

Lost Kingdoms II Card/Item/Combo Collection Guide (w/ MysticWeirdo)

by zeldafannow

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Lost Kingdoms 2 Card, Item, and Combo Collection Guide Version 2.27

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I. Introduction

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

<MysticWeirdo>

Since I've finished my first time through Lost Kingdoms 2 in June 2003 I've been answering other GameFAQ's users' questions on how to locate the various cards in this game, so I've decided write this guide to help others locate the various cards. I've included the other two collections that can be viewed the ingame menu: items and combos.

<end MysticWeirdo>

This is the first guide that we have written.

<MysticWeirdo>

A big thanks to zeldafannow for coauthoring this guide with the capturable list and filling in the proving ground bonus draw.

<end MysticWeirdo>

Since writing this guide we've written a similar guide for the original Lost Kingdoms. It can be found on GameFAQs at:
<http://cgi.gamefaqs.com/boards/gentopic.asp?board=19150>

And IGN:

<http://faqs.ign.com/articles/498/498966p1.html>

II. Version History

Version 2.28, Jul 18, 2005 8:26 GMT-6 DST <MysticWeirdo> Added card hydra can be upgrade from to the list of ways it can be obtained.

Version 2.27, Jul 02 2005 10:48 GMT-6 DST <MysticWeirdo> Updated copyright. Added some boss tips.

Version 2.26, Sep 05 2004 15:00 GMT-6 DST <MysticWeirdo>
Some updates to legal and contacts. Cleaned up some duplication in the version history entries.

Version 2.250, June 27 2004 10:27 GMT-6 DST <MysticWeirdo>
Corrected error in section numbering. Added some boss strategies.

Version 2.221, June 19 2004 16:03 GMT-6 DST <zeldafannow>
Added Napalm Beast to Proving grounds level 10 bonus draw.

Added 3 capturable card to level 8 of the proving grounds.

Version 2.191, June 6 2004 8:25 GMT-6 DST <MysticWeirdo>
Minor fix to version history.

Version 2.19, June 6 2004 8:11 GMT-6 DST <MysticWeirdo>
Added bonus draw cards for Proving Grounds 2, Basilisk and Proving Grounds 19, Black Dragon.

Version 2.18, June 3 2004 20:00 GMT-6 DST <MysticWeirdo>
Added Black Dragon strategy from Gabman v2. Fixed an error in the card shop list where the Fire Gargoyle was listed as the Fire Golem.

Version 2.171, may 24 2004 19:45 GMT+1 DST <zeldafannow>
added the character section and did to Alexander.

Version 2.061, may 23 2004 22:14 GMT+1 DST <zeldafannow>
corrected version history a bit.

Version 2.06, May 20 2004 7:36 GMT-06 DST <MysticWeirdo>
Added alternate strategy for four gods battle in proving grounds, and earth elemental bonus draw in proving grounds.

Version 2.05, Mar 24 2004 15:56 GMT+1 <zeldafannow>
added the ascii (thanks osrevad)

Version 2.03, Mar 20 2004 15:56 GMT-06 <zeldafannow>
Added links to the our guide for the original Lost Kingdom's game.

Version 2.02, 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. Credits updated.

Version 2.01: Mar 8, 2004: <MysticWeirdo>
added a boss strategy. Updated Legal section.

Version 2.00: feb 12, 2004: <zeldafannow>
corrected some errors

Version 1.99: feb 11, 2004: <zeldafannow>
added the upgrade and copy lists

Version 1.79: Feb 10, 2004: <MysticWeirdo>
Fixed several spelling mistakes.

Version 1.78: feb 8, 2004 <zeldafannow>
added undine in the proving grounds bonus draw,
added a boss in the proving grounds and added black dragon in capture list

Version 1.75: feb 7, 2004: <zeldafannow>
added a boss. added what the bosses gives changed around in the Version History.

Version 1.63: Feb 7, 2004: <MysticWeirdo>
Changed me to us in the contact info.

Version 1.61: feb 6, 2004: <zeldafannow>
updated permissions. changed an n to an m.

Version 1.60: Feb 5, 2004: <MysticWeirdo>
Pointed items gained by defeating enemies
to corresponding boss strategy. Added some missing bosses.
Added Doppleganger to suggested capture list.

Version 1.57: feb 4, 2004: <zeldafannow>
added rubber froggy in the proving grounds bonus draw.

Version 1.56: feb 4, 2004: <zeldafannow>
added some tips for bosses. added
another boss.

