

Lost Kingdoms FAQ/Walkthrough

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Lost KingdomsLost Kingdoms

Game By: Activision

Walkthrough By: Invader Hera

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1. Story

This comes directly from the instruction manual:

"The disappearance of a small forest was the first sign of approaching evil.

"One morning, villagers awoke to find a solid wall of fog where the forest should have been. The brave few that ventured into the pitch-black mist were never heard from again...

"The next day, the swirling mists swallowed up the lake. It was not long before an impenetrable wall of the blackest fog enshrouded the village itself in perpetual darkness. And the black fog wasn't finished yet...

"By ancient covenant, the Five Kingdoms had forbidden all alliances between kingdoms. Now they were forced to abandon their centuries-long isolation. The Five Kings met, for the first time, in a council of war. But no one, king or peasant, could offer a plan to defeat the fog.

"Terrifying rumors spread throughout the land. People whispered

tales of an ageless evil reawakened..."

2. Controls

Control Stick/Control Pad: Move

C-Stick: Camera

Start: Pause Game

A, B, X, or Y: Use cards

L (hold) +A, B, X, or Y: Capture Throw (can capture enemy if HP low enough)

R (hold) +A, B, X, or Y: Throw away card

3. Walkthrough

Alenjeh Castle

Enemies: Skeleton

Red Fairies: 0

The king will tell you to go get the Runestone, so go do just that. It's in a chest at the end of the path. After that, kill the Skeleton, then, leave. You'll end up talking to Gurd, then, the level will end.

End of Level Cards: Birdman (3), Fairy (2), Skeleton (1)

Plains of Rowahl

Enemies: Hobgoblin, Man Trap, Mandragora, Sand Golem

Red Fairies: 0

Talk to Gurd. Now, you can explore this area to find a few chests. In them, you'll find Hobgoblins (2), a Man Trap, a Dark Raven, and a Mandragora.

As you go, Gurd will tell you about fighting, and you'll fight a few battles. Most are against Hobgoblins. One, there is a Man Trap. I think there's a Mandragora you'll need to watch out for as well. After passing a Deck Point, go into the fenced area and defeat the three Hobgoblins and the Sand Golem. Be careful because the Sand Golem can jump out of the ground and smack you. Just keep running around and this should be easy.

End of Level Cards: Hobgoblins (3), Mandragora (2), Sand Golem (1)

Blessoon

Enemies: Dark Raven, Lizardman, Plague Rat, Lycanthrope, Fire Golem

Red Fairies: 6

In this area, you can get some treasures easily. These treasures are: Hobgoblin, Skeleton (2), Lizardman (2), Plague Rat, Dark Raven (2), and Sea Monk. Others, you need to break barriers during battles. One of these is in the ruins of a house. Open it for a Mummy card. Also, there are blue and red fairies here. Blue can restore cards and health and some are not really fairies, but enemies. Later in this area, Alexander will tell you about the red fairies. (And I think you might get one when you first talk to him.) Also, around the southwest of the beginning, near the blue capstan, knock over the door with A. You can get a Water Hopper from the well.

First of all, you need to rotate four capstans (cylindrical things).

They are in the southwest, northwest, southeast, and northeast parts of this area. A Deck Point is around the middle. (There is a water valve in the northeast corner. Turn it left about three to five times, then right until something happens. Go into the fountain near the Deck Point and get the Maelstrom card.) Turn all capstans to open a gate to the north. Go through here to find Alexander. Get the red fairy nearby. Also, get the red fairy in the crate behind his tent. (There's a blocked path nearby that you can get through if you break the stuff in the way during a battle. Go through there to find a red fairy and two chests containing a Lycanthrope and a Carbuncle out in the open. Also, go to the bed in one of the ruins. There should be an !, so press A to find another red fairy. I think there should be another red fairy somewhere around this area.) Anyway, past Alexander is a Deck Point, then a battle against a Fire Golem. It shoots rocks at you and can make this rocky stuff stick up around it, which knocks you over. It's pretty easy to beat,

though.

End of Level Cards: Plague Rat (3), Lycanthrope (2), Fire Golem (1)

Burial Grounds

Enemies: Skeleton, Venus Spider, Ghoul, Wraith, Necromancer

Red Fairies: 6

In this area, pretty much just go through. But, there are a few gravestones you should read along the way for later. There is only one Deck Point, which is near the end. Here, go to each gravestone in this order: gold, green, white, and red (or else there will be a battle). The gate will open, so go through and fight two Skeletons and the Necromancer. (The Necromancer can make skulls follow you round; hit them or run away. Also, it can hurt you if you get near it. It disappears and reappears in different places, too.)

At the beginning of the area, a red fairy hides in the gravestone nearby. Farther along the path is another red fairy. Later on, you can find a fairy in a well. In the treasure chests, you can find Skeleton (2), Wraith, Dark Raven, Ghoul, Fairy, Mummy, and a red fairy. Also there is a gravestone that tells you about a cursed king. It will break, and you'll have to fight two Ghouls and a Wraith. Where the gravestone had been will be a Treant card. Not long after here, go along the short path to the left. Two red fairies are along the path and a Mummy card is on the dead body at the end.

End of Level Cards: Ghoul (3), Wraith (2), Necromancer (1)

Shayel Passage

Enemies: Flayer Spawn, Dragonoid, Water Hopper, Giant Crab

Red Fairies: 6

In the chests, you'll find: Skeleton (3), Ghoul, Mummy, Carbuncle, Maelstrom, Sea Monk, Lizardman, Venus Spider, and Dragonoid.

Go straight ahead and along the way you'll find two red fairies. Break the water tank near the second to fight stuff. Go left and you'll find another red fairy near the south wall. Well, if you didn't move the camera, it's south. (The switch here opens a gate that leads to the end of the area, but you can't go there yet.) Along this path you'll find three water tanks. Make sure you break all of them, or else you can't finish the area. (After going up the steps, you'll find a red fairy.) There are also two Deck Points this way. Shortly after the first is a red fairy in some rubble. At the end, kill the three Flayer Spawn and the Mind Flayer. You'll get a key. Now go back to the switch I mentioned near the beginning. Activate it, then, go back the way you came and go along the path right of the water tank. Go past the gate before it closes. (Go through another gate to find two chests.) Also, you'll find a red fairy in some rubble. Go through the door.

End of Level Cards: Dragonoid (3), Giant Crab (2), Mind Flayer (1)

The Castle Grayl

Enemies: Red Lizard, Birdman, Stone Head, Will o' Wisp

Red Fairies: 3

In some of the chests, you'll find: Mummy, Will o' Wisp, and Red Lizard (3).

Press A at the second statue to the right to unblock the path. Go forward to the next room (and get the red fairy). One of the statues on the left unblocks the next path. Past here, after two statues, break the boxes in a battle to reveal a Blood Bush card. Press A at one statue on the right and two on the left. (Now go back until you find a newly opened path. You'll see it on the map. Open the chest at the end for Mind Flayer.) In the next room, you'll find a Will o' Wisp card on the floor. About two rooms later is a narrow pathway that goes right. At the end is a chest with a Wizard card inside. After here is a Deck Point. Past here is a cut scene, then, you'll fight the Mystery Woman. She has: Dark Raven, Lizardman, Skeleton, Hobgoblin, Mandragora, Archer Tree, and Lycanthrope. Just fight her as you would anything else. After, you'll find out her name is Helena and she'll leave. Now, you can open

the chest for the blue Runestone (Health will increase to 150 and magic to 15.) and get two red fairies from the rubble. Talk to the king to end the area.

End of Level Cards: Will o' Wisp (3), Wizard (2), Stone Head (1)

Go to the Apothecary and talk to Gurd, then the next area will appear.

Bridge of Sarvan

Enemies: Siren, Chimera, Gold Butterfly, Evil Eye

Red Fairies: 4

In the chests, you'll find: Gold Butterfly, Mind Flayer, Sand Golem, Crystal Rose, Siren, and Sea Monk.

