

Lost Kingdoms Card/Boss/Combo FAQ (w/ MysticWeirdo)

by zeldafannow

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Lost Kingdoms Card, boss, and Combo Collection Guide Version 1.30

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I. Introduction

We are zeldafannow and MysticWeirdo also known by our real names
Mats Andersson and Warren Grieder.

This is the second guide that we have written together.

We have previous written a guide for the Card, Item and Combo
Collections in the Lost Kingdoms 2, and noticed that this game lacked
a similar list for the card locations, so we decide to fill that
void.

the link for the GameFAQs version:

http://db.gamefaqs.com/console/gamecube/file/lost_kingdoms_ii_card.txt

And IGN:

<http://faqs.ign.com/articles/490/490766p1.html>

II. Version History

Version 1.30, August 1, 2005 10:13 GMT-6 (DST). Tip added.

Version 1.20, April 23 2005 9:05 GMT-6 (DST) Copyright updated.
Combo added

Version 1.19, sep 05 2004 22:00 GMT+1
<zeldafannow>some corrections in legal, contacts & intro

Version 1.1811, Jun 19 2004 22:40 GMT+1
<zeldafannow>VERY minor correction in title

Version 1.181, Jun 03 2004 19:44 GMT-6 DST
<MystiWeirdo>Added Ranking info received from Gabman v2.

Version 1.171, May 24 2004 21:10 GMT+1 DST
<zeldafannow> added the characters section.

Version 1.061, May 21 2004 12:52 GMT+1 DST
<zeldafannow> Corected the version history of the last update

Version 1.06, May 20 2004 7:41 GMT-06 DST
<MysticWeirdo> Added effect for the Maelstrom combo and
the Whip Worm capture in Savran.

Version 1.05, Mar 24 2004 16:10 GMT+1
<zeldafannow> added the ascii (thanks osrevad)

Version 1.03, Mar 20 2004 16:10 GMT+1
<zeldafannow> Finished the links.

Version 1.02, Mar 13 2004 7:33 GMT-06
<MysticWeirdo> Due to the number of viruses being sent to us our email
addresses have been obscured in the contacts.

Version 1.01, Mar 08 2004 12:28 GMT-06
Minor update to Legal.

Version 1.00, Mar 08 2004 9:05 GMT-06
<MysticWeirdo>

Finished adding chest locations to main cardlist.

Version 0.98, Mar 07 2004 21:53 GMT-06

<MysticWeirdo>

Finished adding card shop cards to main card list.

Finished adding automatic rewards to the main card list.

Finished adding red fairy rewards to the main card list.

Finished adding upgrades to the main card list.

Finished adding bonus draw cards to main list.

Finished adding capturables to main card list.

Finished adding special task to main card list.

Fixed some typos.

Version 0.96, Mar 07 2004 17:22 GMT+01

<zeldafannow>

Added the copy and upgrade list.

Version 0.76, Mar 01 2004 18:07 GMT+01

<zeldafannow>

Added a special in Grenfoel Church.

Version 0.75, Feb 29 2004 11:41 GMT-06

<MysticWeirdo>

Included complete list of card shop cards.

Include requirements to access Hupon-Jen, Yalwog, Terjon Temple,
and Temple of Amentankh.

Version 0.73, Feb 29 2004 10:00 GMT+01

<zeldafannow>

Corrected some typos.

Added some Bosses.

Added Elephant King in the capture list for Lake Bestrial.

Version 0.70, Feb 28 2004 22:00 GMT-06:

<MysticWeirdo>

Finished capture section.

Finished bonus draw section.

Added specials for Lake Bestrial.

Added specials for Temple of Amentankh.

Finished Red Fairy rewards.

Finished Chest Locations.

Finished Card Shop Selections.

Version 0.63, Feb 28 2004 16:22 GMT+01:

<zeldafannow>

Added some special Tasks in Lumsted.

Added the Non-Restoreable cards section as well as Cards gotten by
Defeating enemies.

Added Rank List

Added the stuff for Bernden Field.

Added the Reward for 50 Fairies.

Added the stuff for Castle of Wyht.

Added the stuff for Grenfoel Church.

Version 0.49, Feb 27 2004 15:05 GMT-06:

<MysticWeirdo>

Some minor typographical corrections.

Version 0.48, Feb 27 2004 14:30 GMT-06:

<MysticWeirdo>

Finished Savran Bridge, Lumsted, card shop selection 5 and 6.

Version 0.45, Feb 27 2004 19:38 GMT+01:

<zeldafannow>

Finished the Yyprek Mines section.
changed some of the lines in the legal section.

Version 0.40, Feb 26 2004 14:07 GMT+01:

<zeldafannow>

Added a little in the credits and legal sections.
Added Rohbach to the sections.
Added the Red Fairy reward for 30 Fairies.
Changed from Notepad to FAQ Writer.

Version 0.35, Feb 25 2004 08:28 GMT+01:

<zeldafannow>

Added three Card selections for the shop.
Added Banshee, Scythe Beast, and changed Little for Flayer spawn in the Capture list.
Corrected the miss in Special Tasks
Corrected a typo.

Version 0.27, Feb 24 2004 11:26 GMT+01:

<zeldafannow>

Finished the Castle Grayl Stuff.
Added the Gromtull Desert Chest List.

Version 0.22, Feb 23 2004 18:50 GMT+01:

<zeldafannow>

Added Sand Beetle to the Special Tasks list.
Added the gromtull desert capture list.
Added the reward for 10 and 20 Fairies.
Added some rare cards in Plains of Rowahl, Blessoon, and Dahl nok Valley. corrected a typo of my own.
Added a link to the other guide (GameFAQs version).
Added a Formula for Stars to Cards.
Finished the section for Burial Grounds
Finished the section for Shayel passage

Version 0.13, Feb 22 2004 22:24 GMT-06:

<MysticWeirdo>

Redid introduction, and corrected a few typos. Wrote starting cards sections. Wrote chests, bonus cards, capturing, and bosses for Alanjeh Castle, Plains of Rowahl, Blessoon, and Dal Nok Valley. Wrote first card shop selection. Added special tasks in Plains of Rowahl, Blessoon and Dal Nok Valley. Included the first red fairy reward.

Version 0.10, Feb 22 2004 22:39 GMT+01:

<zeldafannow>

the start of this guide. made the sections, wrote how to acquire cards, added three combos, Added the legal stuff and the credits.

III. Ways to Acquire Cards

There are several ways that cards are obtained in Lost Kingdoms. You

are given some cards to start the game, some are found in chests, some are purchased from the card shop. Some cards will be acquired by upgrading other cards at the card shop. A few cards will be automatic rewards for defeating certain enemies, collecting red fairies, or performing other tasks.

When you complete a level you may be able to draw some cards in the end of level bonus draws, where the number of cards drawn is base on your rating for the level. The ratings range from 0 to 5 stars depending on how well you did. Some cards need to be captured. A formula for Stars to Cards is found below.

star = card(s)
0-0 = 0
1-2 = 1
3-4 = 2
5-5 = 3

III.i Non-restorable Cards

Hupon-Jen:

White tiger

Yalwog:

Golde Phoenix

Terjon Temple:

Blue Dragon

Temple of Amentankh:

Great Turtle

Fairy House:

Doppelganger

Broch Black:

God of Destruction

III.ii Starting Cards

You are given 7 different cards (16 cards counting duplicates) to start the game. The cards are:

- 004 Lizardman
- 012 Man Trap
- 019 Fairy
- 042 Lycanthrope
- 053 Dark Raven
- 057 Birdman
- 063 Dragon Knight

III.iii Card Shop

Selection 1: Available after the Plains of Rowahl

- Hobgoblin 6
- Dark Raven 15
- Man Trap 30

Flying Ray 30
Lizardman 30
Mandrogora 45
Red Lizard 45
Birdman 60
Giant Crab 120
Fairy 240

Selection 2: Available after 5 missions cleared.

Dark Raven 15
Flying Ray 30
Skeleton 30
Mandragora 45
Red Lizard 45
Archer Tree 60
Wraith 120
Wizard 240
Fairy 240
Sand Golem 300

Selection 3: Available after 7 cleared missions

Skeleton 30
Water Hopper 45
Orc 75
Flayer spawn 90
Giant Crab 120
Scythe Beast 120
Treant 240
Wizard 240
Fairy 240
Sand Beetle 480

Selection 4: Available after 8 missions cleared.

Scythe Beast 120
Will o' wisp 150
Treant 240
Fairy 240
Running bird 240
Land shark 270
Dragonoid 300
Demon Hound 360
Sand Worm 600
Chimera 690

Selection 5: Available after 10 missions cleared and Kendarie Castle cutscene viewed.

Fairy 240
Running Bird 240
Caterpoker 240
Dragon Knight 270
Dragonoid 300
Demon Hound 360
Fire Golem 570
Sasquatch 750
Cockatrice 750
Tiger mage 1800

Selection 6: Available after 12 missions cleared

Fairy 240
Caterpoker 240
Dragon Knight 270
Giant Bee 450
Jack-O-Lantern 750
Juggernaut 750
Cockatrice 750
Elephant 1140
Catoblepas 1200
Tiger Mage 1800

Selection 7: Available after 14 missions cleared.

Plague Rat 60
Fairy 240
Dragon Knight 270
Evil Eye 300
Berserker 540
Stone Head 630
Great Demon 720
Demon Skeleton 1200
Hydra 1500
Tiger Mage 1800

Selection 8: Available after 15 missions cleared.

Fairy 240
Kitty Trap 450
Hand of Pain 450
Siren 480
Great Demon 720
Ghost Armor 720
Juggernaut 750
Catoblepas 1200
Demon Skeleton 1200
Ice Golem 2100

Selection 9: Available after 17 missions cleared.

Fairy 240
Ghost Armor 720
Cockatrice 750
Mole Monster 999
Demon Skeleton 1200
Night Mare 1800
Tiger Mage 1800
Efreet 2100
Elephant King 3000
Mind Flayer 3600

Selection 10: Available after 22 missions cleared.

Fairy 240
Beelzebub 1800
Efreet 2100
Demon fox 2100
Fenril 2100
Ice Golem 2100
Behemoth 2400
Vampire 2700

Elephant King 3000
Mind Flayer 3600

After finishing the game all previously offered cards are available again:

Archer Tree 60
Beelzebub 1800
Behemoth 2400
Berserker 540
Birdman 60
Caterpoker 240
Catoblepas 1200
Chimera 690
Cockatrice 750
Dark Raven 15
Demon Hound 360
Demon Skeleton 1200
Demon fox 2100
Dragon Knight 270
Dragonoid 300
Efreet 2100
Elephant 1140
Elephant King 3000
Evil Eye 300
Fairy 240
Fenril 2100
Fire Golem 570
Flayer spawn 90
Flying Ray 30
Ghost Armor 720
Giant Bee 450
Giant Crab 120
Great Demon 720
Hand of Pain 450
Hobgoblin 6
Hydra 1500
Ice Golem 2100
Jack-O-Lantern 750
Juggernaught 750
Kitty Trap 405
Land Shark 270
Lizardman 30
Man Trap 30
Mandragora 45
Mind Flayer 3600
Mole Monster 999
Night Mare 1800
Orc 75
Plague Rat 60
Red Lizard 45
Running Bird 240
Sand Beetle 480
Sand Golem 300
Sand Worm 600
Sasquatch 750
Scythe Beast 120
Siren 480
Skeleton 30
Stone Head 630

Tiger Mage 1800
Treant 240
Vampire 2700
Water Hopper 45
Will o' wisp 150
Wizard 240
Wraith 120

III.iv Chests

There are chests scattered through the various levels in the game.
When opened they yield either a card or special items.