Version 1.55: feb 3, 2004: <zeldafannow>
added the last(?) of the bosses.
added request section.

Version 1.44: feb 2, 2004: <zeldafannow>
minor spelling changes.

Version 1.43: feb 2, 2004: <MysticWeirdo>
minor changes. another kingdom in the
bosses section.

Version 1.32: feb 2, 2004: <zeldafannow>
my first update. changed r to n somewhere.
added locations on the capture list. added the bosses section
did some minor changes.

Version 1.11: Feb 1, 2004: <MysticWeirdo>
One of the lines in 1.1 was too long,
that's been fixed. More proving grounds cards from zeldafannow.
I'm giving zeldafannow coauthor status for his major contributions
to this guide.

Version 1.1: Jan 31, 2004: <MysticWeirdo>
Several updates have been made thanks to
zeldafannow: Fire Elemental is in a chest in Temple of Sharica,
several additional Proving Ground bonus draw cards have been added,
several typos have been identified and corrected. zeldafannow
mentioned that the section on garbage collection was confusing so
that's been updated. zeldafannow has also compiled a list of cards
that can be captured on each level which has been added to
the capturing section. The combos given by the red fairies have been
noted thanks to a list provided by zeldafannow. I've also put the
guide through a major proofreading session fixing many grammatical
and spelling errors plus several error I made copying the chest
locations into the main list.

Version 1.01: Jan 26, 2004: <MysticWeirdo>
zeldafannow noticed some errors and
omissions: Removed reference to possible color of the proving ground
level for the Jack-O-Lantern bonus draw, added jumping as a means of
the crossing the river in Bhashea High Road to get the Golden Porcupig
chest, and corrected a typo for one the chest locations in Kendarie
Fortress. I've added mention that red fairies tell you some the combo
in the combo list section based on one of zeldafannow's suggestions.
Other changes: Added using Cerberus to jump the chasm in Ruldo
Forest for the Night Mare chest, and the channel in the Runestone
Caverns, lower chamber to get the Maelstrom chest. Rewrote the

instuctions for using a combo. Fixed a few typos.

Version 1.0: Jan 25, 2004: <MysticWeirdo>

Some formatting touch ups and proof

reading was done. First version of guide was submitted to GameFAQs.

Version 0.6: Jan 25, 2004: <MysticWeirdo>

Finished adding chest locations to the

main list. Finished the necessary/recommended capture list.

Version 0.5: Jan 24, 2004: <MysticWeirdo>

Finished adding chest locations to chest

location section.

Version 0.4: Jan 18: <MysticWeirdo>

Added some Proving Grounds bonus draw cards,

and a clue to Jack-O-Lantern location from zeldafannow added.

Finished the item list. Started the chest locations section.

Version 0.3: Jan 17, 2004: <MysticWeirdo>

Added garbage locations, included complete

combo list, added bonus draw cards, added cards that can be bought

from the card shops, added card obtained automatically for defeating

certain enemies, and started item location list.

Version 0.2: Dec 15, 2003: <MysticWeirdo>

Added cards obtained from Jarvi. Card

combiner and special task rewards were added to main list. Starting

cards added to were added to the main list.

Version 0.1: Dec 5, 2003: <MysticWeirdo>

Converted Mary570's spreadsheet into text

format to populate the Card Location list with the upgrade

from information. Began the outline of various section.

III. Ways to Acquire Cards

There are several ways that cards are obtained in Lost Kingdoms 2. You are given a five cards to start the game, some are found in chests, some are purchased from the card shops or from the Rogue behind the fountain statue in Kadishu. 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. There is a card combiner by the fountain in Kadishu who will make you a card from 2 or 3 other cards. You can import cards from

Lost Kingdoms 1 after a certain point in the game. 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 from a selection of 6 ranges from 0 to 3 depending on how well you did. Some cards will need to be captured.

III.i Missable Cards

The are three cards that are possible to miss:

Lucky Lion:

The Lucky Lion is in a caged chest in Savran that you need a flying transformation card like the birdman to reach. However, if you open a chest containing a Hobgoblin that is beside a sign saying "A treasure easily attained is a treasure not worth having," the switch that opens to cage permanently deactivates making it impossible to get the Lucky Lion.

Chariobot:

Only appears in the Alanjeh Castle timed mission and bonus draw for the Royal Tower, lower missions.

Barometz

Only appears in the Alanjeh castle timed mission and bonus draw for the timed mission.