After a short time, you'll find a red fairy on the path. You'll eventually go down some stairs. To the right and left are red fairies and things that control the small bridges. Every time you turn one, you lose 1 magic stone. With the one on the left, turn it to the right. Now cross the newly lowered bridge and push the switch to lower the other stairs. With the thing on the right, turn it left, then, cross another new bridge to get to a chest. Now you can go and finish the area. (Though, after a short time, you can go left down some stairs to find a red fairy. Go to the other side of the bridge to find two chests.)

End of Level Cards: Evil Eye (2), Siren (2), Gold Butterfly (2)

Kendarie Castle

Just watch the cut scene.

The Yyprek Mines

Enemies: Caterpoker, Jack-O-Lantern, Catoblepas, Goblin Lord, Juggernaut, Puppet Master

Red Fairies: 5

Treasures here are: Carbuncle (2), Stone Head, Caterpoker (4), Rheebus, Will 'Wisp, and Jack-O-Lantern.

Go forward and get the red fairy in the mine cart. Past here, in a battle, break the big crystal to reveal a Golden Goose card. Now go left. There should be a red fairy this way. Past here, drop down and talk to the soldier. If you follow him around, you fight things when he stops. (If you want, just run through the area without him, and you won't have to fight as much.) A little bit after the first time he stops, there's a red fairy. There's another one a little bit after the third time he stops. (Also, right after he third time the soldier wimps out, there's a path that leads to a chest with a Carbuncle card inside. In the stuff nearby is a red fairy.) Near the end is a Deck Point. (Near the Deck Point is a path to the left that has a Water Bird card on the ground and a chest.) Drop down, and after a cut scene, you'll have to fight two Caterpokers and a Puppet Master. Kill them, then, open the chest for the green Runestone. (Your HP will increase to 200 and magic stones to 20.)

End of Level Cards: Catoblepas (3), Juggernaut (2), Puppet Master (1)

Go to the Apothecary and talk to Gurd, then the next area will appear.

Bernden Field

Enemies: Dragon Knight, Archer Tree, Berserker, Zombie Dragon, Lich, Beelzabub

Red Fairies: 5

In the chests, you'll find: Dragon Knight (3), Wizard, Rheebus, Crystal Rose, Jack-O-Lantern, Stone Head, Archer Tree, and Sea Monk.

Right near the beginning is a red fairy. In the area past the first gate is another red fairy. In the next open area, go to the dead dragon and press A. Kill the Lich and the Zombie Dragon and the gates will open. The gates will open. (At a nearby dead body, press A to find a Fire Gargoyle card.)

In this area is another red fairy. (Through one of the paths, you'll find two red fairies and three chests.) Go through the path with the gate. There is a Deck Point this way. Past here is a short cut scene. Kill Beelzabub and two Archer Trees for another cut scene.

End of Level Cards: Archer Tree (4), Beelzabub (1), Lich (1)

Castle of Wyht

Enemies: Ghost Armor, Kitty Trap, Tiger Mage, Mole Monster, Chaos

Knight

Red Fairies: 3

In the chests are: Ghost Armor (2), Mind Flayer, Cockatrice, Jack-O-Lantern, and Fenril.

Go right and get a Flying Ray card from the soldier. Press A at the switch to activate the elevator. Go left of the entrance and get the red fairy and the Running Bird card from the soldier. Use the switch to activate another elevator. (On the right side of this level, the right elevator takes you up to two chests. Also, nearby, you can get a Lycanthrope card from the dead soldier.) There are elevators outside this room. The left one brings you up to some chests. The right one brings you to a higher level. (There's a Deck Point up here and a red fairy.) Go left. From the soldiers, get a Ghoul card and a key. Go right and unlock the door with the key. Get the Sea Monk card from one of the soldiers, then, press A at the switch to activate another elevator. Now, use another elevator to get to the third level. Press A at the third statue to the left to open the door. Go through and talk to the soldier to end the area. (Before talking to the soldier, go into the small room to the left. You need to walk through the fireplace. I don't know whether you have to fight something or break something to get in or not. All I remember is I used a Lich right before. Well, anyway, go through to another room. There are two chests. In one is a red fairy.

End of Level Cards: Tiger Mage (3), Ghost Armor (2), Chaos Knight (1)

Grenfoel Church

Enemies: Great Demon, Night Mare, Golden Goose, Cyclops, Vampire

Red Fairies: 5

The cards in the chests are Wizard and Treant. Also, there are three fairies around here and you can find cards under pews, like Great Demon and Larval Fly. There's a chest surrounded by railing. Break it, then, open it for sheet music. Go to the organ. Katia will show off her instrument-playing skills, then, a secret room will open. In here are two red fairies. Open the coffin for a Lich card.

You need to get four candles from the chests. Bring these to the candle things at the back of the room to open a door. Go through here and open the chest for the blue Runestone. (Your HP will become 250 and magic stones are up to 25.) After a cut scene, kill the Vampire and the two Great Demons.

End of Level Cards: Night Mare (3), Great Demon (2), Vampire (1)

Go to the Apothecary and talk to Gurd, then the next area will appear.

Coliseum

After a cut scene, you'll need to fight Helena. She has: Lich, Carbuncle, Fire Gargoyle, Stone Head, Demon Hound, Cockatrice, Venom Lizard, Sasquatch, and Fairy. Once you beat her, you'll get the purple Runestone. (Your HP will go up to 300, and you'll be able to carry 30 magic stones.)

End of Level Cards: Sasquatch (3), Cockatrice (2), Zombie Dragon (1)

Once again, go to the Apothecary and talk to Gurd, then the next area will appear.

Mt. Jarndunn

Enemies: Griffin, Efreet, Behemoth, Hand of Fire, Steel Skeleton,
Red Dragon

Red Fairies: 3

There are three red fairies around here and in the chests are:
Dragon Knight (5), Griffin, Juggernaut, Tiger Mage, Great Demon, and Efreet.

At the end of the area, you'll need to kill a Red Dragon and two
Hands of Fire, then, the area will end.

End of Level Cards: Hand of Fire (3), Behemoth (2), Red Dragon (1)

Ruh-Arok Temple

Enemies: Goblin Lord, Steel Skeleton, Chaos Knight, Black Dragon

Red Fairies: 9

The cards in the treasure chests are: Ghost Armor (3), Steel
Skeleton, Goblin Lord, Water Bird, Rheebug, and Plague Rat.

Right at the beginning is a Deck Point and a red fairy. Go right.
Along this way are things that open doors and two chests that have a white and a
black gem. (There's also a red fairy this way.) (Also, right after the first
door that opens, there are two red fairies in the holes in the floor.) Back at
the entrance, put the stones on the things near the floating blocks to unblock
the path. There's a red fairy here and two in those holes in the floor with the
pillars floating above them. Farther along are two more red fairies. (To the
left and right, you can get to special areas if you have at least twenty cards
of a certain attribute. They will be explained in the Side Quests section.)
Anyway, past here, kill the Black Dragon and two Steel Skeletons, then, there
will be a cut scene.

End of Level Cards: Steel Skeleton (3), Goblin Lord (2), Black
Dragon (1)

Broch Black

Enemies: Puppet Master, Vampire, Beelzabub

Red Fairies: 4

In the chests are: Great Demon (4), Night Mare (2), Mole Monster
(2), Rheebug (2), Elephant, Larval Fly, Steel Skeleton, Mind Flayer, and
Catoblepas.

There's a red fairy at the beginning. Anyway, go along the path to
the right. There's another red fairy later on. At the end of the path, use
these weird things to warp. You'll get to two chests. One has the Stone of
Darkness, while the other has a red fairy. Go back to the entrance and open the
door using the stone. (On your way back, you'll have to fight two Puppet
Masters. After, you'll have access to two chests.) Anyway, you'll need to warp
again. (From the first platform, use the things in this order: left, upper one,
right, up, up. Also, left, up, right, right, up will bring you to a Deck Point
and chests.) On the other side is a red fairy. Next, go left and kill two
Vampires, and go right and kill two Puppet Masters to unblock the door. Go
through. There's a Deck Point here and past here is a cut scene.