Alanjeh Castle:

There's only one chest in this level which contains the runestone and gives you access to the starting cards. Head down the hall from the throne room and turn right to find the chest in the room at the end of the hall.

Plains of Rowahl:

Hobgoblin: Get from the chest in the dead end left fork at the start of the path.

Hobgoblin: Get from the chest in the campsite to the right of the second battle.

Man Trap: Get from the chest by the fence blocking the path between the two stones.

Dark Raven: Get from the chest just before the goblin fort.

Mandragora: Get from the chest just past the goblin fort.

Blessoon:

Hobgoblin: Get from the chest near the capstan that to the left and before the first turn in the main path.

Plague Rat: Get from the chest near the table with the well cleaning instructions.

Skeleton, Lizardman: Get from the chests near the gate.

Skeleton: Get from the chest near the valve.

Mummy: Get from the chest block by barrels near the first turn in the main path.

Lizardman: Get from the chests in the corner of Alexander's camp.

Dark Raven (2) and Sea Monk: Get from the chests just past Alexander's camp.

Carbuncle, lycanthrope: Get from the chests in the far corner of the area blocked by barrels past Alexander's camp.

Dahl Nok Valley:

Orc: Get from chest near first beehive

Ghoul: Get from chest in area before the ladder down to the river.

Hobgoblin, Mantrap: Get from the chests by the river near the ladder.

Skeleton: Get from the chests by the river near the downstream rock dam.

Orc, Mantrap: Get from the chest halfway down the second left after climb back up from the river.

Venus Spider: After defeating the cockatrices, get from the chest near the deck point.

Cockatrice: After defeating the cockatrices, get from the chest near the far side of the broken bridge.

Gromtull desert:

Red Fairy: Between the stone arches near the first sand worm

Mummy x 2: Chests in corner past 1st sand worm

Skeleton: corner just before 2nd sand worm

Sand Beetle, Mummy: Chest outside of vault

Fairy: By Deck Point at oasis

Sea Monk, Scythe Beast x 2: Deck point by columns

Lycanthrope: corner of column area

Carbuncle x2, Crystal Rose: in vault opened with the switches by the oasis, cacti need to be destroy to get last two switches.

Burial Grounds:

skeleton: to the left after the second gate.

skeleton: near the well after the second gate.

Red Fairy, Wraith: after the third gate is 2 visible chests.

Mummy: to the left of the fourth and last gate.

Fairy, Ghoul, Dark Raven: near the four colored stones at the end is three Chests.

Shayel Passage:

Dragonoid: in the passage on the right under the bridge.

Carbuncle, Maelstrom: turn left then right after the right passage.

Skeleton x2 , Sea Monk: by the "Water your step sign" on the upper path

Ghoul, Mummy: by the grate at the sewer waters source on the upper path

Venus spider, skeleton, lizardman: by the second deck point on the upper path

Castle Grayl:

Mind Flayer: after the two red Lizards, check the spear armor and then go back to the spear armor near were the Lizards were.

Mummy, Red Lizard: right in the path.

Wizard: in the passage before the staircase.

Red Lizard x 2, Will o' wisp: near the Deck Point before the stairs.

Grayl Runestone: in the throne room at the end of the level.

Rohbach:

Giant Crab x 2: follow the left path to the third curve.

Flying Ray: follow the left path to the frozen lake and turn right.

Fairy, Land Shark: on the left side of the frozen lake.

Hobgoblin x 3: fall down to the path below the right side of the lake.

Sand Beetle, Elephant: follow the path you are on from the Hobgoblins or the lake. *NOTE: not up the hill*

Giant Crab x 2, Carbuncle: up the hill

Savran:

Gold Butterfly: by first statue.

Sea Monk: before drawbridge.

Mind Flayer: solve the drawbridge puzzle.
(sorry I didn't write down the solution.)

Carbuncle: past drawbridge.

Sand Golem, Crystal Rose: Go down stairs to left before the second statues and go under the bridge.

Siren: By the second statue.

Yyprek Mines:

Carbuncle: go to the right after the first turn.

Stone Head: do NOT follow the Knight at the start, go down a dead end passage to the right.

Caterpoker: in the left section of the first Coward Knight Arena.

Caterpoker: to the left after the closed shortcut wall.

Carbuncle: to the right after passing the closed shortcut wall.

Will o' Wisp: to the left after passing the turn to the carbuncle.

Jack-O-Lantern: follow the path past the deck point.

Rheebus, Caterpoker x 2: near the deck point.

Kendarie Runestone: after the boss.

Lumsted:

Wizard: At the gate behind you when you start.

Treant: By the building ahead of where you start.

Evil Eye: by the stairs to the right to the start.

Dragon Knight x 2: By the church near the deck point.

Gold Butterfly: By the other building near the deck point.

Catoblepas, Tiger Mage: Behind the building and crates.

Hand of pain, Kitty Trap: behind the building at the top of the stairs.

Stone Head: Near the well by the fence.

There a red fairy in the chest in the graveyard.

Bernden Field:

Wizard, Dragon Knight: in the right corner of the first field.

Crystal Rose, Jack-O-Lantern, Stone Head: in the passage to the right in the second field.

Rheebus: In the corner of the second field

Archer Tree, Dragon Knight: on the path to the end.

Archer Tree, Sea Monk, Dragon Knight: near the end.

Castle of Wyht:

Ghost Armor, Cockatrice: in the elevator room to the right.

Ghost Armor, Mind Flayer: in the elevator room to the left.

Jack-O-Lantern: in the room to the left on the second floor.

Red Fairy, Fenril: in the prince's bedroom

Grenfoel Church:

Wizard: To the right of the entrance.

Red, Green, Blue, Yellow Candles: near the walls in the hallway.

old sheet music: in the right part of the Church.

Treant: in the left part of the Church

Wyht Runestone: In library at end of hallway opened by using the four candles.

Lake Bestriel:

Crystal Rose: by the arches

Rheebus, Running bird: behind the stone wall.

(red fairy): upstairs on the ruined building.

Crystal Rose: near the ruined building.

Giant Bee, Demon Skeleton: In the second corner

Dragon Knight x 2, Siren: By first magic stone bridge.

Kraken: By the falls on the opposite side from the entrance.

Siren x 2, Dragon Knight: On first island.

Stone of Cleansing: Dead end island from hydra pool.

Mt. Jarndunn:

Tiger Mage: Corner to the left of the "forbidden avenue". Take the left path from the first deck point.

Dragon Knight: Corner to the right of the "forbidden avenue". Take the left path from the first deck point.

Dragon Knight: On the middle path from the first deck point:

Great Demon, Efreet: On the right path from the first deck point.

Dragon Knight x 3: On the "forbidden avenue".

Juggernaut, Griffin: On the narrow path to the right of the entrance.

Ruh-Arok Temple:

Steel Skeleton: In room to the right of the entrance.

Goblin Lord: Over the pit in second room past the door from the room to the right of the entrance.

(white gem): Up the stair in the room with the chest over a pit.

Water Bird, Ghost Armor: On bridge behind entrance.

(black gem) Up the stairs in room left of the entrance.

Ghost Armor x 2, Rheebeus, Plague Rat: Before the central staircase.

Demon Skeleton: Beside the side quest doors to the left.

Demon Skeleton: Beside the side quest doors to the right.

Hupon-Jen: access with 20 wood type cards from Ruh-Arok Temple

Mandragora: On the path after the first battle.

Demon Hound: On the path after the second battle.

giant Bee: : On the path after the fourth battle.

Rheebeus: On the path after the fifth battle.

Mandragora: On the path after the seventh battle.

Cockatrice, Caterpoker, ghost Armor: By the totem in the area after the eighth battle.

Fenril, Unicorn, Treant: In area off the path that opens from the site of the eighth battle after using the totem.

Temple of Armentank: access with 20 earth type cards from Ruh-Arok Temple

Griffin: On the left side room straight ahead from entrance that has and exit on the right.

Sphinx: In the room to the right of the bottom of the first staircase.

Behemoth: In the room to the right after first staircase.

Necklace of the Pharaoh: In the room straight ahead after the first staircase.

Zombie Dragon: In the room to the left after first staircase.

Yalwog: access with 20 fire type cards from Ruh-Arok Temple

Orc: Go down the stairs straight ahead from the Golden Phoenix and take two lefts.

Efreet, Dark Raven: by the chasm down the stairs to the left of the Golden Phoenix.

Wizard: In the second niche to the right when following the wall to the right from the chasm.

Blood bush: In the loop to the left of the path from the left stairs.

Great Demon: In the corner of the area with the chains of the ground.

Hand of Fire: In the corner of the area with the chains of the ground close the path onward.

Berserker, Chimera, Kitty Trap: In the loop by the deck point before the boss fight.

Terjon Temple: access with 20 water type cards from Ruh-Arok Temple

Water Bird: On the platform before the fourth sphere, make a U-turn at the deck point from the entrance.

Hydra, Mind Flayer: On the platform before the third sphere, head left from the deck point.

Vampire Bush: On the platform before the first sphere, take the closer right path from the deck point.

Hand of Pain, Siren, Maelstrom: On the platform before the second sphere, take the further right path from the deck point.

(red fairy): On the platform with the third sphere.

Demon Skeleton, Ice Golem, Sasquatch: On the path past the big door.

Broch Black:

Great Demon: Left of entrance.

(Stone of Darkness, red fairy): On the last winged eye teleporter island on the path to the right from the entrance.

Nightmare, Elephant: In the room where you battle two Pupper Masters.

Great Demon x 2, Mole Monster: On a winged eye teleporter island, go straight from the entrance and go straight when you have a choice of directions.

Larval Fly, Great Demon: On the winged eye teleporter island with a deck point.

Steel Skeleton, Rheebus: In the left chamber after the teleporters.

Mind Flayer, Night Mare: In the right chamber after the teleporters.

Mole Monster, Rheebug, Catoblepas: By the deckpoint before the boss battle.

III.v Special Tasks

Plains of Rowahl:

Destroy the chuck wagon during the third battle to reveal a Mummy card.

Blessoon:

Turn the water wheel with the code found on a table: left once, right three times. Go into fountain to get a Maelstrom Card.

Look in the well in the corner to the far left of the entrance for a Water Hopper.