Other cards may be impossible to get again if you use the last one by upgrading, selling, giving to the card combiner, or betting away in vs. mode.

III.ii Starting Cards

Lizardman, Man Trap, Hobgoblin, Fairy, and Dragon Knight are in your deck at the start of the game.

III.iii Card Shop

The card shop in Kadishu has three different selection of cards throughout the game, the second selection will appear after finishing the Runestone Caverns, lower chambers, and the third selection appears after finishing the first Royal Tower, lower mission. The card shop in Grenfoel Cathedral has a different selection of cards. After completing the game, the shops offer all of the previously offered cards from both shops.

Kadishu Selection 1:

Dark Raven: 15 GP
Skeleton: 30 GP
Hobgoblin: 30 GP
Ghoul: 75 GP
Giant Crab: 120 GP
Archer Tree: 120 GP
Orc: 135 GP
Will o' wisp: 150 GP
Fairy: 240 GP
Sea Monk: 1440 GP

Kadishu Selection 2:

Flying Ray: 30 GP
Aggressor GL2: 180 GP
Treant: 240 GP
Dragonoid: 300 GP
Wizard: 360 GP
Kitty Trap: 450 GP
Rheebus: 450 GP

Catoblepas: 900 GP
Mole Monster: 999 GP
Sea Monk: 1440 GP

Kadishu Selection 3:

Mechlance 5L: 150 GP
Crystal Rose: 270 GP
Sand Golem: 300 GP
Rheebus: 450 GP
Mechapult: 480 GP
Death: 540 GP
Fire Gargoyle: 600 GP
Ghost Armor: 720 GP
Gorgon: 810 GP
Mind Flayer: 3600 GP

Cathedral Selection:

Baby Dragon: 120 GP
Gold Butterfly: 180 GP
Running Bird: 240 GP
Lyncantrope: 375 GP
Charadrius: 430 GP
Sprite: 480 GP
Napalm Beast: 900 GP
Cerberus: 1500 GP
Night Mare: 1800 GP
Mind Flayer: 3600 GP

III.iv Chests

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

Nobleman's Residence:

Dark Raven: This chest is in the room at the bottom of the staircase that's behind you when you start to game. You need to break some chests with a weapon card to get to it.

Scythe Beast: This chest is in the room at the bottom of the staircase that's behind you when you start to game. You need to break some chests with a weapon card to get to it.

Bhashea High Road:

Porcupig: This chest is in the bandit camp at the beginning on the level.

Man Trap: This chest is by the big stump.

Red Lizard: This chest is near the deck point.

Water Moray: Fly to the tower near the broken bridge to reach this chest.

Golden Porcupig: Fly or jump across river where you did the card toss to reach this chest. [Thanks to zeldafannow for using jumping as an alternative to get to this chest.]

Kadishu:

Rock Hagan: This chest is by wall to the right of the entrance.

Demon Hound: This chest is on the stairs on the first building to the right of the path from the entrance.

Dragonoid: This chest is in the alley behind the building north of the crossroads.

200 Magic Stones: This chest is by the structure containing the statue nearest the fountain.

Flayer Spawn: This chest is by the cart near the fountain.

Demon Hound: This chest is by the hilltop statue.

Gromtull Desert:

Evil Eye: This chest is by the oil pool.

Mummy (x2): These chests are in the mummy cave near the oil pool.

Pixie: This chest is in the mummy cave near the oil pool.

Venus Spider: This chest is by the oasis.

Running Bird: This chest is in Jarvis's cave.

sand Beetle: This chest is in Jarvis's cave.

Bum Hagan: Fly to island in the oasis to reach this chest.

Kendarie Fortress:

Mandragora: This chest is in the first search light room.

Aggressor GL2: This chest is in the second search light room.

Venom Lizard: This chest is in the third search light room.

MechaPult: This chest is in the third search light room.

Death: This chest is behind the green door near the reservoir.

UberBomberBot: Fly across the reservoir to reach this chest.

Bhashea Castle:

500 Magic stones: This chest is in the room to right of the entrance.

Daidorapochi: This chest is at the end of the passage with walls that

can by broken with a magic circle powered Stone Golem on the east side of the map.

Lamassu: Use a Hell Hound to jump from the magic circle to west of the entrance to reach this chest.

500 Magic stones: Go up the right stair case of the central room to find this chest.

Mole Monster: This chest is in a side room off the main eastern corridor.