You'll have to fight Thalnos. He has: Wizard, Vampire, Steel Skeleton, Elephant
King, Necromancer, Dragon Knight, Night Mare, and Great Demon. Beat him, and
after a cut scene, you'll have to fight the God of Destruction. There are four
creatures you should watch out for. When you kill them, they come back. When
all four are there, each will be connected by a line and there will be a big
explosion, so make sure you stay near the edge of the arena. Also, make sure
you keep moving, or else he might hit you with a strong attack. Attack the God
of Destruction when the white rings are not around him, or else he won't get
hurt. When you kill him, you'll get the #104 God of Destruction card.

End of Level Cards: Vampire (2), Puppet Master (2), Beelzabub (2)

4. Side Quests

After Blessoon, talk to Gurd in the Apothecary so Dahl-Nok Valley will appear.
Dahl-Nok Valley

Enemies: Orcs, Venus Spiders, Blood Bush, Man Trap, Giant Bee

Red Fairies: 5

In the treasure chests, you'll find Orcs (2), Ghoul, Skeleton, Man Trap (2), Venus Spider, and a Hobgoblin. Near the beginning, after the bridge falls, you'll find a red fairy. As you go through this area, press A to knock down bee hives. Every hive you knock down starts a fight with a Giant Bee. They can sting and poison you and shoot cyclones at you. Kill all seven or so to end the area.

Also, there are a few more things to get. In a little dead end with hives #2 and #3, you'll find a Lycanthrope card on a tree stump near #3. When you climb down the ladder, go left to find a red fairy and a Mummy card on the ground at the end of the path. After climbing up another ladder, there's a Deck Point with a red fairy to the left. Also, around hive #5 or something is a stump. Press A at it to make a red fairy appear. (It's near two chests, just so you know.) At the end of the path, next to some trees blocking the path, is a red fairy in a tree stump.

There are also three Cockatrice eggs in this area. One is near the Deck Point, another is up the hill near the Deck Point, and the third is at the end of the path. After breaking them all, go up the hill near the Deck Point to the place shown in the cut scene and kill the two Cockatrice. Near the Deck Point and at the end of the path were chests blocked by trees. Those trees will now be gone.
End of Level Cards: Orcs (3), Venus Spider (2), Giant Bee (1)

After Dahl-Nok Valley, talk to Gurd so Gromtull Desert appears
Gromtull Desert

Enemies: Scythe Beast, Mummy, Carbuncle, Trickster, Sand Worm

Red Fairies: 3

Cards you can find here in the chests are: Mummy (3), Scythe Beast (2), Carbuncle (2), Lycanthrope, Skeleton, Fairy, Sea Monk, Sand Beetle, and a Crystal Rose. There are four switches here that open a door. They are near all four oases. Two are in plain sight. You need to break the barrel cacti to find the others. A bit to the left of the last switches is the door. Go through to find three chests. (Straight out from here, you'll find some bones. Press A for a Demon Hound card.) Anyway, near the beginning is a chest with a red fairy inside. Farther along, you'll find a Deck Point (not too far from the door that opens when you find all four switches). A bit past here is a red fairy and a Sand Beetle car under a rock formation. Past here is another red fairy near an oasis. Also, a bit later, there's another Deck Point.

At sandy areas, you fight the Sand Worm. It can shoot sandy stuff at you and knock you over. After hitting it a bit, it will escape, so go after it until you kill it. Then, the area will end.

End of Level Cards: Mummy (3), Sand Beetle (2), Sand Worm (1)

Talk to Gurd after Bridge of Sarvan for Rohbach
Rohbach

Enemies: Sasquatch, Flying Ray, Crystal Rose, Land Shark, Elephant

Red Fairies: 5

In the chests, you can find: Giant Crab (4), Flying Ray, Sand Beetle, Elephant, Land Shark, Fairy, Carbuncle, and Hobgoblin (3). Also, at the frozen lake, go right and drop down to a lower area. Past here is where you end up if you were to go right at the very beginning of this area. Anyway, you need 7 magic stones to break the ice. Kill the Ice Golem, then, get the Ice Golem card from the ground. This path leads to the Deck Point at the end of the area.

The path to the right leads to another area that you can get to later if you break the fence. For now, just go left. There's a red fairy this way. There's also a red fairy in the sled. Past here, go to the bigger tree and kill the Sasquatch. Now get Fruit of Mandragora from the tree. Past here is a frozen lake or something. From the sled thingy, you can get a red fairy. Also, on the ice is another red fairy and a Deck Point. Kill the Sasquatch and the Flying Ray at the big tree, then, get Bark of Treant. Now go along the path to the

left. (First, you might want to go past here where a few more chests are.)
There's a red fairy this way. At the big tree, kill the Sasquatch and the Land Shark. Now get the Man Trap Leaf from the tree.

End of Level Cards: Elephant (3), Crystal Rose (2), Sasquatch (1)

After the Yyprek Mine, talk to Gurd for Lumsted.

Lumsted

Enemies: Treant, Demon Hound, Hand of Pain

Red Fairies: 6

In the chests are: Dragon Knight (2), Wizard, Treant, Evil Eye, Gold Butterfly, Catoblepas, Tiger Mage, Hand of Pain, Kitty Trap, and Stone Head. There's also a red fairy in one of the chests.

There's a Deck Point right at the beginning. Go forward. Near the houses is a red fairy. To the right, you'll find a well. Press A to stop the mist. A red fairy is in a nearby tree stump. Anyway, there's another well in the cemetery. Near here is a doghouse. In front of it is a Kitty Trap card. Left of here is another red fairy. Also, near here is a chair you can break to get to the card under it. (Also, nearby are some boxes you can break to reveal a Mind Flayer card on the ground.) From the beginning, if you follow the path, you'll find a Deck Point. Nearby is a house where you need to break the boxes nearby to get to the chests behind it. Go up the stairs near this house and stop the mist from coming out of the well. There's a red fairy in the nearby tree stump. When leaving here, go straight along the path. There's a red fairy this way. The last well is also this way. After stopping the mist in all four, Gurd will give you a Basilisk card.

End of Level Cards: Hand of Pain (2), Running Bird (2), Sea Monk (2)

After Grenfoel Church, talk to Gurd for Lake Bestriel.

Lake Bestriel

Enemies: Fenril, Demon Skeleton, Maelstrom, Hydra, Elephant King

Red Fairies: 5

In the chests are: Crystal Rose (2), Dragon Knight (2), Rheebug, Running Bird, Giant Bee, Demon Skeleton, Siren, Kraken.

Right at the beginning is a red fairy. As you go along the path, you'll find another red fairy. (A bit past here, you'll need to climb up a ladder to get to a chest with a red fairy inside.) Past here is a Deck Point. (In the lower area nearby is a Unicorn card. On the upper area, there's a Fenril card in the bushes.) There's another Deck Point right after here for some reason. At the end of the path is another red fairy. Right before it, use 3 magic stones to make a bridge. There's a red fairy right after here. Use 4 magic stones to make another bridge. Now kill the Hydra. Use 5 magic stones to get to the chest with the Stone of Cleansing inside, then, make more bridges until you get to a statue. Give it the Stone of Cleansing to end the level.

End of Level Cards: Maelstrom (3), Demon Skeleton (2), Hydra (1)

In Ruh-Arok Temple, you can get to the secret fire area near the end if you have at least 20 fire cards.

Yalwog

Enemies: Red Dragon, Great Demon, Efreet, Wizard

Red Fairies: 4

In the chests are: Dark Raven, Efreet, Wizard, Blood Bush, Orc, Great Demon, Hand of Fire, Kitty Trap, Chimera, and Berserker.

Go forward from the entrance to find a red fairy. Anyway, the Phoenix isn't too far from here. You'll need to talk to it later. (There are three more red fairies you can find if you explore.) Anywhere, from where the Phoenix is, go along the path to the right and you'll find a Deck Point. Past here is another Deck Point. Past here, kill the Demon Fox, then, talk to the Phoenix to end the area. You'll get #81 Golden Phoenix card.

End of Level Cards: Efreet (3), Fire Gargoyle (2), Demon Fox (1)

In Ruh-Arok Temple, you can get to the secret wood area near the end if you have at least 20 wood cards.