Look in one of the jars by the gate for a Ghoul.

Break the barrels in the room full of barrel to the left of the fountain for a Lycanthrope.

Dahl Nok Valley:

Look at stump in niche with two beehives near the entrance for a Lycanthrope.

Pick up off ground by river near upstream rock dam for a Mummy.

Gromtull Desert:

check under the arches near the vault for a Sand Beetle.

check the skeleton near the third Sand worm of a Demon Hound

Burial Grounds:

under the trashed wagon after the second gate is a Wraith.

read on the gravestone after the third gate to make it explode so you can get a Treant.

Check the Skeleton in the Park to the left at the end of the passage after the third gate for a Mummy.

Castle Grayl:

Destroy the three boxes lined up near one of the armours for a Blood Bush.

Destroy the vase in the room after the double odd armours for a Will-o-Wisp

Rohbach:

Destroy the Ice and Kill the Ice Golem to find a card with Ice Golem.

Yyprek Mines:

Destroy The big Crystal with an entrance to find a golden goose.

Check the floor on the path past the deck point for a Water Bird.

Lumsted:

Check the doghouse for a kitty trap (ironical).

Destroy the Chair for a Tiger Mage

Check the second gravestone in the first row in the Graveyard in Lumsted for a Kraken

Gurd gives you a reward which depends on the number of kills:

1 kill: Flayer Spawn

9 kills: Rheebug

17-19 kills: Basilisk

Bernden Field:

After the lich battle, check the ground where the dragon skeleton was for a Zombie Dragon.

Castle of Wyht:

Talk to the Knight to the right for Flying ray(s).

Talk to the Knight to the left for Running Bird(s).

Check the dead in the elevator room to the right Knight for Lycanthrope(s).

Talk to the Knight in the right room on the second floor (closest to the door) for Sea Monk(s).

Check the dead Knight in the room to the left on the second floor (furthest from the door) for Ghoul(s).

Grenfoel Church:

Check the coffin in the secret room for a Lich.

Destroy the first bench to the left for a Larval Fly.

Destroy one of the benches on the far right for a Great Demon.

Lake Bestriel:

Check the bush at the top of the hill past the first deck point for a Fenril.

Go down the stair past the first deck point for a Unicorn.

Wade in the hydra's pool for a Hydra card.

Temple of Armentank:

Check the coffin in the room opened by the Necklace of the Pharoahs for a Mummy card.

III.vi Automatic rewards for defeating enemies

The are a few cards given as automatic rewards for defeating certain enemies. The reward will only be given once even if you can face the opponent multiple times.

Hupon-Jen:

White Tiger: White Tiger

Temple of Armentank:

Great Turtle: Great Turtle

Yalwog:

Golden Phoenix: Demon Fox

Terjon Temple:

Blue Dragon: Kraken

Broch Black:

God of Destruction: God of Destuction

III.vii Red Fairy Rewards

Meet Alexander: Fire Gargoyle

10: Banshee

20: Stone Head

30: Whip Worm

50: Goblin Lord

70: MegaMandragora

80: Chaos Knight

90: Steel Skelton

100: Doppelganger

III.viii Upgrade list

001 Skeleton
3000 Exp: Demon Skeleton
4000 Exp: Berserker
5000 Exp: Steel Skeleton

002 Ghost Armor
2000 Exp: Chaos Knight

003 Red Dragon
1000 Exp: Zombie Dragon

004 Lizardman
1000 Exp: Scythe Beast
3000 Exp: Venom Lizard
6000 Exp: Red Dragon

005 Mandragora
1000 Exp: Archer Tree
2000 Exp: Kitty Trap
5000 Exp: Megamandragora

006 Elephant
2000 Exp: Griffin
2000 Exp: Elephant King

007 Red Lizard
2000 Exp: Dragon Knight
3000 Exp: Basilisk
6000 Exp: Red Dragon

008 Unicorn
700 Exp: Night Mare

009 Hobgoblin
3000 Exp: Trickster
3000 Exp: Goblin Lord
4000 Exp: Berserker

010 Sand Golem
700 Exp: Fire Golem
1400 Exp: Behemoth
2100 Exp: Decoy Piller

011 Jack-O-Lantern
1000 Exp: Will O' Wisp
1000 Exp: Sand Worm

012 Man Trap
1000 Exp: Caterpoker
2000 Exp: Crystal Rose
3000 Exp: Catoblepas

013 Sand Worm
1000 Exp: Kraken

014 Mummy
1000 Exp: Skeleton
1000 Exp: Ghoul
4000 Exp: Sphinx

015 Cockatrice
1000 Exp: Griffin

016 Sasquatch
2000 Exp: Behemoth

017 Wraith
1000 Exp: Giant Crab
1000 Exp: Banshee
4000 Exp: Puppet Master

018 Orc
1000 Exp: Hobgoblin
3000 Exp: Great Demon
4000 Exp: Berserker

019 Fairy
700 Exp: Sea Monk
1400 Exp: Siren
2800 Exp: Water Bird

020 Vampire Bush
700 Exp: Blood Bush
700 Exp: Basilisk
700 Exp: Hand Of Pain

021 Catoblepas
1000 Exp: Rheebus
1000 Exp: Hydra

022 Kraken
1000 Exp: Mind Flayer

023 Water Hopper
1000 Exp: Giant Crab
1000 Exp: Flying Ray
4000 Exp: Kraken

024 Fenril
1000 Exp: Unicorn

025 Lich
1000 Exp: Vampire

026 Carbuncle
1000 Exp: Plague Rat
1000 Exp: Juggernaut
2000 Exp: Whip Worm

027 Flayer Spawn
1000 Exp: Fairy
1000 Exp: Blood Bush
1000 Exp: Maelstrom

028 Golden Goose
2000 Exp: Decoy Piller

029 Zombie Dragon
5000 Exp: Black Dragon

030 Fire Golem
1000 Exp: Wraith
1000 Exp: Efreet
2000 Exp: Ice Golem

031 Running Bird
700 Exp: Gold Butterfly
2100 Exp: Water Bird

032 Giant Crab
1000 Exp: Lizardman
1000 Exp: Waterhopper
4000 Exp: Ice Golem

033 Banshee
1000 Exp: Red Lizard
1000 Exp: Wraith
3000 Exp: Mind Flayer

034 Land Shark
1000 Exp: Demon Hound
1000 Exp: Demon Skeleton

035 Berserker
1000 Exp: Great Demon
1000 Exp: Goblin Lord

036 Flying Ray
1000 Exp: Water Hopper
2000 Exp: Land Shark
3000 Exp: Hydra

037 Demon Hound
1000 Exp: Land Shark
1000 Exp: Chimera

038 Behemoth
1000 Exp: Sphinx

039 Basilisk
1000 Exp: Dragonoid
1000 Exp: Vampire Bush
3000 Exp: Black Dragon

040 Mole Monster
1000 Exp: Beelzabub

041 Maelstrom
1000 Exp: Flayer Spawn
1000 Exp: Kitty Trap

042 Lycanthrope
1000 Exp: Birdman
2000 Exp: Chimera
5000 Exp: Fenril

043 Sand Beetle
1000 Exp: Venus Spider
1000 Exp: Trickster

1000 Exp: Land Shark

044 Necromancer

1000 Exp: Lich

045 Great Turtle

9999 Exp: Doppelganger

046 Gold Butterfly

700 Exp: Running Bird

700 Exp: Caterpoker

047 Ghoul

1000 Exp: Mummy

2000 Exp: Venom Lizard

4000 Exp: Necromancer

048 Treant

2800 Exp: Megamandragora

049 Sea Monk

1000 Exp: Wizard

1000 Exp: Evil Eye

1000 Exp: Rheebus

050 Megamandragora

1000 Exp: Treant

051 Larval Fly

700 Exp: Wizard

2100 Exp: Beelzabub

052 Crystal Rose

1000 Exp: Man Trap

1000 Exp: Treant

3000 Exp: Ice Golem

053 Dark Raven

1000 Exp: Birdman

2000 Exp: Chimera

3000 Exp: Cockatrice

054 Wizard

700 Exp: Larval Fly

2800 Exp: Mind Flayer

055 Dragonoid

3000 Exp: Zombie Dragon

4000 Exp: Red Dragon

4000 Exp: Black Dragon

056 Giant Bee

700 Exp: Whip Worm

2100 Exp: Puppet Master

057 Birdman

1000 Exp: Lycanthrope

2000 Exp: Siren

2000 Exp: Griffin

058 Will O' Wisp
2000 Exp: Stone Head
2000 Exp: Jack-O-Lantern
4000 Exp: Megamandragora

059 Archer Tree
1000 Exp: Mandragora
1000 Exp: Venus Spider
1000 Exp: Treant

060 Stone Head
1000 Exp: Sand Golem
1000 Exp: Will O' Wisp
1000 Exp: Juggernaut

061 Blood Bush
1000 Exp: Flayer Spawn
1000 Exp: Vampire Bush
1000 Exp: Hand Of Fire

062 Efreet
1000 Exp: Great Demon

063 Dragon Knight
1000 Exp: Ghost Armor
3000 Exp: Chaos Knight

064 Demon Fox
1000 Exp: Sphinx

065 Juggernaut
1000 Exp: Stone Head
1000 Exp: Whip Worm

066 Fire Gargoyle
1000 Exp: Hand Of Pain
1000 Exp: Hand Of Fire
5000 Exp: Decoy Piller

067 Great Demon
1000 Exp: Mole Monster

068 Evil Eye
700 Exp: Sea Monk
2100 Exp: Cyclops

069 Blue Dragon
9999 Exp: Doppelganger

070 Griffin
700 Exp: Elephant
700 Exp: Cockatrice

071 Venom Lizard
1000 Exp: Ghoul
1000 Exp: Dragonoid
2000 Exp: Zombie Dragon

072 Tiger Mage
2000 Exp: Sphinx

073 Hydra
1000 Exp: Zombie Dragon

074 Siren
1000 Exp: Dark Raven
1000 Exp: Hydra
1000 Exp: Night Mare

075 Hand Of Fire
700 Exp: Hand Of Pain
2100 Exp: Mind Flayer

076 Chimera
1000 Exp: Demon Hound
1000 Exp: Efreet

077 Goblin Lord
1400 Exp: Steel Skeleton

078 Scythe Beast
1000 Exp: Banshee
1000 Exp: Kitty Trap
2000 Exp: Great Demon

079 Kitty Trap
1000 Exp: Scythe Beast
1000 Exp: Maelstron

080 Night Mare
3000 Exp: Chaos Knight

081 Golden Phoenix
9999 Exp: Doppelganger

082 Rheebus
1400 Exp: Catoblepas
2800 Exp: Beelzabub

083 White Tiger
9999 Exp: Doppelganger

084 Venus Spider
1000 Exp: Sand Beetle
1000 Exp: Archer Tree
4000 Exp: Sphinx

085 Vampire
1000 Exp: Steel Skeleton

086 Sphinx
1000 Exp: Tiger Mage
1000 Exp: Elephant King

087 Water Bird
700 Exp: Running Bird
700 Exp: Unicorn

088 Puppet Master
1000 Exp: Vampire

089 Plague Rat
700 Exp: Carbuncle
7000 Exp: Giant Bee
1400 Exp: Elephant

090 Hand Of Pain
700 Exp: Hand Of Fire
700 Exp: Sasquatch

091 Whip Worm
1000 Exp: Giant Bee
1000 Exp: Juggernaut

092 Trickster
1000 Exp: Orc
1000 Exp: Demon Hound
1000 Exp: Sasquatch

093 Demon Skeleton
1000 Exp: Dragon Knight

094 Caterpoker
1000 Exp: Gold Butterfly
5000 Exp: Decoy Pillar

095 Beelzabub
1000 Exp: Mole Monster

096 Mind Flayer
1000 Exp: Kraken

097 Ice Golem
1000 Exp: Sand Goelm
1000 Exp: Fenril

098 Cyclops
700 Exp: Evil Eye

099 Black Dragon
1000 Exp: Vampire

100 Steel Skeleton
1000 Exp: Golbin Lord

101 Chaos Knight
1000 Exp: Night Mare

102 Decoy Pillar
700 Exp: Fire Gargoyle
700 Exp: Lich

103 Elephant King
5000 Exp: Demon Fox

104 God Of Destruction
9999 Exp: Doppelganger
Upgrade from Doppelganger at 9999 Exp.

105 Doppelganger

III.ix Copy list

- 001 Skeleton 700 Exp
- 002 Ghost Armor 2000 Exp
- 003 Red Dragon 5000 Exp
- 004 Lizardman 700 Exp
- 005 Mandragora 700 Exp
- 006 Elephant 2000 Exp
- 007 Red Lizard 700 Exp
- 008 Unicorn 3500 Exp
- 009 Hobgoblin 700 Exp
- 010 Sand Golem 1400 Exp
- 011 Jack-O-Lantern 2000 Exp
- 012 Man Trap 700 Exp
- 013 Sand Worm 2000 Exp
- 014 Mummy 1000 Exp
- 015 Cockatrice 2000 Exp
- 016 Sasquatch 2000 Exp
- 017 Wraith 1000 Exp
- 018 Orc 700 Exp
- 019 Fairy 700 Exp
- 020 Vampire Bush 1400 Exp
- 021 Catoblepas 2000 Exp
- 022 Kraken 3000 Exp
- 023 Water Hopper 700 Exp
- 024 Fenril 4000 Exp
- 025 Lich 4000 Exp
- 026 Carbuncle 1000 Exp
- 027 Flayer Spawn 1000 Exp
- 028 Golden Goose 5000 Exp
- 029 Zombie Dragon 4000 Exp
- 030 Fire Golem 2000 Exp
- 031 Running Bird 700 Exp
- 032 Giant Crab 1000 Exp
- 033 Banshee 1500 Exp
- 034 Land Shark 1500 Exp
- 035 Berserker 3000 Exp
- 036 Flying Ray 700 Exp
- 037 Demon Hound 1500 Exp
- 038 Behemoth 4000 Exp
- 039 Basilisk 2000 Exp
- 040 Mole Monster 3000 Exp
- 041 Maelstrom 1500 Exp
- 042 Lycanthrope 700 Exp
- 043 Sand Beetle 1500 Exp
- 044 Necromancer 4000 Exp
- 045 Great Turtle 5000 Exp
- 046 Gold Butterfly 700 Exp
- 047 Ghoul 1000 Exp
- 048 Treant 700 Exp
- 049 Sea Monk 1000 Exp
- 050 MegaMandragora 4000 Exp
- 051 Larval Fly 1050 Exp
- 052 Crystal Rose 1500 Exp
- 053 Dark Raven 700 Exp
- 054 Wizard 700 Exp

- 055 Dragonoid 1500 Exp
- 056 Giant Bee 1500 Exp
- 057 Birdman 700 Exp
- 058 Will o' wisp 1000 Exp
- 059 Archer Tree 700 Exp
- 060 Stone Head 2000 Exp
- 061 Blood Bush 1500 Exp
- 062 Efreet 2000 Exp
- 063 Dragon Knight 1500 Exp
- 064 Demon Fox 5000 Exp
- 065 Juggernaut 1500 Exp
- 066 Fire Gargoyle 3000 Exp
- 067 Great Demon 2000 Exp
- 068 Evil Eye 700 Exp
- 069 Blue Dragon 5000 Exp
- 070 Griffin 1050 Exp
- 071 Venom Lizard 2000 Exp
- 072 Tiger Mage 2000 Exp
- 073 Hydra 2000 Exp
- 074 Siren 1500 Exp
- 075 Hand of Fire 1050 Exp
- 076 Chimera 1500 Exp
- 077 Goblin Lord 1400 Exp
- 078 Scythe Beast 1000 Exp
- 079 Kitty Trap 1500 Exp
- 080 Night Mare 1500 Exp
- 081 Golden Phoenix 5000 Exp
- 082 Rheebus 700 Exp
- 083 White Tiger 5000 Exp
- 084 Venus Spider 1000 Exp
- 085 Vampire 4000 Exp
- 086 Sphinx 4000 Exp
- 087 Water Bird 1050 Exp
- 088 Puppet Master 4000 Exp
- 089 Plague Rat 700 Exp
- 090 Hand of Pain 1050 Exp
- 091 Whip Worm 3000 Exp
- 092 Trickster 2000 Exp
- 093 Demon Skeleton 2000 Exp
- 094 Caterpoker 1000 Exp
- 095 Beelzabub 4000 Exp
- 096 Mind Flayer 4000 Exp
- 097 Ice Golem 4000 Exp
- 098 Cyclops 2100 Exp
- 099 Black Dragon 5000 Exp
- 100 Steel Skeleton 4000 Exp
- 101 Chaos Knight 4000 Exp
- 102 Decoy Pillar 3500 Exp
- 103 Elephant King 4000 Exp
- 104 God of Destruction 9999 Exp
- 105 Doppelganger 9999 Exp

III.x End of level bonus draw

When a level is completed, an opportunity will be given to select one to three bonus cards from a set of six cards. All levels offer three different cards.

Here is a list of the cards that are offered in each level.

Alanjeh Castle:

Skeleton x1

Fairy x2

Birdman x3

Plains of Rowahl:

Hobgoblin x 3

Mandragora x 2

Sand Golem x 1

Blessoon:

Plague Rat x 3

lycanthrope x 2

Fire Golem x 1

Dahl Nok Valley:

Giant Bee x 1

Venus Spider x 2

Orc x 3

Gromtull Desert:

Mummy x3

Sand Beetle x 2

Sand Worm x 1

Burial Grounds:

Ghoul x 3

Wraith x 2

Necromancer x 1

Shayel Passage:

Dragonoid x 3

Giant Crab x 2

Mind Flayer x 1

Castle Grayl:

Stone Head x 1

Wizard x 2

Will o' Wisp x 3

Rohbach:

Elephant x 3

Crystal Rose x 2

Sasquatch x 1

Savran:

Golden Butterfly x2

Evil Eye x2

Siren x2

Yyprek Mines:

Puppet master x 1

Juggernaut x 2

Catoblepas x 3

Lumsted:

Running Bird x 2

Hand of Pain x 2

Sea Monk x 2

Bernden Field:
Archer Tree x 4
Lich x 1
Beelzabub x 1

Castle of Wyht:
Chaos Knight x 1
Ghost Armor x 2
Tiger Mage x 3

Grenfoel Church:
Night Mare x 3
Great Demon x 2
Vampire x 1

Lake Bestriel:
Maelstrom x 3
Demon Skeleton x 2
Hydra x 1

Coliseum:
Sasquatch x 3
Cockatrice x 2
Zombie Dragon x 1

Mt. Jarndunn:
Hand of Fire x 3
Behemoth x 2
Red Dragon x 1

Ruh-Arok Temple:
Black Dragon x 1
Goblin Lord x 2
Steel Skeleton x 3

Hupon-Jen:
Trickster x 3
Fenril x 2
Unicorn x 1

Temple of Armentank:
Catoblepas x 3
Sphinx x 2
Zombie Dragon x 1

Yalwog:
Efreet x 3
Fire Golem x 2
Demon Fox x 1

Terjon Temple:
Kraken x 1
Wraith x 2
Blood Bush x 3

Broch Black:
Beelzabub x 2
Puppet Master x 2
Vampire x 2

III.xi Capturing

To catch: hold L and then press the card you want to capture the monster with. the card will now be flying. Direct it to the monster you want to catch.

If a card ends with /rare, then it is extremely rare.

Alanjeh Castle:

Skeleton

Plains of Rowahl:

Hobgoblin

Mandragora

Man Trap

Venom Lizard /rare

Blessoon:

Lizardman

Plague Rat

Dark Raven

Lycanthrope

Fire Gargoyle /rare

Dahl Nok Valley:

Venus Spider

Orc

Man Trap

Cockatrice

Blood Bush /rare

Gromtull Desert:

Carbuncle

Mummy

Trickster /rare

Sand Beetle

Scythe Beast

Burial Grounds:

Skeleton

Venus Spider

Ghoul

Wraith /rare

Banshee /rare

shayel passage:

Dragonoid

Flayer Spawn /limited OR /Extremely rare

Running Bird /rare

Giant Crab

Water Hopper

Basilisk /rare

Castle Grayl:

Red Lizard
Will-o-Wisp
Birdman
Stone Head /rare

Rohbach:

Land Shark
Flying Ray
Larval Fly /rare
Elephant /rare
Crystal Rose /frozen path only
Ice Golem /only one

Savran:

Evil Eye
Siren
Gold Butterfly
Chimera
Hand of Fire /rare
Whip Worm /rare (thanks Hendecable)

Yyprek Mines:

Jack-O-Lantern
Caterpoker
Goblin Lord
Catoblepas
Juggernaught /rare

Lumsted:

Demon Hound
Treant
Hand of Pain
Mega Mandragora /rare
Running Bird

Bernden Field:

Dragon Knight
Zombie Dragon /only one
Berserker /rare
Archer Tree
Lich /only one

Castle of Wyht:

Ghost Knight
Kitty Trap
Mole Monster
Tiger Mage

Grenfoel Church:

Great Demon
Night Mare
Golden Goose /rare /flees
Cyclops

Lake Bestriel:

Demon Skeleton
Fenril
Vampire Bush
Maelstrom /rare
Elephant King /rare

Mt. Jarndunn:
Griffin
Efreet
Hand of fire
Behemoth /rare

Ruh-Arok Temple:
Goblin Lord
Steel Skeleton
Chaos Knight /rare

Hupon-Jen:
Evil Eye
Ghost Armor
Giant Bee
Treant

Temple of Armentank:
Juggernaut
Zombie Dragon
Griffin
Catoblepas
Sphinx

Yalwog:
Great Demon
Red Dragon
Efreet
Wizard

Terjon Temple:
Dragon Knight
Crystal Rose
hand of Pain
Ice Golem

Broch Black:
Beezlebug
Puppet Master
Vampire

IV. CARD LOCATION LIST

001 Skeleton

Receive in Bonus Draw for Alanjeh Castle.

