon

Attribute: Earth

Magic Stones: 3

Rating: 4 stars

Copy: 11000 EXP

Transform: None

About: The Earth Moray can be used twice before it's used up. As an enemy, it's a trap.

#221: Ryuhi

Type: Summon

Attribute: Wood

Magic Stones: 16

Rating: 8 stars

Copy: Can't

Transform: None

About: Ryuhi's attacks are stronger the more friends die (They die when you use the card.). Thunder Breath is a breath attack and with Walls of Blood, walls appear that can cause damage. (There is one more wall than the number of friends that die.)

#222: Demon Warrior

Type: Weapon

Attribute: Earth

Magic Stones: 10

Rating: 7 stars

Copy: Can't

Transform: None

About: Against a card user, a hit from the Demon Warrior can cause the top four cards to drop to used status. The card can be used two times before it's used up.

#223: Ice Skeleton

Type: Independent

Attribute: Water

Magic Stones: 18

Rating: 8 stars

Copy: Can't

Transform: None

About: The Ice Skeleton is a strong skeleton but it attacks really slowly. It doesn't appear as an enemy.

#224: Sacred Umpire

Type: Summon

Attribute: Mech

Magic Stones: 12

Rating: 8 stars

Copy: Can't

Transform: None

About: Before the Sacred Umpire attacks, you have to spin the control stick to make the attack stronger, though using this card is most likely going to make bad things happen. It has four attacks. It can hurt enemies and suck up a lot of magic stones, blow up, get rid of every single card in your deck (resist the urge to break the TV), and it sometimes seems to do absolutely nothing.

#225: Emperor

Type: Summon

Attribute: Neutral

Magic Stones: 10

Rating: 8 stars

Copy: Can't

Transform: None

About: The Emperor can kill all creatures of one attribute with Imperial Blade and capture any enemy with Dragon Knots. Don't use Dragon Knots, though, unless you don't mind losing this card permanently. The enemy can make pillars of fire pop up and it can pull you towards it so it can attack.

#226: Capture Card

Type: Helper

Attribute: Neutral

Magic Stones: 0

Rating: 0 stars

Copy: Can't

Transform: None

About: If you throw the Capture Card at an enemy and kill it, you'll capture that creature (but you'll lose the Capture Card). Obviously, it does not appear as an enemy.

6. Red Fairy Locations

Nobleman's Residence (revisited)

1. In a round object, in the long room with all the statues before you fight the Isamat Urbur cultist.
2. In a room before the room that ends the area.
3. In the room that ends the area.

Bhashea High Road (revisited)

4. After jumping over the gap in the bridge.
5. Past the first gate after #4, in the rubble to the left.
6. Past the second gate after #4, in the rubble to the left behind the broken pillar.

Kadishu

7. Near the fountain.
8. In some sacks between some buildings near the fountain.

9. In the well before the card shop.
10. Up the stairs near the card shop.
11. Past #10, near the statue of Katia.

Kendarie Fortress

12. In the beginning, in some sacks.
13. Near the Deck Point.
14. To the left of #13, down the stairs, hiding in some sacks.
15. From #14, fly across the water using a flying transform card to get to a corner with a chest and the red fairy.

Runestone Caverns-Upper Chambers

16. A bit past the Deck Point.
17. Near the sluice gate.
18. On the path leading up to where Sol was.
19. Near #18.
20. Fly across the water near the sluice gate using a flying transform card to find the red fairy.

Runestone Caverns-Lower Chambers

21. Somewhere on the path.
22. After the second room where the cut scenes are, in the rubble next to the pillar, on the left side of the path.
23. In one room that has stairs, the sluice gate from the Upper Chambers controls the water level. With the sluice gate down, go down the steps and along the path until you find the red fairy at
the dead end.
24. On the path after #23.

Ruldo Forest

25. Straight forward from the entrance.
26. Straight forward from the entrance.

27 In a big tree, right before the Deck Point.

28. Near the switch that turns on the Magic Boosters.

29. After coming back to the area and killing the Cockatrices, the red fairy can be found in a big tree near the path leading to the exit.

Fossil Boneyard

30. At the beginning.

31. A little bit before the second Deck Point.

32. In the long area before you fight the Amber Dragon, on one side you can use the Hell Hound to jump up to a higher ledge to find a red fairy.