Hupon-Jen

Enemies: Giant Bee, Ghost Armor, Evil Eye, Treant, White Tiger

Red Fairies: 5

In the chests are: Mandragora (2), Demon Hound, Giant Bee, Rheeбус, Ghost Armor, Caterpoker, Cockatrice, Treant, Unicorn, and Fenril.

There's a red fairy in the beginning. Anyway, in this area, just follow the path for a bit. Every time a door closes behind you, you have to fight some enemies before continuing. There are two Deck Points in this area. (Before the first Deck Point in the passageway is a mushroom. Press A for a red fairy.) Eventually, you'll make it to a dead end. Press A at the pillar to open some of the doors. (Near the pillar, there's a red fairy in the mushrooms.) Go back to the previous area and along the new path. (There's a red fairy here.) Eventually you'll find the White Tiger. (There's a red fairy in one of the paths leading to the White Tiger.) Kill the White Tiger to end the area. You'll get the #83 White Tiger card.

End of Level Cards: Trickster (3), Fenril (2), Unicorn (1)

In Ruh-Arok Temple, you can get to the secret earth area near the end if you have at least 20 earth cards.

Temple of Amentankh

Enemies: Juggernaut, Griffin, Zombie Dragon, Catpoblepas, Sphinx, Great Turtle

Red Fairies: 4

The cards in the chests are: Griffin, Sphinx, Behemoth, and Zombie Dragon.

There are four red fairies around this area. Anyway, you'll find the Necklace of the Pharaoh in a chest somewhere. On a higher level, you need to use it at this thing on a wall to open the doors. (Past the nearby door is a coffin with a Mummy card inside.) Return to the entrance (The original path is blocked, though, so you'll have to go another way.) and kill two Sphinxes and the Great Turtle. Then, you'll get the #45 Great Turtle card.

End of Level Cards: Catoblepas (3), Sphinx (2), Zombie Dragon (1)

In Ruh-Arok Temple, you can get to the secret water area near the end if you have at least 20 water cards.

Terjon Temple

Enemies: Dragon Knight, Ice Golem, Hand of Pain, Kraken

Red Fairies: 4

In the chests are: Water Bird, Vampire Bush, Maelstrom, Siren, Hand of Pain, Mind Flayer, Hydra, Demon Skeleton, Ice Golem, Sasquatch, and a red fairy.

There's also a red fairy on the lower right and upper right paths (that start near the Deck Point).

At the beginning is a red fairy. Right past here is a Deck Point. At the end of the four paths are switches. You have to go to them in a certain order: lower right path, upper right path, upper left path, and lower left path. The door near the Deck Point will open. Go through and talk to the Blue Dragon, then, kill the Kraken. You'll get the #69 Blue Dragon.

End of Level Cards: Vampire Bush (3), Wraith (2), Kraken (1)

5. Cards/Enemies

#1: Skeleton

Type: Independent

Attribute: Earth

Magic Stones: 1

Rating: 1 star

To Copy: 700 EXP

Transforms: 3000 EXP=#93 Demon Skeleton

4000 EXP=#35 Berserker

5000 EXP=#100 Steel Skeleton

About: This is just an ordinary independent creature. It's weak and moves slowly.

#2: Ghost Armor

Type: Weapon

Attribute: Wood

Magic Stones: 5

Rating: 2 stars

To Copy: 2000 EXP

Transforms: 2000 EXP=#101 Chaos Knight

About: This card can be used three times before it's discarded. Ghost Armor is pretty strong, but has a kind of narrow attack range.

#3: Red Dragon

Type: Summon

Attribute: Fire

Magic Stones: 14

Rating: 4 stars

To Copy: 5000 EXP

Transforms: 1000 EXP=#29 Zombie Dragon

About: The Red Dragon has a very strong fire attack. The enemy Red Dragon can also cause paralysis.

#4: Lizardman

Type: Weapon

Attribute: Earth

Magic Stones: 1

Rating: 1 star

To Copy: 700 EXP

Transforms: 1000 EXP=#78 Scythe Beast

3000 EXP=#71 Venom Lizard

6000 EXP=#3 Red Dragon

About: This card can be used three times before it's discarded. It's basically an ordinary weapon creature.

#5: Mandragora

Type: Independent

Attribute: Wood

Magic Stones: 1

Rating: 1 star

To Copy: 700 EXP

Transforms: 1000 EXP=#59 Archer Tree

2000 EXP=#79 Kitty Trap

5000 EXP=#50 MegaMandragora

About: The Mandragora hides in the ground, then, pops out and hurts nearby enemies.

#6: Elephant

Type: Summon

Attribute: Earth

Magic Stones: 4

Rating: 2 stars

To Copy: 2000 EXP

Transforms: 2000 EXP: #70 Griffin

2000 EXP=#103 Elephant King

About: The Elephant has a fairly short range attack.

#7: Red Lizard

Type: Weapon

Attribute: Fire

Magic Stones: 1
Rating: 1 star
To Copy: 700 EXP
Transforms: 2000 EXP=#63 Dragon Knight
3000 EXP=#39 Basilisk
6000 EXP=#3 Red Dragon
About: This card can be used three times before it's discarded.

#8: Unicorn
Type: Summon
Attribute: Wood
Magic Stones: 6
Rating: 3 stars
To Copy: 3500 EXP
Transforms: 700 EXP=#80 Night Mare
About: The Unicorn restores 50% HP and 1-5 cards.

#9: Hobgoblin
Type: Independent
Attribute: Fire
Magic Stones: 3
Rating: 1 star
To Copy: 700 EXP
Transforms: 3000 EXP=#92 Trickster
3000 EXP=#77 Goblin Lord
4000 EXP=#35 Berserker
About: The Hobgoblin is weak, but can cause poison.

#10: Sand Golem
Type: Independent
Attribute: Earth
Magic Stones: 5
Rating: 2 stars
To Copy: 1400 EXP
Transforms: 700 EXP=#30 Fire Golem
1400 EXP=#38 Behemoth
2100 EXP=#102 Decoy Pillar
About: As a card, the Sand Golem draws enemies to it. As an enemy, it can jump out of the ground and attack you.

#11: Jack-O-Lantern
Type: Summon
Attribute: Fire
Magic Stones: 11
Rating: 2 stars
To Copy: 2000 EXP
Transforms: 1000 EXP=#58 Will o' Wisp
1000 EXP=#13 Sand Worm
About: This card hurts anything, enemy or not. The enemy Jack-O-Lantern can breathe fire.

#12: Man Trap
Type: Independent
Attribute: Wood
Magic Stones: 3
Rating: 1 star
To Copy: 700 EXP
Transforms: 1000 EXP=Caterpoker
2000 EXP=#52 Crystal Rose
3000 EXP=Catoblepas

About: The Man Trap is just a weak independent creature.

#13: Sand Worm

Type: Summon

Attribute: Earth

Magic Stones: 7

Rating: 2 stars

To Copy: 2000 EXP

Transforms: 1000 EXP=#22 Kraken

About: This card fairly strong. The enemy Sand Worm can shoot sand at you.

#14: Mummy

Type: Weapon

Attribute: Earth

Magic Stones: 1

Rating: 1 star

To Copy: 1000 EXP

Transforms: 1000 EXP=Skeleton

1000 EXP=Ghoul

4000 EXP=#86 Sphinx

About: This card can be used two times before it's discarded.

#15: Cockatrice

Type: Weapon

Attribute: Wood

Magic Stones: 4

Rating: 2 stars

To Copy: 2000 EXP

Transforms: 1000 EXP=#70 Griffin

About: This card can be used two times before it's discarded. It can turn things to stone and sometimes can cause a lot of damage.

#16: Sasquatch

Type: Summon

Attribute: Water

Magic Stones: 6

Rating: 2 stars

To Copy: 2000 EXP

Transforms: 2000 EXP=#38 Behemoth

About: The Sasquatch just smacks things nearby.

#17: Wraith

Type: Summon

Attribute: Water

Magic Stones: 4

Rating: 1 star

To Copy: 1000 EXP

Transforms: 1000 EXP=#32 Giant Crab

1000 EXP=#33 Banshee

4000 EXP=#88 Puppet Master

About: The Wraith shoots ice. It may take a bit of practice to get the range right.