Death: This chest is on the stairs in the eastern tower.

1500 Magic Stones: This chest is in the throne room off the northern corridor.

Gorgon: This chest is on top of the western tower.

Isamat Urbur:

10 magic stones: This chest is in eastern room off the circular corridor.

550 magic stones: This chest is in eastern room off the circular corridor.

1240 magic stones: This chest is in eastern room off the circular corridor.

Succubus: This chest is in eastern room off the circular corridor.

Incubus: This chest is in eastern room off the circular corridor.

Green Dragon: This chest is in eastern room off the circular corridor.

Runestone Caverns, upper:

Dark Raven: This chest is in the starting room.

Blood Bush: This chest is in the northwest corner of sluice gate room.

Undine: This chest is north of the sluice gate.

Land Shark: This chest is on hill in the eastern map.

Gorgon: Destroy ice pillar in eastern map with the Stone Golem after activating magic circles in Ruldo Forest to get to this chest.

Land Shark: Destroy ice pillar on ledge where Sol was with the Stone Golem after activating magic circles in Ruldo Forest to get to this chest.

Baba Yaga: Fly to Brine Dragon's area to reach this chest.

Witchlette: Fly to Brine Dragon's area to reach this chest.

Runestone Caverns, lower:

Flayer Spawn: This chest is in the room where you see the first cutscene.

Yowie: With water level set high at the sluice gate in the upper chambers, walk across the crates in the room where you see the second cutscene to reach this chest.

Basilisk: Go up the stairs in the second cutscene room to find this chest.

Flayer Spawn x2: These chests are in the room where you see the third cutscene.

Maelstrom: With water level set low at the sluice gate in the upper chambers, go downstairs in second cutscene room to find this chest.

Maelstrom: With water level set high at the sluice gate in the upper chambers, jump using Cerberus or fly from upstairs in the second cutscene room to reach this chest.

Ruldo Forest:

Mandragora: This chest can be found on the path to the right of the entrance.

150 Magic Stones: This chest can be found on the path to the right of the entrance.

Dryad: This chest is near deck point.

Demon Hound: This chest is in the area where you fight the three cockatrices.

Rafflesia: This chest is in the area where you fight the three cockatrices.

Night Mare: Fly or use Cerberus to jump across chasm from uphill on the path near where the you fight the cultist to reach this chest.

Elf: Jump from magic circle by cultist to reach this chest.

Fossil Boneyard:

Hell Hound: This chest is in the starting area.

Gnome: Jump up from the magic circle to the right of the first dragon cave to reach this chest. It's in area where you fight the cultist.

Hell Hound: This chest is by the magic circle where you there are two ways to jump.

Hell Hound: This chest is by the deck point on the left side of the two way jump.

Caterpoker: This chest is in the depression you can jump down to from the right side of the two way jump.

300 magic stones: This chest is in the depression you can jump down to from the right side of the two way jump.

Dark Raven: This chest is by the river.

Catoblepas: Fly across the river on the left of the path to the exit to reach this chest.

Amber Dragon: Fly across river on the right of the path to the exit to reach this chest.

Zombie Dragon: Place the nine fossil pieces on the rock in the dead end of the path from the start. Defeat the zombie dragon and the chest will appear where the rock was.

Savran Bridge:

Marid: Use the Hell Hound to jump onto the ledge to the left of the entrance to reach this chest.

Decoy Pillar: This chest is down the stairs from first bridge section.

Jade Giant: This chest is down the stairs from first bridge section.

150 Magic stones: This chest is down the stairs from first bridge section.

Hobgoblin: This chest is under drawbridge puzzle by a sign reading:
"A treasure easily gained is not worth having. DO NOT OPEN
THIS CHEST IF YOU WANT TO GET THE LUCKY LION.

Lucky Lion: Go down the stairs from the first bridge section and fly across to the island with the cage. Activate the switch to lower the cage and open the chest. If you already got the above hobgoblin card you'll need to start a new game and bet the Lucky Lion across in vs. mode.

Golden Butterfly: This chest is on the second bridge section.

Mandragora: This chest is on the second bridge section.

Devata: Solve drawbridge puzzle to get to this chest. Place stationary helpers or independents on the circle down the stairs to the right and on the circle in front of the drawbridges. Cross the bridge and place stationary cards on both circles on the far side. Go back across the bridge and recall one (or both of the first cards) and place a card on the circle at the bottom of the left stairs. Go across the bridge to the chest.