Sarvan

33. At the beginning, to the right of the bridge.

34. Down the steps after the first gate.

35. Below the drawbridges, to the left.

Holzogh Town

36. Near the beginning.

37. Farther along the path from #36.

38. In some rubble next to the west wall.

39. Up the stairs, go behind the gate to the right and press the switch to close the gate. An area to the left of the gate will be unblocked. Get the red fairy from some rubble.

Plains of Rowahl

40. Flying around in a place you can find easily.

41. In one of the catapults.

42. In the remains of a Sand Golem near the gate.

43. Past the gate.

Alanjeh-Alanjeh Castle

44. Near the beginning.

45. After the gate near the Deck Point, on the left side of the area, jump up to the red fairy next to the smaller gate using a transform card.

46. Near the castle gate.

Alanjeh-Royal Tower, Lower

47. In plain sight, after a short time. (first time through)

48. A little bit after an elevator after #47, in plain sight. (first time through)

49. In plain sight, a little bit after Sol cuts the pillar in half. (first time through)

50. In the rubble in front of the castle gate.

51. Through the castle gate after using the God of Destruction card, in the chandelier through the door to the left.

52. A little bit after #51, fly across the water to the red fairy using a flying transform card.

Krasheen Mountains

53. On the bridge at the beginning.

54. From near the entrance, fly across the gap to an alcove where the red fairy.

55. Past where you fought the Black Dragon, in the bridge remains across the first gap.

56. Across the left gap after #55, in the bridge remains.

Grenfoel Church

57. Press A at all four statues, then go to the west wall where they are all facing. Part of it will open. In here is the red fairy.

58. With #57.

59. In the northwest part of the church

60. In the northeast part of the church.

61. In the library.

Alanjeh-Royal Tower, Middle

62. Left of the entrance.

63. In the room with the Ice Golem, use a transform card like the Stone Golem on

the Magic Booster to break through the cracked wall to find the red fairy.

64. In the hallway after the Deck Point.

65. Use a transform card (preferably the Chariobot) on the Magic Booster in the room with the Fenril to break the cracked wall in the room with the Behemoth to find the red fairy.

Alanjeh-Royal Tower, Upper

66. In some rubble near the entrance.

67. A bit past #66, go down some stairs to find the red fairy.

68. A bit past #67.

69. A bit past #68.

Gromtull Desert

70. A bit forward from the entrance.

71. East of the entrance, near the oil.

72. Where Jarvi was.

73. With #72.

74. To the east of where Jarvi was, you can use a transform type card to jump up to a higher place. To the right you can jump up to a red fairy.

Sacred Battle Arena 1

75. Near the beginning.

76. Near the door that opens after killing all four guardians.

77. Past the door near where the Isamat Urbur cultist was.

Sacred Battle Arena 2

78. Near the beginning.

79. After the door past where the AstroBot was.

80. After the door past where Thalnos was.

Isamat Urbur

81. At the beginning.

82. When you first get into the circular hallway, the red fairy is to the left.

83. In the area with the Puppet Master and two Devata.

84. After #83, the red fairy s farther on in the hallway.

Bhashea Castle

85. At the beginning.

86. To the left of the entrance, in some rubble next to a hole in the ground.

87. Through the door near the clock, in the chair.

88. There's a Magic Booster that is used to break down many walls with a transform card, like a Stone Golem. At the end of the path, a red fairy is in some rubble.

89. Up the stairs on the left side of the courtyard.

Obenoix Gorge

90. Near the beginning.

91. In the first pillar after the first Sasquatch.

92. At the second battle against Sasquatches.

93. In the second pillar after #92.

94. At the end, near where you fight Thanatos.

Temple of Sharacia

95. At the beginning.

96. At the beginning.

97. At the beginning, up the steps to the left.

98. To the right before the second set of steps.

99. At the end, in some rubble to the right of the right statue.

100. T the left of #99, in the direction of the Valkyrie.

7. Jarvi's House

5=#198 Tumble Chick

10=#26 Carbuncle

20=#35 Berserker

30=#218 Fire Moray

50=#209 Psycho Dice

70=#91 Whip Worm

80=#138 Global Bust

90=#208 Crystal Magic

100=#144 CircaSaurus

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