#18: Orc

Type: Weapon

Attribute: Fire

Magic Stones: 2

Rating: 1 star

To Copy: 700 EXP

Transforms: 1000 EXP=#9 Hobgoblin

3000 EXP=#67 Great Demon

4000 EXP=#35 Berserker

About: This card can be used two times before it's discarded. It has a very small range.

#19: Fairy

Type: Summon

Attribute: Water

Magic Stones: 3

Rating: 1 star

To Copy: 700 EXP

Transforms: 700 EXP=#49 Sea Monk

1400 EXP=#74 Siren

2800 EXP=#87 Water Bird

About: The Fairy heals 50% HP.

#20: Vampire Bush

Type: Independent

Attribute: Water

Magic Stones: 3

Rating: 2 stars

To Copy: 1400 EXP

Transforms: 700 EXP=#61 Blood Bush

700 EXP=#39 Basilisk

700 EXP=#90 Hand of Pain

About: The Vampire Bush sucks HP from anything nearby, enemy or not.

#21: Catoblepas

Type: Independent

Attribute: Earth

Magic Stones: 8

Rating: 2 stars

To Copy: 2000 EXP

Transforms: 1000 EXP=#82 Rheebeus

1000 EXP=#73 Hydra

About: This thing is immobile, but can turn things to stone.

#22: Kraken

Type: Weapon

Attribute: Water

Magic Stones: 6

Rating: 3 stars

To Copy: 3000 EXP

Transforms: 1000 EXP=#96 Mind Flayer

About: The Kraken is a strong weapon creature, and it can cause paralysis.

#23: Water Hopper

Type: Weapon

Attribute: Water

Magic Stones: 1

Rating: 2 stars

To Copy: 700 EXP

Transforms: 1000 EXP=#32 Giant Crab

1000 EXP=#36 Flying Ray

4000 EXP=#22 Kraken

About: The Water Hopper can cause paralysis and can restore a little bit of HP when it attacks. It can be used three times before the card is discarded.

#24: Fenril

Type: Summon

Attribute: Wood

Magic Stones: 9

Rating: 3 stars

To Copy: 4000 EXP

Transforms: 1000 EXP=#8 Unicorn

About: The card can damage all earth creatures. The enemy Fenril can cause paralysis.

#25: Lich

Type: Weapon

Attribute: Earth

Magic Stones: 5

Rating: 3 stars

To Copy: 4000 EXP

Transforms: 1000 EXP=#85 Vampire

About: This card can be used two times before it's discarded. It can also cause paralysis and petrification.

#26: Carbuncle

Type: Independent

Attribute: Earth

Magic Stones: 1

Rating: 1 star

To Copy: 1000 EXP

Transforms: 1000 EXP=#89 Plague Rat

1000 EXP=#65 Juggernaut

2000 EXP=#91 Whip Worm

About: The Carbuncle just spins around you.

#27: Flayer Spawn

Type: Summon

Attribute: Fire

Magic Stones: 1

Rating: 1 star

To Copy: 1000 EXP

Transforms: 1000 EXP=#19 Fairy

1000 EXP=#61 Blood Bush

1000 EXP=#41 Maelstrom

About: The Flayer Spawn can cause paralysis.

#28: Golden Goose

Type: Independent

Attribute: Neutral

Magic Stones: 8

Rating: 3 stars

To Copy: 5000 EXP

Transforms: 2000 EXP=#102 Decoy Pillar

About: The Golden Goose only runs away.

#29: Zombie Dragon

Type: Summon

Attribute: Earth

Magic Stones: 8

Rating: 3 stars

To Copy: 4000 EXP

Transforms: 5000 EXP=#99 Black Dragon

About: The Zombie Dragon has a wide range attack that can cause stone, paralysis, poison, and curse.

#30: Fire Golem

Type: Summon

Attribute: Fire

Magic Stones: 5

Rating: 2 stars

To Copy: 2000 EXP

Transforms: 1000 EXP=#17 Wraith

1000 EXP=#62 Efreet

2000 EXP=#97 Ice Golem

About: The card can put fire around you that will hurt enemies you touch. As an enemy, it can shoot things at you and attack if you get too close.

#31: Running Bird

Type: Independent

Attribute: Earth

Magic Stones: 5

Rating: 1 star

To Copy: 700 EXP

Transforms: 700 EXP=#46 Gold Butterfly

2100 EXP=#87 Water Bird

About: The Running Bird increases speed.

#32: Giant Crab

Type: Summon

Attribute: Water

Magic Stones: 5

Rating: 1 star

To Copy: 1000 EXP

Transforms: 1000 EXP=#4 Lizardman

1000 EXP=#23 Water Hopper

4000 EXP=#97 Ice Golem

About: The Giant Crab can cause stone.

#33: Banshee

Type: Weapon

Attribute: Wood

Magic Stones: 2

Rating: 2 stars

To Copy: 1500 EXP

Transforms: 1000 EXP=#7 Red Lizard

1000 EXP=#17 Wraith

3000 EXP=#96 Mind Flayer

About: This card can be used two times before it's discarded. The attack is strong and can go a good distance.

#34: Land Shark

Type: Independent

Attribute: Water

Magic Stones: 6

Rating: 1 star

To Copy: 1500 EXP

Transforms: 1000 EXP=#37 Demon Hound

1000 EXP #93 Demon Skeleton

About: The Land Shark is just an independent creature that jumps out of the ground and attacks.

#35: Berserker

Type: Independent

Attribute: Fire

Magic Stones: 7

Rating: 3 stars

To Copy: 4000 EXP

Transforms: 1000 EXP=#67 Great Demon

1000 EXP=#77 Goblin Lord

About: The Berserker attacks anything, enemy or not. Anything it attacks will also start attacking everything.

#36: Flying Ray

Type: Weapon

Attribute: Water

Magic Stones: 1

Rating: 1 star

To Copy: 700 EXP

Transforms: 1000 EXP=#23 Water Hopper

1000 EXP=#34 Land Shark

3000 EXP=#73 Hydra

About: This card can be used two times before it's discarded. As an enemy, it jumps out of the ground and attacks.

#37: Demon Hound

Type: Independent

Attribute: Wood

Magic Stones: 6

Rating: 1 star

To Copy: 1500 EXP

Transforms: 1000 EXP=#34 Land Shark

1000 EXP=#76 Chimera

About: The Demon Hound is a fairly fast independent creature.

#38: Behemoth

Type: Summon

Attribute: Earth

Magic Stones: 9

Rating: 3 stars

To Copy: 4000 EXP

Transforms: 1000 EXP=#86 Sphinx

About: The Behemoth can damage water creatures.

#39: Basilisk

Type: Weapon

Attribute: Water

Magic Stones: 3

Rating: 2 stars

To Copy: 2000 EXP

Transforms: 1000 EXP=#55 Dragonoid

1000 EXP=#20 Vampire Bush

3000 EXP=#99 Black Dragon

About: This card can be used two times before it's discarded. It can also cause stone.

#40: Mole Monster

Type: Independent

Attribute: Neutral

Magic Stones: 6

Rating: 3 stars

To Copy: 3000 EXP

Transforms: 1000 EXP=#95 Beelzabub

About: The card acts as a decoy; the enemy can turn you to stone.

#41: Maelstrom

Type: Independent

Attribute: Water

Magic Stones: 1

Rating: 2 stars

To Copy: 1500 EXP

Transforms: 1000 EXP=#27 Flayer Spawn

1000 EXP=#79 Kitty Trap

About: The Maelstrom is a trap creature. Supposedly, three at once do something special, but it never works when I try.

#42: Lycanthrope

Type: Summon

Attribute: Wood

Magic Stones: 5

Rating: 1 star

To Copy: 700 EXP

Transforms: 1000 EXP=Birdman

2000 EXP=#76 Chimera

5000 EXP=#24 Fenril

About: The Lycanthrope's just an ordinary summon creature.