Horgozh Town:

200 magic stones: This chest is near the fountain.

Efreet: This chest is by the fountain mechanism in the southeast corner the northern section.

Red Lizard: This chest is behind the building to the right of the entrance.

Coal Treant: The chest is behind the wall to the left of the entrance.

Popgun Charlie: This chest is in the southwest corner of the northern section.

Salamander: This chest is in the southwest corner of the northern section.

2500 magic stones: This chest is blocked by the gate in the southern section. Flip the switch on gatepost to close the gate to access this chest.

Plains of Rowahl:

Dao: This chest is under some wreckage. It is freed by activating the catapult that is pointing at it. Warning: Activating the other catapult will prevent access to this chest.

Sand Golem: This chest is near the Royal Vault.

Devil Plant: This chest is in corner behind the hill from the entrance.

700 magic stones: Fly across the river to get to this chest.

King Mandragora: Fly to the end of the river to get to this chest.

Man Trap: This chest is by the cultist past the main gate and to the left.

Night Mare: This chest is by the cultist past the main gate and to the left.

1000 Magic Stones (x2): These chest are in Royal Vault.

Alanjeh Castle:

100 Magic stones: This chest is at the entrance.

Gizmolizer: This chest is behind the fence from entrance.

Dark Treant: This chest is behind the blue circle gate.

AcidBot: This chest is behind the blue circle gate.

Fairy: This chest is past the red circle gate.

1000 magic stones: This chest is to the left of the exit gate.

Boom Monkey: Fly across river from exit gate to reach this chest.

Royal Tower, lower:

Sprite: This chest is the before lift during the escape.

Carbuncle: This chest is the before lift during the escape.

Tiger Mage: This chest is to the right of the stairs after the fallen column during the escape.

1000 Magic Stone: Fly across the pool to get to this chest.

Puppet Master: Fly across the pool to get to this chest.

Decoy Pillar: After taking the lift to the area with the exit, jump up to the left just after lift to get to this chest.

Fire Gargoyle: Jump up to left twice just before the exit to get to this chest.

Royal Tower, middle:

Hydra: This chest is in a secret area in the room to the right of the entrance. Use a magic circle powered Stone Golem to break the wall.

Rheebus: This chest is in the deck point area.

1000 magic stones: This chest is in the deck point area.

Sphinx: This chest is in a secret area in the second room off the corridor past the deck point. Open the door to this room and go to the third room, magic circle power a Stone Golem and head for the breakable wall, there is just enough time to reach the wall before the charge wears off.

Unicorn: This chest is under the shield to the left of Leod, deactivate all five switches to drop the shield. Warning: You can't get this chest if you finish the level before deactivating the switches.

Red Dragon: This chest is under the shield to the right of Leod, deactivate all five switches to drop the shield. Warning: You can't get this chest if you finish the level before deactivating the switches.

Royal Tower, upper:

Wyvern: This chest is at the entrance.

Unicorn: This chest is behind the first tentacle on the first detour through the center area.

Spartoi: Take second detour through the center area and leave through the far door to find this chest.

Obenoix Gorge:

Water Elemental: This chest is to the right of the entrance.

Sasquatch: This chest is by the first column.

1500 magic stones: Fly to the ledge from the area were you fight the second battle against the Sasquatches to get to this chest.

Crystal Rose: Fly to the ledge from the area were you fight the second battle against the Sasquatches to get to this chest.

Siren: This chest is by the third column.

Chameleus: This chest is by the third column.

Hydra: Fly from the deck point area to back to the ledge to the left of the path leading back to the entrance to get to this chest.

Thanatos: Transform into a Stone Golem on the magic circle and head away from the ship to break ice encasing this chest.

Krasheen Mountains:

Birdman: This chest is by the birdman statue and the deck point.

Charadrius: This chest is on the ledge near deck point and the birdman statue.

Birdman: This chest is in a cave to the left of the bridge.

400 Magic Stones: This chest is just past the Black Dragon.

Acid Dragon: This chest is on a ledge to the right of the black dragon.

Earth Moray: Fly behind the rock pillar on the left fork of the broken bridge to reach this chest.

1000 Magic stones: This chest is at the end of the right fork of broken bridge.

Grenfoel Cathedral:

Plague Rat: This chest is in the secret room open by turning the four statues and walking up to the point of the wall where they've turned to face.

Vampire: This chest is in the secret room open by turning the four statues and walking up to the point of the wall where they've turned to face.