Capture in Alanjeh Castle.

Chest in Blessoon: Get near the gate.

Chest in Blessoon: Get near the valve.

Chest in Dahl Nok Valley: Get by the river near the downstream rock dam.

Capture in Burial Grounds

Chest in Shayel Passage: by the second deck point on the upper path

Chest in Burial Grounds: to the left after the second gate.

Chest in Burial Grounds: near the well after the second gate.

Chest in corner before second Sand Worm in Gromtull Desert

2 Chests in Shayel Passage: by the "Watch your step sign" on the upper path

Buy for 30 GP in selection 2-3, and final at the card shop.

Upgrade from Mummy at 1000 Exp.

002 Ghost Armor

Buy for 720 GP in selection 8-9, and final at the card shop.

Upgrade from Dragon Knight at 1000 Exp.

Receive in Bonus Draw for Castle of Wyht.

Capture in Castle of Wyht.

Capture in Hupon-Jen.

Chest in Castle of Wyht: in the elevator room to the right.

Chest in Castle of Wyht: in the elevator room to the left.

2 Chests in Ruh-Arok Temple: On bridge behind entrance.

2 Chests in Ruh-Arok Temple: Before the central staircase.

Chest in Hupon-Jen: By the totem in the area after the eighth battle.

003 Red Dragon

Upgrade from Lizardman at 6000 Exp.

Upgrade from Red Lizard at 6000 Exp.

Upgrade from Dragonoid at 4000 Exp.

Receive in Bonus Draw for Mt. Jarndunn.

Capture in Yalwog.

004 Lizardman

You are given this card at the start of the game.

Buy for 30 GP in selection 1, and final at the card shop.

Capture in Blessoon.

Chest in Blessoon: Get near the gate.

Chest in Blessoon: Get in the corner of Alexander's camp.

Upgrade from Giant Crab at 1000 Exp.

Chest in Shayel Passage: by the second deck point on the upper path

005 Mandragora

Capture in the Plains of Rowahl.

Chest in Plains of Rowahl: Get just past the goblin fort.

Buy for 45 GP in selection 1-2, and final at the card shop.

Receive in Bonus Draw for Plains of Rowahl.

Upgrade from Archer Tree at 1000 Exp.

Chest in Hupon-Jen: On the path after the first battle.

Chest in Hupon-Jen: On the path after the seventh battle.

006 Elephant

Buy for 1140 GP in selection 6, and final at the card shop.

Upgrade from Griffin at 700 Exp.

Upgrade from Plague Rat at 1400 Exp.

Receive in Bonus Draw for Rohbach.

Capture in Rohbach.

Chest in Rohbach: follow the path you are on from the Hobgoblins or the lake. *NOTE: not up the hill*

Chest in Broch Black: In the room where you battle two Pupper Masters.

007 Red Lizard

Buy for 45 GP in selection 1-2, and final at the card shop.

Chest in middle of the path in Castle Grayl

Chest in the end of Castle Grayl x 2

Upgrade from Banshee at 1000 Exp.

Capture in Castle Grayl.

008 Unicorn

Upgrade from Fenril at 1000 Exp.

Upgrade from Water Bird at 700 Exp.

Receive in Bonus Draw for Hupon-Jen.

Go down the stair past the first deck point in Lake Bestrial.

Chest in Hupon-Jen: In area off the path that opens from the site of the eighth battle after using the totem.

009 Hobgoblin

Chest in Plains of Rowahl: Get in the dead end left fork at the start of the path

Chest in Plains of Rowahl: Get in the campsite to the right of the second battle.

Chest in Blessoon: Get near the capstan that to the left and before the first turn in the main path.

Capture in the Plains of Rowahl.

Buy for 6 GP in selection 1, and final at the card shop.

Receive in Bonus Draw for Plains of Rowahl.

Chest in Dahl Nok Valley: Get by the river near the ladder.

Upgrade from Orc at 1000 Exp.

3 Chests in Rohbach: fall down to the path below the right side of the lake.

010 Sand Golem

Receive in Bonus Draw for Plains of Rowahl.

Chest in Savran: Go down stairs to left before the second statues and go under the bridge.

Buy for 300 GP in selection 2, and final at the card shop.

Upgrade from Ice Golem at 1000 Exp.

Upgrade from Stone Head at 1000 Exp.

011 Jack-O-Lantern

Chest in Yyprek mine: follow the path past the deck point.

Capture in Yyprek mine.

Chest in Bernden Field: in the passage to the right in the second field.

Buy for 750 GP in selection 6, and final at the card shop.

Upgrade from Will O' Wisp at 2000 Exp.

Chest in Castle of Wyht: in the room to the left on the second floor.

012 Man Trap

You are given this card at the start of the game.

Chest in Plains of Rowahl: Get by the fence blocking the path between the two stones.

Capture in the Plains of Rowahl.

Buy for 30 GP in selection 1, and final at the card shop.

Chest in Dahl Nok Valley: Get by the river near the ladder.

Chest in Dahl Nok Valley: Get halfway down the second left after climb back up from the river.

Capture in Dahl Nok Valley.

Upgrade from Crystal Rose at 1000 Exp.

013 Sand Worm

Receive in Bonus Draw for Gromtull Desert

Buy for 600 GP in selection 4, and final at the card shop.

Upgrade from Jack-O-Lantern at 1000 Exp.

014 Mummy

Destroy the chuck wagon during the third battle in the Plains of Rowahl to reveal.

Chest in Blessoon: Get after breaking barrels blocking it near the first turn in the main path.

Pick up off ground by river near upstream rock dam in Dahl Nok Valley.

Receive in Bonus Draw for Gromtull desert

Capture in Gromtull Desert

Check the Skeleton in the park in Burial Grounds

Chest in Shayel Passage: by the grate at the sewer waters source on the upper path

Chest in the middle of the path in Castle Grayl

2 chests in Corner after first Sand Worm in Gromtull Desert.

Chest in Gromtull Desert: Chest outside of vault

Chest in Burial Grounds: to the left of the fourth and last gate.

Upgrade from Ghoul at 1000 Exp.

Check the coffin in the room opened by the Necklace of the Pharoahs in Temple of Armentank.

015 Cockatrice

Chest in Dahl Nok Valley: After defeating the cockatrices, get near the far side of the broken bridge.

Capture in Dahl Nok Valley.

Buy for 750 GP in selection 5,6,9, and final at the card shop.

Upgrade from Dark Raven at 3000 Exp.

Upgrade from Griffin at 700 Exp.

Receive in Bonus Draw for Coliseum.

Chest in Castle of Wyht: in the elevator room to the right.

Chest in Hupon-Jen: By the totem in the area after the eighth battle.

016 Sasquatch

Buy for 750 GP in selection 5, and final at the card shop.

Upgrade from Hand Of Pain at 700 Exp.

Upgrade from Trickster at 1000 Exp.

Receive in Bonus Draw for Rohbach.

Receive in Bonus Draw for Coliseum.

Chest in Terjon Temple: On the path past the big door.

017 Wraith

Capture in Burial Grounds.

Get from Bonus Draw in Burial Grounds.

Destroy the wrecked Wagon after the second gate in the Burial Grounds.

Chest in Burial Grounds: after the third gate.

Buy for 120 GP in selection 2, and final at the card shop.

Upgrade from Fire Golem at 1000 Exp.

Upgrade from Banshee at 1000 Exp.

Receive in Bonus Draw for Terjon Temple.

018 Orc

Chest in Dahl Nok Valley: Get near first beehive.

Capture in Dahl Nok Valley.

Get in bonus draw for Dahl Nok Valley.

Chest in Dahl Nok Valley: Get halfway down the second left after climb back up from the river.

Buy for 75 GP in selection 3, and final at the card shop.

Upgrade from Trickster at 1000 Exp.

Chest in Yalwog: Go down the stairs straight ahead from the Golden Phoenix and take two lefts.

019 Fairy

You are given this card at the start of the game.

Receive in Bonus Draw for Alanjeh Castle.

Buy for 240 GP in all selections at the card shop.

Upgrade from Flayer Spawn at 1000 Exp.

Chest in Gromtull Desert: By Deck Point at oasis.

Chest in Burial Grounds: near the four colored stones at the end

Chest in Rohbach: on the left side of the frozen lake.

020 Vampire Bush

Upgrade from Basilisk at 1000 Exp.

Upgrade from Blood Bush at 1000 Exp.

Capture in Lake Bestriel.

Chest in Terjon Temple: On the platform before the first sphere, take the closer right path from the deck point.

021 Catoblepas

Get in Bonus Draw in Yyprek Mines.

Chest in Lumsted: Behind a building and crates.

Capture in Yyprek mine.

Capture in Temple of Armentank.

Buy for 1200 GP in selection 6,8, and final at the card shop.

Upgrade from Man Trap at 3000 Exp.

Upgrade from Rheeбус at 1400 Exp.

Receive in Bonus Draw for Temple of Armentank.

Chest in Broch Black: By the deckpoint before the boss battle.

022 Kraken

Check the second gravestone in the first row in the Graveyard in Lumsted

Chest in Lake Bestriel: By the falls on the opposite side from the entrance.

Upgrade from Sand Worm at 1000 Exp.

Upgrade from Water Hopper at 4000 Exp.

Upgrade from Mind Flayer at 1000 Exp.

Receive in Bonus Draw for Terjon Temple.

023 Water Hopper

Look in the well in the corner to the far left of the entrance to Blessoon.

Buy for 45 GP in selection 3, and final at the card shop.

Upgrade from Flying Ray at 1000 Exp.

Upgrade from Giant Crab at 1000 Exp.

Capture in Shayel Passage.

024 Fenril

Buy for 2100 GP in selection 10, and final at the card shop.

Upgrade from Lycanthrope at 5000 Exp.

Upgrade from Ice Golem at 1000 Exp.

Receive in Bonus Draw for Hupon-Jen.

Capture in Lake Bestriel.

Check the bush at the top of the hill past the first deck point in Lake Bestrial.

Chest in Castle of Wyht: in the prince's bedroom

Chest in Hupon-Jen: In area off the path that opens from the site of the eighth battle after using the totem.

025 Lich

Capture in Bernden Field

Receive in Bonus Draw for Bernden Field.

Upgrade from Necromancer at 1000 Exp.

Upgrade from Decoy Pillar at 700 Exp.

Check the coffin in the secret room in Grenfoel Church.

026 Carbuncle

Chest in Blessoon: Get in the far corner of the area blocked by

barrels past Alexander's camp.

Capture in Gromtull Desert.

Chest in shayel passage: right passage then left then right.

2 Chests in Gromtull Desert: in the vault opened by the four switches.

Chest in Savran: Past the drawbridge.