#43: Sand Beetle

Type: Independent

Attribute: Earth

Magic Stones: 6

Rating: 1 star

To Copy: 1500 EXP

Transforms: 1000 EXP=#84 Venus Spider

1000 EXP=#92 Trickster

1000 EXP=#34 Land Shark

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

#44: Necromancer

Type: Summon

Attribute: Neutral

Magic Stones: 6

Rating: 3 stars

To Copy: 4000 EXP

Transforms: 1000 EXP=#25 Lich

About: The Necromancer hurts things nearby, unless a Skeleton is on the field, then it shoots skulls. The enemy is the same and can warp quickly.

#45: Great Turtle

Type: Independent

Attribute: Earth

Magic Stones: 20

Rating: 4 stars

To Copy: 5000 EXP

Transforms: 9999 EXP=#105 Doppelganger

About: The Great Turtle is immobile, but can shoot fireballs that do a lot of damage.

#46: Gold Butterfly

Type: Independent

Attribute: Earth

Magic Stones: 5

Rating: 1 star

To Copy: 700 EXP

Transforms: 700 EXP=#31 Running Bird

1000 EXP=#94 Caterpoker

About: The Gold Butterfly makes enemies slower.

#47: Ghoul

Type: Weapon

Attribute: Wood

Magic Stones: 1

Rating: 1 star

To Copy: 1000 EXP

Transforms: 1000 EXP=#14 Mummy

2000 EXP=#71 Venom Lizard

4000 EXP=#44 Necromancer

About: This card can be used two times before it's discarded. It can cause poison and paralysis.

#48: Treant

Type: Independent

Attribute: Wood

Magic Stones: 5

Rating: 1 star

To Copy: 700 EXP

Transforms: 2800 EXP=#50 MegaMandragora

About: The Treant raises defense.

#49: Sea Monk

Type: Summon

Attribute: Water

Magic Stones: 8

Rating: 1 star

To Copy: 1000 EXP

Transforms: 1000 EXP=Wizard

1000 EXP=Evil Eye

1000 EXP=Rheebus

About: The Sea Monk restores 1-5 cards.

#50: MegaMandragora

Type: Independent

Attribute: Wood

Magic Stones: 4

Rating: 3 stars

To Copy: 4000 EXP

Transforms: 1000 EXP=#48 Treant

About: The MegaMandragora pops out of the ground and hurts enemies in a wide range.

#51: Larval Fly

Type: Independent

Attribute: Water

Magic Stones: 5

Rating: 3 stars

To Copy: 1050 EXP

Transforms: 700 EXP=#54 Wizard

2100 EXP=#95 Beelzabub

About: The Larval Fly neutralizes the attributes of everything.

#52: Crystal Rose

Type: Weapon

Attribute: Water

Magic Stones: 4

Rating: 1 star

To Copy: 1500 EXP

Transforms: 1000 EXP=#12 Man Trap

1000 EXP=#48 Treant

3000 EXP=#97 Ice Golem

About: This card can be used two times before it's discarded. It can cause paralysis. The enemy can switch your controls and cause stone.

#53: Dark Raven

Type: Weapon

Attribute: Fire

Magic Stones: 1

Rating: 1 star

To Copy: 700 EXP

Transforms: 1000 EXP=Birdman

2000 EXP=Chimera

3000 EXP=#15 Cockatrice

About: This card can be used three times before it's discarded. The enemy is pretty fast.

#54: Wizard

Type: Independent

Attribute: Fire

Magic Stones: 5

Rating: 1 star

To Copy: 700 EXP

Transforms: 700 EXP=#51 Larval Fly

2800 EXP=#96 Mind Flayer

About: The Wizard boosts hitting power.

#55: Dragonoid

Type: Weapon

Attribute: Earth

Magic Stones: 4

Rating: 1 star

To Copy: 1500 EXP

Transforms: 3000 EXP=#29 Zombie Dragon

4000 EXP=#3 Red Dragon

4000 EXP=#99 Black Dragon

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

#56: Giant Bee

Type: Independent

Attribute: Wood

Magic Stones: 5

Rating: 2 stars

To Copy: 1500 EXP

Transforms: 700 EXP=#91 Whip Worm

2100 EXP=#88 Puppet Master

About: The Giant Bee doubles wood creatures' power and halves earth.

#57: Birdman

Type: Summon

Attribute: Wood

Magic Stones: 3

Rating: 1 star

To Copy: 700 EXP

Transforms: 1000 EXP=Lycanthrope

2000 EXP=#71 Siren

2000 EXP=#70 Griffin

About: The Birdman is just an ordinary Summon creature.

#58: Will o' Wisp

Type: Independent

Attribute: Fire

Magic Stones: 3

Rating: 1 star

To Copy: 1000 EXP

Transforms: 2000 EXP=#60 Stone Head

2000 EXP=#11 Jack-O-Lantern

4000 EXP=#50 MegaMandradora

About: The Will o' Wisp blows up when someone comes nearby and hurts anything within range.

#59: Archer Tree

Type: Summon

Attribute: Wood

Magic Stones: 4

Rating: 1 star

To Copy: 700 EXP

Transforms: 1000 EXP=#5 Mandragora

1000 EXP=#84 Venus Spider

1000 EXP=#48 Treant

About: The Archer Tree has long range, but bad aim. The enemy can cause poison.

#60: Stone Head

Type: Independent

Attribute: Fire

Magic Stones: 5

Rating: 2 stars

To Copy: 2000 EXP

Transforms: 1000 EXP=#10 Sand Golem

1000 EXP=#58 Will o' Wisp

1000 EXP=#65 Juggernaut

About: The card Stone Head smashes down on any enemy that comes beneath it; the enemy rolls around and is really annoying. Three at once causes an attack where a lot of stone heads come down and hit all the enemies pretty much.

#61: Blood Bush

Type: Summon

Attribute: Fire

Magic Stones: 4

Rating: 2 stars

To Copy: 1500 EXP

Transforms: 1000 EXP=#27 Flayer Spawn

10000 EXP=#20 Vampire Bush

1000 EXP=#75 Hand of Fire

About: The Blood Bush sucks out HP from an enemy and restores a little bit of your HP equal to the damage done. It can also cause poison.

#62: Efreet

Type: Weapon

Attribute: Fire

Magic Stones: 6

Rating: 2 stars

To Copy: 2000 EXP

Transforms: 1000 EXP=#67 Great Demon

About: This card can be used two times before it's discarded. It can shoot homing fireballs.

#63: Dragon Knight

Type: Weapon

Attribute: Water

Magic Stones: 3

Rating: 2 stars

To Copy: 1500 EXP

Transforms: 1000 EXP=Ghost Armor

3000 EXP=#101 Chaos Knight

About: This card can be used two times before it's discarded. It can cause poison, curse, and petrification.

#64: Demon Fox

Type: Summon

Attribute: Fire

Magic Stones: 9

Rating: 3 stars

To Copy: 5000 EXP

Transforms: 1000 EXP=#86 Sphinx

About: The card damages wood creatures. The enemy shoots nine homing fireballs.

#65: Juggernaut

Type: Independent

Attribute: Earth

Magic Stones: 5

Rating: 2 stars

To Copy: 1500 EXP

Transforms: 1000 EXP=#60 Stone Head

1000 EXP=#91 Whip Worm

About: The Juggernaut spins around you.

#66: Fire Gargoyle

Type: Summon

Attribute: Fire

Magic Stones: 8

Rating: 3 stars

To Copy: 3000 EXP

Transforms: 1000 EXP=#90 Hand of Pain

1000 EXP=#75 Hand of Fire

5000 EXP=#102 Decoy Pillar

About: The Fire Gargoyle causes petrification.

#67: Great Demon

Type: Weapon

Attribute: Fire

Magic Stones: 4

Rating: 2 stars

To Copy: 2000 EXP

Transforms: 1000 EXP=#40 Mole Monster

About: This card can be used two times before it's discarded.

#68: Evil Eye

Type: Independent

Attribute: Wood

Magic Stones: 5

Rating: 1 star

To Copy: 700 EXP

Transforms: 700 EXP=#49 Sea Monk

2100 EXP=#98 Cyclops

About: The Evil Eye cancels special damage conditions for your cards. The enemy also attacks.