2000 Magic stones: This chest is in the secret room open by turning the four statues and walking up to the point of the wall where they've turned to face.

500 magic stones: This chest is in the left wing of the cathedral by the organ.

Gravity Pillar: This chest is in the left wing of the cathedral by

the organ.

Temple of Sharacia:

Cerberus: Fly from left side of entrance area to get to an island with this chest.

Salamander: This chest is to the left of top of the first staircase.

Hell Hound: This chest is to the right of the top of the first staircase.

500 magic stones: This chest is to the left of the bottom of the second staircase.

Fire Gargoyle: This chest is to the right of the top of second staircase.

Fire Elemental: This chest is on the platform on top of the third staircase. [Thanks zeldafannow]

2000 magic stones: This chest is on the platform on top of the third staircase.

III.v Special Tasks

Card toss in Bhashea High Road:

Toss a card across the river to get an Elephant from one of your fellow thieves.

I've seen reports that sometimes he won't give you the card, if this happens you'll need to capture the Elephant in the Gromtull desert.

zeldafannow reports that card needs to be an independent. I've completed the toss with an independent so this may a difference between the PAL and NTSC versions.

Garbage Collection in Kadishu:

There are three rounds of garbage collection where you need to find three piece of garbage and put them in the garbage bin by the fountain.

Round 1: Leprechaun

One piece is near the well by the stables.

Another piece is on the path near the entrance to the area with the statue nearest the fountain.

The last piece is on the path by the fountain between the card combiner and the garbage bin.

Round 2: SuperScrubber

(This round is available after completing the Lower Runestone

Caverns)

One piece is on the path by the fountain the card combiner's left.

Another piece is by the sign at the card shop.

The last piece on the path the west of the fountain by a young woman.

Round 3: Larval Fly

(This round is available after the first Royal Tower, Lower mission)

One piece is on the grass at the crossroads near the entrance.

Another piece is behind the hilltop statue.

The last piece is in the veranda of the building to the north of the crossroads at the entrance

Sol's gift in the Upper Runestone Caverns:

Sol will give you a Stone Golem when you talk to him.

Fountain in Horgozh town:

Find the fountain key on a corpse by the statue in the northeast corner. Go to the fountain mechanism in the southwest corner of the northern section and activated it to fill the fountain. Once filled it has a Mind Flayer card floating in it.

Trapped creature's gift in the Krasheen mountains:

The creature trapped in stone form gives you a Birdman card to help release him.

Royal vault treasure:

Pick up the God of Destruction from the Royal vault on the Plains of Rowahl after you get the Jewel of Alanjeh to open the vault.

Choose sides in Temple of Sharacia:

Help either the Valkyrie or Ashura to get their card. You be able to get the other card by capture or bonus draw on level 4 of the Proving Grounds. Ashura can be obtain by an upgrade of the Jade Giant so you may want to side with the Valkyrie.

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.

Bhashea Castle:

Demon Swordsman: Defeat the Demon Swordsman after placing the four Blades by the statue in the main hall to obtain its card.

Sacred Battle Arena 1:

Lich: Defeat the Lich in the Earth Arena to obtain its card.

Neuh: Defeat the Neuh in the Wood Arena to obtain its card.

Gemini: Defeat the Gemini in the Fire Arena to obtain its card.

Kraken: Defeat the Kraken in the Water Arena to obtain its card.

Sacred Battle Arena 2:

Rabanados: Defeat Rabanados in the first neutral arena to obtain its card.

Ice Skeleton: Defeat Helena in the second neutral arena to obtain the Ice Skeleton card.

AstroBot: Defeat the AstroBot in the first mech arena to obtain its card.

Sacred Umpire: Defeat Leod in the second mech arena to obtain the Sacred Umpire card. You need to finish the main story before you can face Leod.

Sekmet: Defeat Thalnos in the arena past the door on the center path to obtain the Sekmet card . You need to defeat Helena and Leod before you can face Thalnos .

Doppleganger: Defeat Katia in the arena past Thalnos to obtain the Doppleganger card.

Obenoix Gorge:

Phantom Ship: Defeat the Thanatos on the ship at the end of the level to obtain the Phantom Ship card.

III.vii Red Fairy Rewards

After you rescue Jarvi from the desert, he gives you cards for bringing him red fairies.