Chest in Yyprek Mines: go to the right instead of left.

Chest in Yyprek Mines: to the right after passing the closed shortcut wall.

Upgrade from Plague Rat at 700 Exp.

Chest in Rohbach: up the hill

027 Flayer Spawn

Capture in shayel passage

Buy for 90 GP in selection 3, and final at the card shop.

Upgrade from Maelstrom at 1000 Exp.

Upgrade from Blood Bush at 1000 Exp.

Possible reward from Gurd for completing lumsted.

028 Golden Goose

Destroy the big Crystal in Yyprek Mines.

Capture in Grenfoel Church.

029 Zombie Dragon

After the lich battle, check the ground where the dragon skeleton was.

Upgrade from Red Dragon at 1000 Exp.

Upgrade from Dragonoid at 3000 Exp.

Upgrade from Venom Lizard at 2000 Exp.

Upgrade from Hydra at 1000 Exp.

Receive in Bonus Draw for Coliseum.

Receive in Bonus Draw for Temple of Armentank.

Capture in Bernden Field.

Capture in Temple of Armentank.

Chest in Temple of Armentank: In the room to the left after first staircase.

030 Fire Golem

Get from bonus draw in Blessoon.

Buy for 570 GP in selection 5, and final at the card shop.

Upgrade from Sand Golem at 700 Exp.

Receive in Bonus Draw for Yalwog.

031 Running Bird

in the battle with the probably third flayer spawn in shayel passage
there is a box you can destroy.

capture in shayel passage

Capture in Lumsted.

Get in bonus draw for Lumsted.

Buy for 240 GP in selection 4,5, and final at the card shop.

Upgrade from Gold Butterfly at 700 Exp.

Upgrade from Water Bird at 700 Exp.

Talk to the Knight to the left in Castle of Wyht

Chest in Lake Bestriel: behind the stone wall.

032 Giant Crab

Buy for 120 GP in selection 1,3, and final at the card shop.

Get from bonus draw in shayel passage

Capture in Shayel Passage

Upgrade from Wraith at 1000 Exp.

Upgrade from Water Hopper at 1000 Exp.

2 Chests in Rohbach: follow the left path to the third curve.

2 Chests in Rohbach: up the hill

033 Banshee

Reward for 10 red fairies.

Upgrade from Wraith at 1000 Exp.

Upgrade from Scythe Beast at 1000 Exp.

Capture in Burial Grounds.

034 Land Shark

Buy for 270 GP in selection 4, and final at the card shop.

Upgrade from Flying Ray at 2000 Exp.

Upgrade from Demon Hound at 1000 Exp.

Upgrade from Sand Beetle at 1000 Exp.

Capture in Rohbach.

Chest in Rohbach: on the left side of the frozen lake.

035 Berserker

Capture in Bernden Field

Buy for 540 GP in selection 7, and final at the card shop.

Upgrade from Skeleton at 4000 Exp.

Upgrade from Hobgoblin at 4000 Exp.

Upgrade from Orc at 4000 Exp.

Chest in Yalwog: In the loop by the deck point before the boss fight.

036 Flying Ray

Buy for 30 GP in selection 1,2, and final at the card shop.

Upgrade from Water Hopper at 1000 Exp.

Capture in Rohbach.

Talk to the Knight to the right in Castle Whyt.

Chest in Rohbach: follow the left path to the frozen lake and turn right.

037 Demon Hound

Capture in Lumsted.

Buy for 360 GP in selection 4,5, and final at the card shop.

Upgrade from Land Shark at 1000 Exp.

Upgrade from Chimera at 1000 Exp.

Upgrade from Trickster at 1000 Exp.

Check the skeleton near the third Sand worm in Gromtull Desert

Chest in Hupon-Jen: On the path after the second battle.

038 Behemoth

Buy for 2400 GP in selection 10, and final at the card shop.

Upgrade from Sand Golem at 1400 Exp.

Upgrade from Sasquatch at 2000 Exp.

Receive in Bonus Draw for Mt. Jarndunn.

Capture in Mt. Jarndunn.

Chest in Temple of Armentank: In the room to the right after first

staircase.

039 Basilisk

Upgrade from Red Lizard at 3000 Exp.
Upgrade from Vampire Bush at 700 Exp.

Capture in Shayel Passage.

Possible reward from Gurd for completing lumsted.

040 Mole Monster

Buy for 999 GP in selection 9, and final at the card shop.

Upgrade from Great Demon at 1000 Exp.
Upgrade from Beelzabub at 1000 Exp.

Capture in Castle of Wyht.

2 Chests in Broch Black: On a winged eye teleporter island, go straight from the entrance and go straight when you have a choice of directions.

Chest in Broch Black: By the deckpoint before the boss battle.

041 Maelstrom

In Blessoon, turn the water wheel with the code found on a table: left once right three times. Go into fountain to get the card.

Chest in Shayel Passage: right passage then left then right

Upgrade from Flayer Spawn at 1000 Exp.
Upgrade from Kitty Trap at 1000 Exp.

Receive in Bonus Draw for Lake Bestriel.

Capture in Lake Bestriel.

Chest in Terjon Temple: On the platform before the second sphere, take the further right path from the deck point.

042 Lycanthrope

You are given this card at the start of the game.

Break the barrels in the room full of barrel to the left of the fountain in Blessoon.

Capture in Blessoon.

Get from bonus draw in Blessoon.

Chest in Blessoon: Get in the far corner of the area blocked by barrels past Alexander's camp.

Look at stump in niche with two beehives near the entrance in Dahl Nok Valley.

Chest in Gromtull Desert: in the corner of the column area

Upgrade from Birdman at 1000 Exp.

Check the dead Knight in the elevator room to the right in Castle of Wyht.

043 Sand Beetle

Capture in Gromtull desert.

Receive from Bonus Draw in Gromtull Desert.

Check under an arch near the vault in Gromtull Desert

Chest in Gromtull Desert: Chest outside of vault

Buy for 480 GP in selection 3, and final at the card shop.

Upgrade from Venus Spider at 1000 Exp.

Chest in Rohbach: follow the path you are on from the Hobgoblins or the lake. *NOTE: not up the hill*

044 Necromancer

Get in Bonus Draw in Burial Grounds.

Upgrade from Ghoul at 4000 Exp.

045 Great Turtle

Automatic reward for completing Temple of Armentank the first time.

046 Gold Butterfly

Chest in Savran: by the first statue

Chest in Lumsted: by build near the deck point.

Get in bonus draw for Savran

Capture in Savran

Upgrade from Running Bird at 700 Exp.

Upgrade from Caterpoker at 1000 Exp.

047 Ghoul

Look in one of the jars by the gate in Blessoon.

Chest in Dahl Nok Valley: Get in area before the ladder down to the river.

Chest in Shayel Passage: by the grate at the sewer waters source on

the upper path

Capture in Burial Grounds

Get from Bonus Draw in Burial Grounds

Upgrade from Mummy at 1000 Exp.

Upgrade from Venom Lizard at 1000 Exp.

Check the dead Knight in the room to the left on the second floor
(furthest from the door) in Castle of Wyht

Chest in Burial Grounds: near the four colored stones at the end

048 Treant

Check the gravestone after the third gate in the Burial Grounds.

Chest in Lumsted: By the building ahead of where you start.

Capture in Lumsted.

Buy for 240 GP in selection 3,4, and final at the card shop.

Upgrade from Megamandragora at 1000 Exp.

Upgrade from Crystal Rose at 1000 Exp.

Upgrade from Archer Tree at 1000 Exp.

Capture in Hupon-Jen.

Chest in Grenfoel Church: in the left part of the Church

Chest in Hupon-Jen: In area off the path that opens from the
site of the eighth battle after using the totem.

049 Sea Monk

Chest in Blessoon: Get just past Alexander's camp.

Chest near Deck Point Close to the columns in Gromtull desert

Chest in Savran: before the drawbridge

Get in bonus draw for Lumsted.

Chest in Bernden Field: near the end.

Chest in Shayel Passage: by the "Watch your step sign" on the upper
path

Upgrade from Fairy at 700 Exp.

Upgrade from Evil Eye at 700 Exp.

Talk to the Knight in the right room on the second floor (closest to
the door) in Castle of Wyht

050 MegaMandragora

Capture in Lumsted.

Reward for 70 red fairies.

Upgrade from Mandragora at 5000 Exp.

Upgrade from Treant at 2800 Exp.

Upgrade from Will O' Wisp at 4000 Exp.

051 Larval Fly

Upgrade from Wizard at 700 Exp.

Capture in Rohbach.

Destroy the first bench to the left in Grenfoel Church.

Chest in Broch Black: On the winged eye teleporter island with a deck point.

052 Crystal Rose

Chest in Gromtull Desert: in the vault opened by the four switches

Chest in Savran: Go down stairs to left before the second statues and go under the bridge.

Chest in Bernden Field: in the passage to the right in the second field.

Upgrade from Man Trap at 2000 Exp.

Receive in Bonus Draw for Rohbach.

Capture in Rohbach.

Capture in Terjon Temple.

Chest in Lake Bestriel: by the arches

Chest in Lake Bestriel: near the ruined building.

053 Dark Raven

You are given this card at the start of the game.

Buy for 15 GP in selection 1,2, and final at the card shop.

Capture in Blessoon.

Chest in Plains of Rowahl: Get just before the goblin fort.

2 Chests in Blessoon: Get just past Alexander's camp.

Upgrade from Siren at 1000 Exp.

Chest in Burial Grounds: near the four colored stones at the end

Chest in Yalwog: by the chasm down the stairs to the left of the Golden Phoenix.

054 Wizard

Chest in Castle Grayl: just before the staircase is a small passage.

Chest in Lumsted: At the gate behind you when you start.

Chest in Bernden Field: in the right Corner

Buy for 240 GP in selection 2-3, and final at the card shop.

Chest in Grenfoel Church: To the right of the entrance.

Upgrade from Sea Monk at 1000 Exp.

Upgrade from Larval Fly at 700 Exp.

Receive in Bonus Draw for Castle Grayl.

Capture in Yalwog.

Chest in Yalwog: In the second niche to the right when following the wall to the right from the chasm.

055 Dragonoid

Chest in Shayel Passage: in a chest under the bridge in the right passage

Capture in Shayel Passage

Receive in Bonus Draw for Shayel Passage.

Buy for 300 GP in selection 4,5, and final at the card shop.

Upgrade from Basilisk at 1000 Exp.

Upgrade from Venom Lizard at 1000 Exp.

056 Giant Bee

Get in bonus draw for Dahl Nok Valley.

Buy for 450 GP in selection 6, and final at the card shop.

Upgrade from Plague Rat at 7000 Exp.

Upgrade from Whip Worm at 1000 Exp.

Capture in Hupon-Jen.

Chest in Lake Bestriel: In the second corner

Chest in Hupon-Jen: On the path after the fourth battle.

057 Birdman

You are given this card at the start of the game.