#69: Blue Dragon

Type: Summon
Attribute: Water
Magic Stones: 20
Rating: 4 stars
To Copy: 5000 EXP
Transforms: 9999 EXP=#105 Doppelganger
About: The Blue Dragon restores all cards and HP.

#70: Griffin
Type: Independent
Attribute: Earth
Magic Stones: 5
Rating: 2 stars
To Copy: 1050 EXP
Transforms: 700 EXP=#6 Elephant
700 EXP=#15 Cockatrice
About: The Griffin doubles the power of earth creatures and halves water. The enemy also has a tornado attack.

#71: Venom Lizard
Type: Weapon
Attribute: Wood
Magic Stones: 2
Rating: 2 stars
To Copy: 2000 EXP
Transforms: 1000 EXP=#47 Ghoul
1000 EXP=#55 Dragonoid
2000 EXP=#29 Zombie Dragon
About: This card can be used four times before it's discarded. It can also cause poison.

#72: Tiger Mage
Type: Independent
Attribute: Fire
Magic Stones: 5
Rating: 2 stars
To Copy: 2000 EXP
Transforms: 2000 EXP=#86 Sphinx
About: The Tiger Mage halves the magic stones that are used. The enemy seems to heal when it hurts things.

#73: Hydra
Type: Independent
Attribute: Water
Magic Stones: 11
Rating: 2 stars
To Copy: 2000 EXP
Transforms: 1000 EXP=#29 Zombie Dragon
About: The Hydra hurts everything slowly with a poison mist.

#74: Siren
Type: Independent
Attribute: Water
Magic Stones: 4
Rating: 2 stars
To Copy: 1500 EXP
Transforms: 1000 EXP=#53 Dark Raven
1000 EXP=#73 Hydra
1000 EXP=#80 Night Mare
About: The Siren hurts anything nearby.

#75: Hand of Fire

Type: Independent

Attribute: Fire

Magic Stones: 5

Rating: 2 stars

To Copy: 1050 EXP

Transforms: 700 EXP=#90 Hand of Pain

2100 EXP=#96 Mind Flayer

About: The card can double the power of fire creatures and halves wood. The enemy attacks and cause paralysis.

#76: Chimera

Type: Summon

Attribute: Fire

Magic Stones: 6

Rating: 2 stars

To Copy: 1500 EXP

Transforms: 1000 EXP=#37 Demon Hound

1000 EXP=#62 Efreet

About: The Chimera charges straight forward, hurting any enemy in its path. The enemy can cause curse.

#77: Goblin Lord

Type: Independent

Attribute: Neutral

Magic Stones: 7

Rating: 2 stars

To Copy: 1400 EXP

Transforms: 1400 EXP=#100 Steel Skeleton

About: The Goblin Lord drops magic stones.

#78: Scythe Beast

Type: Weapon

Attribute: Wood

Magic Stones: 1

Rating: 1 star

To Copy: 1000 EXP

Transforms: 1000 EXP=#33 Banshee

1000 EXP=#79 Kitty Trap

2000 EXP=#67 Great Demon

About: This card can be used five times before it's discarded.

#79: Kitty Trap

Type: Independent

Attribute: Fire

Magic Stones: 2

Rating: 2 stars

To Copy: 1500 EXP

Transforms: 1000 EXP=#78 Scythe Beast

1000 EXP#41 Maelstrom

About: I hope you've figured out this is a trap creature. Anyway, three at once causes them to make a bigger explosion of fire.

#80: Night Mare

Type: Independent

Attribute: Neutral

Magic Stones: 7

Rating: 2 stars

To Copy: 1500 EXP

Transforms: 3000 EXP=#101 Chaos Knight

About: The Night Mare has poison breath. It moves very slowly.

#81: Golden Phoenix

Type: Independent

Attribute: Fire

Magic Stones: 20

Rating: 4 stars

To Copy: 5000 EXP

Transforms: 9999 EXP=#105 Doppelganger

About: The Golden Phoenix absorbs all damage to your side, though it doesn't last long.

#82: Rheebus

Type: Summon

Attribute: Wood

Magic Stones: 3

Rating: 1 star

To Copy: 700 EXP

Transforms: 1400 EXP=#21 Catoblepas

2800 EXP=#95 Beelzabub

About: The Rheebus heals 30% HP and restores 1-2 cards.

#83: White Tiger

Type: Summon

Attribute: Wood

Magic Stones: 20

Rating: 4 stars

To Copy: 5000 EXP

Transforms: 9999 EXP=#105 Doppelganger

About: The White Tiger is very strong. (And I've seen it kill all water creatures before.)

#84: Venus Spider

Type: Summon

Attribute: Earth

Magic Stones: 3

Rating: 1 star

To Copy: 1000 EXP

Transforms: 1000 EXP=#43 Sand Beetle

1000 EXP=#59 Archer Tree

4000 EXP=#86 Sphinx

About: The Venus Spider shoots a web. The card can cause poisoning and paralysis. The enemy can cause slowed movement.

#85: Vampire

Type: Summon

Attribute: Neutral

Magic Stones: 8

Rating: 3 stars

To Copy: 4000 EXP

Transforms: 1000 EXP=#100 Steel Skeleton

About: The card can kill anything. The enemy can cause poison, paralysis, and curse.

#86: Sphinx

Type: Weapon

Attribute: Earth

Magic Stones: 8

Rating: 3 stars

To Copy: 4000 EXP

Transforms: 1000 EXP=#72 Tiger Mage

1000 EXP=#103 Elephant King

About: This card can be used one time before it's discarded. It's very strong and can cause paralysis.

#87: Water Bird

Type: Summon

Attribute: Water

Magic Stones: 7

Rating: 2 stars

To Copy: 1050 EXP

Transforms: 700 EXP=#31 Running Bird

700 EXP=#8 Unicorn

About: The Water Bird restores 100% HP.

#88: Puppet Master

Type: Summon

Attribute: Neutral

Magic Stones: 7

Rating: 3 stars

To Copy: 4000 EXP

Transforms: 1000 EXP=#85 Vampire

About: The Puppet Master can cause charm anything, enemy or not. After using it, your controls will be switched for a short time.

#89: Plague Rat

Type: Independent

Attribute: Earth

Magic Stones: 4

Rating: 1 star

To Copy: 700 EXP

Transforms: 700 EXP=#26 Carbuncle

700 EXP=#56 Giant Bee

1400 EXP=#6 Elephant

About: The Plague Rat is really weak and hardly ever does anything. It can cause poison and is best with another poison-causing creature.

#90: Hand of Pain

Type: Independent

Attribute: Water

Magic Stones: 5

Rating: 2 stars

To Copy: 1050 EXP

Transforms: 700 EXP=#75 Hand of Fire

700 EXP=#16 Sasquatch

About: The Hand of Pain doubles water power and halves fire. The card doesn't attack.

#91: Whip Worm

Type: Independent

Attribute: Wood

Magic Stones: 3

Rating: 2 stars

To Copy: 3000 EXP

Transforms: 1000 EXP=#56 Giant Bee

1000 EXP=#65 Juggernaut

About: The Whip Worm spins around you.

#92: Trickster

Type: Independent

Attribute: Wood

Magic Stones: 7

Rating: 2 stars

To Copy: 2000 EXP

Transforms: 1000 EXP=#18 Orc

1000 EXP=#37 Demon Hound

1000 EXP=#16 Sasquatch

About: The card can cause any special conditions. All the enemy can do is paralysis.

#93: Demon Skeleton

Type: Independent

Attribute: Water

Magic Stones: 9

Rating: 2 stars

To Copy: 2000 EXP

Transforms: 1000 EXP=#63 Dragon Knight

About: The Demon Skeleton is just a faster skeleton.