Rescue Jarvi: Tumble Chick

- 10 Fairies: Carbuncle
- 20 Fairies: Berserker
- 30 Fairies: Fire Moray
- 50 Fairies: Psycho Dice
- 70 Fairies: Whip Worm
- 80 Fairies: Global Bust

90 Fairies: Crystal Magic
100 Fairies: CircaSaurus

III.viii Card Combiner in Kadishu

The card combiner stands by the circular path around the fountain in Kadishu. He'll make four different cards when brought the correct components:

Talos: Ghost Armor and Stone Head
Centaur: Archer Tree and Unicorn
Pegasus: Horus and Unicorn
Fireworks: Earth Moray, Water Moray, and Fire Moray

After giving the cards go do something else in the game for 30 minutes and return to retrieve your card.

III.ix Importing from Lost Kingdoms 1

If you have save data from the original Lost Kingdoms you're given the opportunity to import all on you cards from the first game into LK2 after completing Sacred Battle Arena 2. Cards 001-105 can be acquired this way, in those cases where a new card has be substituted for one of the originals, the original will be converted in the new one when imported.

III.x Upgrade list

at the bottom there is special groups of monster that is almost the same creature.

no. name	upgrades to:	no. name	cost.
001 skeleton		150 undead knight	3000
		017 wraith	4000
002 ghost armor		101 chaos knight	11000
003 red dragon		155 spartoi	8000
		212 fafnir	35000
004 lizardman		007 red lizard	2000
		039 basilisk	2000
		071 venom lizard	2000
		055 dragonoid	2500
005 mandragora		154 myconid	4000
		125 mandra dancer	12000
		050 king mandragora	35000
006 elephant		103 elephant king	27000
007 red lizard		004 lizardman	2000
		039 basilisk	2000
		071 venom lizard	2000
		055 dragonoid	2500

009 hobgoblin	077 goblin lord	20000
010 sand golem	145 stone golem	9000
	030 fire golem	14000
	097 ice golem	20000
012 man trap	157 raflesia	13000
	165 devil plant	26000
016 sasquatch	158 daidarapochi	15000
017 wraith	122 death	6000
018 orc	171 storm hagan	6000
	172 rock hagan	6000
	173 bum hagan	6000
019 fairy	140 popgun charlie	4000
	117 sprite	8000
	176 dark sprite	8000
020 vampire bush	174 octobush	27000
023 water reaper	189 rubber froggy	6000
	022 kraken	30000
026 carbuncle	092 trickster	13000
	114 napalm beast	18000
027 flayer spawn	096 mind flayer	20000
033 banshee	149 sekmet	27000
035 berserker	211 jade giant	10000
	180 matador	22000
	195 berserk master	34000
036 flying ray	023 water reaper	1500
	034 land shark	6000
039 basilisk	004 lizardman	2000
	007 red lizard	2000
	071 venom lizard	2000
	055 dragonoid	2500
042 lycanthrope	078 scythe beast	3000
	037 demon hound	6000
	197 hell hound	7000
	024 fenril	32000
044 necromancer	026 lich	12000
047 ghoul	033 banshee	20000
048 treant	167 dark treant	7000
	168 coal treant	7000
051 larval fly	095 beelzebub	10000

053 dark raven	187 horus	12000
	205 phoenix	25000
055 dragonoid	004 lizardman	2000
	142 baby dragon	5000
	073 hydra	15000
056 dryad	048 treant	6000
	109 wood elemental	25000
057 birdman	139 garuda	20000
061 blood bush	020 vampire bush	15000
065 juggernaut	045 great turtle	47000
067 great demon	111 succubus	7000
	112 incubus	7000
	161 demon lord	25000
068 evil eye	098 cyclops	10000
070 gnome	131 dao	12000
	106 earth elemental	25000
071 venom lizard	004 lizardman	2000
	007 red lizard	2000
	039 basilisk	2000
	055 dragonoid	2500
075 salamander	054 wizard	10000
	062 efreet	12000
076 chimera	132 manticore	10000
	186 nueh	21000
078 scythe beast	064 demon fox	30000
080 night mare	008 unicorn	36000
	200 sleipnir	42000
084 venus spider	094 caterpoker	3000
090 undine	134 marid	12000
	107 water elemental	25000
092 trickster	199 mad reverser	13000
093 demon skeleton	100 steel skeleton	25000
094 caterpoker	013 sand worm	17000
102 decoy pillar	170 gravity pillar	20000
111 succubus	085 vampire	20000
112 incubus	085 vampire	20000
115 green dragon	155 spartoi	8000
	188 acid dragon	10000