Receive in Bonus Draw for Alanjeh Castle.

Buy for 60 GP in selection 1, and final at the card shop.

Upgrade from Dark Raven at 1000 Exp.

Upgrade from Lycanthrope at 1000 Exp.

Capture in Castle Grayl.

058 Will o' wisp

Destroy the vases in Castle Grayl.

Chest in the end of Castle Grayl.

Chest in Yyprek mines: to the left after passing the turn to the carbuncle chest.

Buy for 150 GP in selection 4, and final at the card shop.

Upgrade from Jack-O-Lantern at 1000 Exp.

Upgrade from Stone Head at 1000 Exp.

Receive in Bonus Draw for Castle Grayl.

Capture in Castle Grayl.

059 Archer Tree

Buy for 60 GP in selection 2, and final at the card shop.

Chest in Bernden Field: in the path to the end.

Chest in Bernden Field: near the end.

Receive in Bonus Draw for Bernden Field.

Upgrade from Mandragora at 1000 Exp.

Upgrade from Venus Spider at 1000 Exp.

Capture in Bernden Field.

060 Stone Head

Chest in Yyprek Mines: do NOT follow the Knight.

Chest in Lumsted: Near the well by the fence.

Chest in Bernden Field: in the passage to the right in the second field.

Buy for 630 GP in selection 7, and final at the card shop.

Reward for 20 red fairies.

Upgrade from Will O' Wisp at 2000 Exp.

Upgrade from Juggernaut at 1000 Exp.

Receive in Bonus Draw for Castle Grayl.

Capture in Castle Grayl.

061 Blood Bush

Capture in Dahl Nok Valley.

Destroy the three boxes in Grayl castle that are lined up.

Upgrade from Vampire Bush at 700 Exp.

Upgrade from Flayer Spawn at 1000 Exp.

Receive in Bonus Draw for Terjon Temple.

Chest in Yalwog: In the loop to the left of the path from the left stairs.

062 Efreet

Buy for 2100 GP in selection 9-10, and final at the card shop.

Upgrade from Fire Golem at 1000 Exp.

Upgrade from Chimera at 1000 Exp.

Receive in Bonus Draw for Yalwog.

Capture in Mt. Jarndunn.

Capture in Yalwog.

Chest in Mt. Jarndunn: On the right path from the first deck point.

Chest in Yalwog: by the chasm down the stairs to the left of the Golden Phoenix.

063 Dragon Knight

You are given this card at the start of the game.

2 Chests in Lumsted: by thy chest near the deck point.

Buy for 270 GP in selection 5-7, and final at the card shop.

Chest in Bernden Field: in the right Corner.

Chest in Bernden Field: on the path to the end.

Chest in Bernden Field: near the end.

2 Chests in Lake Bestriel: By first magic stone bridge.

Chest in Lake Bestriel: On first island.

Upgrade from Red Lizard at 2000 Exp.

Upgrade from Demon Skeleton at 1000 Exp.

Capture in Bernden Field.

Capture in Terjon Temple.

Chest in Mt. Jarndunn: Corner to the right of the "forbidden avenue".
Take the left path from the first deck point.

Chest in Mt. Jarndunn: On the middle path from the first deck point.

3 Chests in Mt. Jarndunn: On the "forbidden avenue".

064 Demon Fox

Buy for 2100 GP in selection 10, and final at the card shop.

Upgrade from Elephant King at 5000 Exp.

Receive in Bonus Draw for Yalwog.

065 Juggernaut

Get from Bonus Draw in Yyprek Mines.

Capture in Yyprek mine.

Capture in Temple of Armentank.

Buy for 750 GP in selection 6,8, and final at the card shop.

Upgrade from Carbuncle at 1000 Exp.

Upgrade from Stone Head at 1000 Exp.

Upgrade from Whip Worm at 1000 Exp.

Chest in Mt. Jarndunn: On the narrow path to the right of the
entrance.

066 Fire Gargoyle

Capture in Blessoon

Initial red fairy reward.

Upgrade from Decoy Pillar at 700 Exp.

067 Great Demon

Buy for 750 GP in selection 7,8, and final at the card shop.

Upgrade from Orc at 3000 Exp.

Upgrade from Berserker at 1000 Exp.

Upgrade from Efrete at 1000 Exp.

Upgrade from Scythe Beast at 2000 Exp.

Receive in Bonus Draw for Grenfoel Church.

Capture in Grenfoel Church.

Capture in Yalwog.

Destroy one of the benches on the far right in Grenfoel Church.

Chest in Mt. Jarndunn: On the right path from the first deck point.

Chest in Yalwog: In the corner of the area with the chains of the ground.

Chest in Broch Black: Left of entrance.

2 Chests in Broch Black: On a winged eye teleporter island, go straight from the entrance and go straight when you have a choice of directions.

Chest in Broch Black: On the winged eye teleporter island with a deck point.

068 Evil Eye

Chest in Lumsted: By the stair to the right of the start.

Capture in Savran.

Get in Bonus Draw for Savran.

Buy for 300 GP in selection 7, and final at the card shop.

Upgrade from Sea Monk at 1000 Exp.

Upgrade from Cyclops at 700 Exp.

Capture in Hupon-Jen.

069 Blue Dragon

Automatic reward for completing Terjon Temple the first time.

070 Griffin

Upgrade from Elephant at 2000 Exp.

Upgrade from Cockatrice at 1000 Exp.

Upgrade from Birdman at 2000 Exp.

Capture in Mt. Jarndunn.

Capture in Temple of Armentank.

Chest in Mt. Jarndunn: On the narrow path to the right of the entrance.

Chest in Temple of Armentank: On the left side room straight ahead from entrance that has an exit on the right.

071 Venom Lizard

Capture in Plains of Rowahl

Upgrade from Lizardman at 3000 Exp.

Upgrade from Ghoul at 2000 Exp.

072 Tiger Mage

Chest in Lumsted: Behind a building and crates

Buy for 1800 GP in selection 5-7,9, and final at the card shop.

Destroy the Chairs in Lumsted.

Receive in Bonus Draw for Castle of Wyht.

Upgrade from Sphinx at 1000 Exp.

Capture in Castle of Wyht.

Chest in Mt. Jarndunn: Corner to the left of the "forbidden avenue".

Take the left path from the first deck point.

073 Hydra

Buy for 1500 GP in selection 7, and final at the card shop.

Upgrade from Catoblepas at 1000 Exp.

Upgrade from Flying Ray at 3000 Exp.

Upgrade from Siren at 1000 Exp.

Receive in Bonus Draw for Lake Bestriel.

Wade in the hydra's pool in Lake Bestrial.

Chest in Terjon Temple: On the platfrom before the third sphere, head left from the deck point.

074 Siren

Chest in Savran: By the second statue

Capture in Savran.

Chest in Lake Bestriel: By first magic stone bridge.

2 Chests in Lake Bestriel: On first island.

Get in Bonus Draw for Savran.

Buy for 480 GP in selection 8, and final at the card shop.

Upgrade from Fairy at 1400 Exp.

Upgrade from Birdman at 2000 Exp.

Chest in Terjon Temple: On the platform before the second sphere, take the further right path from the deck point.

075 Hand of Fire

Upgrade from Blood Bush at 1000 Exp.

Upgrade from Fire Gargoyle at 1000 Exp.

Upgrade from Hand Of Pain at 700 Exp.

Receive in Bonus Draw for Mt. Jarndunn.

Capture in Savran.

Capture in Mt. Jarndunn.

Chest in Yalwog: In the corner of the area with the chains of the ground close the path onward.

076 Chimera

Capture in Savran.

Buy for 690 GP in selection 4, and final at the card shop.

Upgrade from Demon Hound at 1000 Exp.

Upgrade from Lycanthrope at 2000 Exp.

Upgrade from Dark Raven at 2000 Exp.

Chest in Yalwog: In the loop by the deck point before the boss fight.

077 Goblin Lord

Capture in Yyprek mine.

Reward for 50 red fairies.

Upgrade from Hobgoblin at 3000 Exp.

Upgrade from Berserker at 1000 Exp.

Upgrade from Steel Skeleton at 1000 Exp.

Receive in Bonus Draw for Ruh-Arok Temple.

Capture in Ruh-Arok Temple.

Chest in Ruh-Arok Temple: Over the pit in second room past the door from the room to the right of the entrance.

078 Scythe Beast

2 Chests near Deck Point close to the columns in Gromtull desert

Buy for 120 GP in selection 3,4, and final at the card shop.

Upgrade from Kitty Trap at 1000 Exp.

Upgrade from Lizardman at 1000 Exp.

Capture in Gromtull Desert.

079 Kitty Trap

Chest in Lumsted: Behind building at the top of the stairs.

Check the doghouse in Lumsted

Buy for 450 GP in selection 8, and final at the card shop.

Upgrade from Mandragora at 2000 Exp.

Upgrade from Maelstrom at 1000 Exp.
Upgrade from Scythe Beast at 1000 Exp.

Capture in Castle of Wyht.

Chest in Yalwog: In the loop by the deck point before
the boss fight.

080 Night Mare

Buy for 1800 GP in selection 9, and final at the card shop.

Upgrade from Unicorn at 700 Exp.
Upgrade from Siren at 1000 Exp.
Upgrade from Chaos Knight at 1000 Exp.

Receive in Bonus Draw for Grenfoel Church.

Capture in Grenfoel Church.

Chest in Broch Black: In the room where you battle two Pupper Masters.

Chest in Broch Black: In the right chamber after the teleporters.

081 Golden Phoenix

Automatic reward for completing Yalwog the first time.

082 Rheeбус

Chest in Yyprek Mines at the end.

Chest in Bernden Field: In the corner of the second field

Chest in Lake Bestriel: behind the stone wall.

Possible reward from Gurd for completing Lumsted.

Upgrade from Catoblepas at 1000 Exp.
Upgrade from Sea Monk at 1000 Exp.

Chest in Ruh-Arok Temple: Before the central staircase.

Chest in Hupon-Jen: On the path after the fifth battle.

Chest in Broch Black: In the left chamber after the teleporters.

Chest in Broch Black: By the deckpoint before the boss battle.

083 White Tiger

Automatic reward for completing Hupon-Jen the first time.

084 Venus Spider

Chest in Dahl Nok Valley: After defeating the cockatrices, get near
the deck point.

Chest in Shayel Passage: by the second deck point on the upper path

Capture in Dahl Nok Valley.

Get in bonus draw for Dahl Nok Valley.

Capture in Burial Grounds

Upgrade from Sand Beetle at 1000 Exp.

Upgrade from Archer Tree at 1000 Exp.

085 Vampire

Buy for 2700 GP in selection 10, and final at the card shop.

Upgrade from Lich at 1000 Exp.

Upgrade from Puppet Master at 1000 Exp.

Upgrade from Black Dragon at 1000 Exp.

Receive in Bonus Draw for Grenfoel Church.

Receive in Bonus Draw for Broch Black.

Capture in Broch Black.