#94: Caterpoker

Type: Independent

Attribute: Wood

Magic Stones: 6

Rating: 1 star

To Copy: 1000 EXP

Transforms: 1000 EXP=#46 Gold Butterfly

5000 EXP=#102 Decoy Pillar

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

#95: Beelzabub

Type: Independent

Attribute: Neutral

Magic Stones: 9

Rating: 3 stars

To Copy: 4000 EXP

Transforms: 1000 EXP=#40 Mole Monster

About: This thing neutralizes attributes and raises the offense of both friends and enemies. The enemy can also use a few powerful attacks.

#96: Mind Flayer

Type: Summon

Attribute: Water

Magic Stones: 18

Rating: 3 stars

To Copy: 4000 EXP

Transforms: 1000 EXP=#22 Kraken

About: The card restores 5-10 cards, and the enemy can cause paralysis and slowed movement.

#97: Ice Golem

Type: Summon

Attribute: Water

Magic Stones: 9

Rating: 3 stars

To Copy: 4000 EXP

Transforms: 1000 EXP=#10 Sand Golem

1000 EXP=#24 Fenril

About: The card damages fire creatures, and the enemy can cause paralysis.

#98: Cyclops

Type: Independent

Attribute: Earth

Magic Stones: 5

Rating: 3 stars

To Copy: 2100 EXP

Transforms: 700 EXP=#68 Evil Eye

About: The Cyclops lets all friend creatures cause conditional damage (like poison). The enemy also can cause curse.

#99: Black Dragon

Type: Independent

Attribute: Neutral

Magic Stones: 16

Rating: 4 stars

To Copy: 5000 EXP

Transforms: 1000 EXP=#85 Vampire

About: The Black Dragon is very powerful, but any damage it takes is also done to you.

#100: Steel Skeleton

Type: Independent

Attribute: Neutral

Magic Stones: 12

Rating: 3 stars

To Copy: 4000 EXP

Transforms: 1000 EXP=#77 Goblin Lord

About: The card can cause death or petrification; the enemy can death or stone.

#101: Chaos Knight

Type: Weapon

Attribute: Neutral

Magic Stones: 7

Rating: 3 stars

To Copy: 4000 EXP

Transforms: 1000 EXP=#80 Night Mare

About: The Chaos Knight is very strong and can be used two times before the card is discarded.

#102: Decoy Pillar

Type: Independent

Attribute: Fire

Magic Stones: 3

Rating: 4 stars

To Copy: 3500 EXP

Transforms: 700 EXP=#66 Fire Gargoyle

700 EXP=#25 Lich

About: It's a decoy, fool!

#103: Elephant King

Type: Summon

Attribute: Earth

Magic Stones: 8

Rating: 3 stars

To Copy: 4000 EXP

Transforms: 5000 EXP=#64 Demon Fox

About: The Elephant King is just a big, extra strong Elephant.

#104: God of Destruction

Type: Summon

Attribute: Neutral

Magic Stones: 26

Rating: 4 stars

To Copy: 9999 EXP

Transforms: 9999 EXP=#105 Doppelganger

About: The God of Destruction brings enemies, your cards, and yourself to 1 HP.
The enemy is explained in the walkthrough.

#105: Doppelganger

Type: Independent

Attribute: Neutral

Magic Stones: 10

Rating: 4 stars

To Copy: 9999 EXP

Transforms: 9999 EXP=#104 God of Destruction

About: The Doppelganger kills thing first thing it touches.

6. Red Fairy Locations

Blessoon

#1: When you first talk to Alexander.

#2: Near Alexander's tent.

#3: In a crate behind Alexander's tent.

#4: Past blocked path northwest of Alexander.

#5: Same area as #4.

#6: In a bed in the same area as #4 and #5.

Burial Grounds

#7: In a chest.

#8: In a gravestone near the beginning.

#9: Farther along path from #7.

#10: In a well, farther along path from #8.

#11: Farther along the path from #10 is a short path to the left where the fairy is.

#12: Near #11.

Shayel Passage

#13: Straight ahead from the beginning.

#14: Near #13.

#15: Left of #13 and #14 near south wall.

#16: Up some steps, past #15.

#17: In rubble, shortly after first Deck Point.

#18: A little bit before exit, in some rubble.

The Castle Grayl

#19: Forward from the beginning.

#20: In some rubble in the room where you fought Helena.

#21: In some rubble in the room where you fought Helena.

Bridge of Sarvan

#22: Forward from beginning.

#23: Near right bridge controls.

#24: Near left bridge controls.

#25: Past bridge controls, down some stairs to the left.

The Yyprek Mines

#26: In mine cart at beginning.

#27: Farther along path from #26.

#28: A little bit after the soldier's first stop.

#29: A little bit after the soldier's third stop.

#30: A little bit after the soldier's third stop, in a nearby path, in some mining supplies.

Bernden Field

- #31: Near the beginning.
- #32: In area after first gate.
- #33: In area where Zombie Dragon is.
- #34: In a short dead end near where the Zombie Dragon is.
- #35: Near #34.

Castle of Wyht

- #36: Left of the entrance.
- #37: On second floor.
- #38: In last room, go to a small room to the left. Go through the fireplace to find a chest with the red fairy inside.

Grenfoel Church

- #39: Somewhere in the church.
- #40: Somewhere in the church.
- #41: Somewhere in the church.
- #42: Farther on and to the right, fight some enemies and break the railing around the chest. Open it for sheet music, then, play the organ. The fairy is in the secret room that is opened up.
- #43: With #42.

Mt. Jardunn

- #44: Somewhere in the area.
- #45: Somewhere in the area.
- #46: Somewhere in the area.

Ruh-Arok Temple

- #47: At the beginning.
- #48: Along the path to the right of the entrance.
- #49: After the first door, in one of the holes in the floor.
- #50: In a hole in the same room as #49.
- #51: Right after floating blocks.
- #52: In a hole in the floor near #51.
- #53: In a hole in the floor near #51.
- #54: Past #51.
- #55: Near #54.

Broch Black

- #56: At the beginning.
- #57: Farther along the path from #56.
- #58: In a chest near the chest with the Stone of Darkness in it.
- #59: Near the end, before the dragon head.

Dahl-Nok Valley

- #60: Past where the bridge falls.
- #61: After climbing down the first ladder, go left to find the red fairy.
- #62: To the left of the Deck Point.
- #63: Around beehive #5, in a stump.
- #64: A little bit before the end in a tree stump (near chest behind trees).

Gromtull Desert

- #65: In a chest near the beginning.
- #66: A bit past entrance.
- #67: Near an oasis.

Rohbach

#68: Left of beginning.
#69: In a sled to the left of the beginning.
#70: In a sled at the frozen lake.
#71: On frozen lake.
#72: A bit before the first bit tree (where the Sasquatch comes).

Lumsted

#73: In a chest.
#74: Forward from beginning near a house.
#75: To the right is a well. In a nearby tree stump is a red fairy.
#76: Left of cemetery.
#77: To left of beginning is a well up some stairs. In a nearby tree stump is a red fairy.
#78: Straight along the path when leaving from #77.

Lake Bestriel

#79: At the beginning.
#80: Farther along the path from #79.
#81: Farther along the path from #80 in a chest you get to by climbing up a ladder.
#82: At the end of the path (before making the bridges with the magic stones).
#83: Past the first bridge made by a magic stone.

Yalwog

#84: Forward from beginning.
#85: Somewhere in the area.
#86: Somewhere past the first Deck Point.
#87: Right before where you fight the Demon Fox.

Hupon-Jen

#88: At the beginning.
#89: In a mushroom in the pathway before the first Deck Point.
#90: In a mushroom near the pillar that opens the doors.
#91: In a newly opened path after you touch the pillar.
#92: On a path near where the White Tiger is.

Temple of Amentankh

#93: Somewhere in the area.
#94: Somewhere in the area.
#95: Somewhere in the area.
#96: Somewhere in the area.

Terjon Temple

#97: In a chest.
#98: At the beginning.
#99: On the lower right path.
#100: On the upper right path.

7. The Fairy House

5=#66 Fire Gargoyle
10=#33 Banshee
20=#60 Stone Head
30=#91 Whip Worm
50=#77 Goblin Lord
70=#50 MegaMandragora
80=#101 Chaos Knight
90=#100 Steek Skeleton
100=#105 Doppelganger

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