086 Sphinx

Upgrade from Mummy at 4000 Exp.

Upgrade from Behemoth at 1000 Exp.

Upgrade from Demon Fox at 1000 Exp.

Upgrade from Tiger Mage at 2000 Exp.

Upgrade from Venus Spider at 4000 Exp.

Receive in Bonus Draw for Temple of Armentank.

Capture in Temple of Armentank.

Chest in Temple of Armentank: In the room to the right of the bottom of the first staircase.

087 Water Bird

Check the floor on the path past the deck point in Yyprek Mines.

Upgrade from Fairy at 2800 Exp.

Upgrade from Running Bird at 2100 Exp.

Chest in Ruh-Arok Temple: On bridge behind entrance.

Chest in Terjon Temple: On the platform before the fourth sphere, make a U-turn at the deck point from the entrance.

088 Puppet Master

Get in Bonus Draw in Yyprek Mines.

Upgrade from Wraith at 4000 Exp.

Upgrade from Giant Bee at 2100 Exp.

Receive in Bonus Draw for Broch Black.

Capture in Broch Black.

089 Plague Rat

Capture in Blessoon.

Get from bonus draw in Blessoon.

Chest in Blessoon: Get near the table with the well cleaning instructions.

Buy for 60 GP in selection 7, and final at the card shop.

Upgrade from Carbuncle at 1000 Exp.

Chest in Ruh-Arok Temple: Before the central staircase.

090 Hand of Pain

Chest in Lumsted: Behind building at the top of the stairs.

Capture in Lumsted.

Get in bonus draw for Lumsted.

Buy for 450 GP in selection 8, and final at the card shop.

Upgrade from Vampire Bush at 700 Exp.

Upgrade from Fire Gargoyle at 1000 Exp.

Upgrade from Hand Of Fire at 700 Exp.

Capture in Terjon Temple.

Chest in Terjon Temple: On the platform before the second sphere, take the further right path from the deck point.

091 Whip Worm

Reward for 30 red fairies.

Upgrade from Carbuncle at 2000 Exp.

Upgrade from Giant Bee at 700 Exp.

Upgrade from Juggernaut at 1000 Exp.

Capture in Bridge of Savran

092 Trickster

Capture in Gromtull Desert

Upgrade from Hobgoblin at 3000 Exp.

Upgrade from Sand Beetle at 1000 Exp.

Receive in Bonus Draw for Hupon-Jen.

093 Demon Skeleton

Buy for 1200 GP in selection 7-9, and final at the card shop.

Upgrade from Skeleton at 3000 Exp.

Upgrade from Land Shark at 1000 Exp.

Receive in Bonus Draw for Lake Bestriel.

Capture in Lake Bestriel.

Chest in Lake Bestriel: In the second corner

Chest in Ruh-Arok Temple: Beside the side quest doors to the left.

Chest in Ruh-Arok Temple: Beside the side quest doors to the right.

Chest in Terjon Temple: On the path past the big door.

094 Caterpoker

Chest in Yyprek Mines: in the left part of the Coward Knight Arena.

Chest in Yyprek Mines: to the left after passing the closed shortcut wall.

Chest x 2 in Yyprek Mines: close to the deck point.

Capture in Yyprek mines.

Buy for 240 GP in selection 5,6, and final at the card shop.

Upgrade from Man Trap at 1000 Exp.

Upgrade from Gold Butterfly at 700 Exp.

Chest in Hupon-Jen: By the totem in the area after the eighth battle.

095 Beelzabub

Buy for 1800 GP in selection 10, and final at the card shop.

Upgrade from Mole Monster at 1000 Exp.

Upgrade from Larval Fly at 2100 Exp.

Upgrade from Rheebus at 2800 Exp.

Receive in Bonus Draw for Bernden Field.

Receive in Bonus Draw for Broch Black.

Capture in Broch Black.

096 Mind Flayer

Get from bonus draw in shayel passage

Chest in Castle Grayl: after the two red Lizards, check the spear armor and then go back to the spear armor near were the Lizards were.

Chest in Savran: solve the drawbridge puzzle

Buy for 3600 GP in selection 9,10, and final at the card shop.

Upgrade from Banshee at 3000 Exp.

Upgrade from Wizard at 2800 Exp.

Upgrade from Hand Of Fire at 2100 Exp.

Upgrade from Kraken at 1000 Exp.

Chest in Castle of Wyht: in the elevator room to the left.

Chest in Terjon Temple: On the platfrom before the third sphere, head left from the deck point.

Chest in Broch Black: In the right chamber after the teleporters.

097 Ice Golem

Defeat the ice golem in Rohbach and look for a card under it.

Capture in Rohbach.

Capture in Terjon Temple.

Buy for 2100 GP in selection 8,10, and final at the card shop.

Upgrade from Fire Golem at 2000 Exp.

Upgrade from Giant Crab at 4000 Exp.

Upgrade from Crystal Rose at 3000 Exp.

Chest in Terjon Temple: On the path past the big door.

098 Cyclops

Upgrade from Evil Eye at 2100 Exp.

Capture in Grenfoel Church.

099 Black Dragon

Upgrade from Zombie Dragon at 5000 Exp.

Upgrade from Basilisk at 3000 Exp.

Upgrade from Dragonoid at 4000 Exp.

Receive in Bonus Draw for Ruh-Arok Temple.

100 Steel Skeleton

Reward for 90 red fairies.

Upgrade from Skeleton at 5000 Exp.

Upgrade from Goblin Lord at 1400 Exp.

Upgrade from Vampire at 1000 Exp.

Receive in Bonus Draw for Ruh-Arok Temple.

Capture in Ruh-Arok Temple.

Chest in Ruh-Arok Temple: In room to the right of the entrance.

Chest in Broch Black: In the left chamber after the teleporters.

101 Chaos Knight

Reward for 80 red fairies.

Upgrade from Ghost Armor at 2000 Exp.
Upgrade from Dragon Knight at 3000 Exp.
Upgrade from Night Mare at 3000 Exp.

Receive in Bonus Draw for Castle of Wyht.

Capture in Ruh-Arok Temple.

102 Decoy Pillar

Upgrade from Sand Golem at 2100 Exp.
Upgrade from Golden Goose at 2000 Exp.
Upgrade from Fire Gargoyle at 5000 Exp.
Upgrade from Caterpoker at 5000 Exp.

103 Elephant King

Buy for 3000 GP in selection 9,10, and final at the card shop.

Upgrade from Elephant at 2000 Exp.
Upgrade from Sphinx at 1000 Exp.

Capture in Lake Bestriel.

104 God of Destruction

Automatic reward for completing Broch Black for the first time.

Upgrade from Doppelganger at 9999 Exp.

105 Doppelganger

Reward for 100 red fairies.

Upgrade from Great Turtle at 9999 Exp.
Upgrade from Blue Dragon at 9999 Exp.
Upgrade from Golden Phoenix at 9999 Exp.
Upgrade from White Tiger at 9999 Exp.
Upgrade from God Of Destruction at 9999 Exp.

V. COMBO LIST

Combos in Lost kingdoms are executed by releasing three of the same
cards in one battle near each other. This will enhance the power of
the

cards.

name: Kitty Triple

cards: Kitty Trap x3

effect: A Large Triangle of fire appears and damages anyone nearby.

element: Fire

name: Rocky Forecast

cards: Stone Head x3

effect: rocks drops everywhere on the field of battle

element: earth

name: Giant Maelstrom

cards: Maelstrom x3

effect: It should heal you and your allies out on the battle field.

element: Water

(thanks to Hendecable for sending us the effect)

Thanks to Dominique Iorio Morin if you use a gold butterfly with a running bird, it stops time.

VI. RANK LIST

There are 8 ranks and to determine which one you have is simple.

Take the percentages of 2-p battles won and the number of cards owned. Add the 2 percentages together and divide by 2, then check this table to determine the level.

- 0-25%: Level 1
- 26-60%: Level 2
- 61-85%: Level 3
- 86-95: Level 4
- 96-100: Level 5

Your rank is determined by the level and which percentage is higher.

Higher Cards Owned Percentage	Higher Battles Won Percentage
1. Princess	1.Princess
2. Adventuress	2.Explorer
3. Warrior	3.Collector
4. Commander	4.Witch
5. Master	5.Master

VII. BOSSES & TIPS

Chaz sent this general tip: My tip is, use the Whip Worm card (#91). This card is the best attack card in the game, bar none. You see, the thing is, with the Whip Worm, when you hit a monster, they flash, but the monster has no "invincible time", so you can continually hit and hit and hit the monster with the Whip Worm, because it travels so fast.

Alanjeh Castle:

Skeleton: a capturable boss, hit it three times with a dark raven and throw two cards at it (that is for capturing).

Use any card but do NOT use ANY card fully. if you lost no HP or cards you will get five stars.

Plains of Rowahl:

Sand Golem: The Mandragora is quite effective against the Sand Golem. But first, let it destroy all the crates.

Blessoon:

Fire Golem: Try to keep behind it and don't stay close to it for very long. Use a Dragon Knight sometimes.

Dahl Nok Valley:

Giant Bee: Not very strong most fire cards should be effective.

Cockatrice x 2 (can capture): tips needed.

Burial Grounds:

Necromancer: tips needed

Castle Grayl:

Helena: tips needed.

Rohbach:

Sasquatch: tips needed.

Sasquatch, Flying Ray (can capture): tips needed.

Ice Golem: tips needed.

Sasquatch, Land Shark (can capture): tips needed.

Savran:

No real boss but the Chimera's have 85 HP and you have to fight several of them. (no fighting necessary.)

Yyprek Mines:

Puppet Master: tips needed.

Berden Field:

Zombie Dragon (can capture), Lich (can capture): tips needed.

Beelzabub: tips needed.

Castle of Wyht:

Chaos Knight (can capture), Ghost Armor x 2 (can capture): tips needed.

Grenfoel Church:

"Dracule", Greater Demon x 2 (can capture): tips needed.

Coliseum:

Helena:

This tip comes from Chaz:
On the Colosseum level, I beat Helena
with two Whip Worm cards. Thats all I needed, and I
got a five star rating.

Lake Bestriel:

Hydra: tips needed.

Mt. Jarndunn:

Red Dragon, Hand of Fire x 2: tips needed.

Hupon-Jen:

White tiger: tips needed.

Terjon Temple:

Kraken: tips needed

More Coming Soon!

VIII. CHARACTERS

The last king of argwyl

Katia

Gurd

The God of the Hobgoblins

Alexander

King Zelnan

Helena

King Leod

"cowardly soldier"

Dracule

prins of Wyth

The four legendary beasts

black dragon

God of Creation

Thalnos the enchanter

God of Destruction

IX. LEGAL

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ANY info you can help with.

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For suggestions and/or corrections for this guide please email:

{zeldafannow.faq.contact.mail [at] gmail.com, or if you can't reach me; mystic.weirdo [at] gmail.comfor MysticWeirdo} with the name of the section that you want to say something about.

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XII. Credits

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