	221 ryuhi	35000
117 sprite	181 phooka	9000
120 yowie	043 sand beetle	3000
	084 venus spider	4000
	046 gold butterfly	5000
	051 larval fly	5000
122 death	185 thanatos	27000
123 porcupig	124 golden porcupig	5000
	089 plague rat	10000
	021 catoblepas	15000
124 golden porcupig	082 rheebug	8000
125 mandra dancer	050 king mandragora	23000
127 lucky lion	038 behemoth	25000
128 vodiano	192 gorgon	5000
	049 sea monk	7000
	087 mermaid	9000
132 manticore	086 sphinx	16000
135 elf	137 dark elf	15000
	136 elf lord	22000
140 popgun charlie	177 gargoyle	4000
	067 great demon	11000
	159 gemini	34000
142 baby dragon	003 red dragon	10000
	115 green dragon	10000
	143 brine dragon	10000
	160 amber dragon	10000
143 brine dragon	155 spartoi	8000
	069 blue dragon	35000
144 circasaurus	203 anarchy owl	7500
	182 devata	10000
	164 chameleus	20000
150 undead knight	002 ghost armor	10000
	093 demon skeleton	20000
154 myconid	210 blue mold	9000
160 amber dragon	155 spartoi	8000
	029 zombie dragon	18000
	129 uroboros	35000
162 witchlette	194 baba yaga	14000
	072 tiger mage	17000
	151 panther mage	17000
	121 apsaras	20000

171 storm hagan	169 sleeping giant	18000
172 rock hagan	016 sasquatch	9000
177 gargoyle	066 fire gargoyle	7000
	102 decoy pillar	15000
182 devata	044 necromancer	12000
186 nueh	083 white tiger	25000
189 rubber froggy	128 vodianoi	5000
	126 super pumper	20000
197 hell hound	184 cerberus	20000
198 tumble chick	031 running bird	6000
	015 cockatrice	14000
	074 siren	15000
203 anarchy owl	088 puppet master	13000
	130 yin yang	20000
205 phoenix	081 golden phoenix	25000
211 jade giant	206 ashura	50000

all of the upgraded baby dragons can be upgraded into:

155 spartoi	8000
rndm legendary dragon	35000

individual:

115 green dragon	188 acid dragon	10000
160 amber dragon	029 zombie dragon	18000

the lizardmans can be upgraded to eachother for 2000
and dragonoid for 2500

the elemental power creatures can all be upgraded to:

(optional)	rndm elemental	25000
	rndm djinn	12000

individual:

056 dryad	048 treant	6000
075 salamander	054 wizard	10000

111 succubus	085 vampire	20000
112 incubus	085 vampire	20000

III.xi Copy list

no.	name.	cost.
001	skeleton	2000
002	ghost armor	13000
003	red dragon	20000
004	lizardman	2000

005	mandragora	2500
006	elephant	3500
007	red lizard	2000
008	unicorn	45000
009	hobgoblin	3000
010	sand golem	6000
012	man trap	3200
013	sand worm	15000
014	mummy	3000
015	cockatrice	14000
016	sasquatch	12500
017	wraith	4000
018	orc	1200
019	fairy	2000
020	vampire bush	12000
021	catoblepas	17500
022	kraken	40000
023	water reaper	3500
024	fenril	32000
025	lich	27000
026	carbuncle	10000
027	flayer spawn	4000
028	golden goose	25000
029	zombie dragon	36000
030	fire golem	17000
031	running bird	7000
032	giant crab	3000
033	banshee	19000
034	land shark	8000
035	berserker	3000
036	flying ray	1500
037	demon hound	6000
038	behemoth	25000
039	basilisk	2500
040	mole monster	10000
041	maelstrom	5000
042	lycanthrope	2500
043	sand beetle	6000
044	necromancer	21000
046	gold butterfly	8000
047	ghoul	2500
048	treant	10000
049	sea monk	21000
050	king mandragora	32000
051	larval fly	8000
052	crystal rose	12000
053	dark raven	2000
054	wizard	15000
055	dragonoid	2500
056	dryad	3000
057	birdman	10000
058	will o' wisp	3500
059	archer tree	8000
060	stone head	12000
061	blood bush	6000
062	efreet	15000
063	dragon knight	6000
064	demon fox	30000
065	juggernaut	10000
066	fire gargoyle	12000

067	great demon	7000
068	evil eye	3500
070	gnome	4000
071	venom lizard	2500
072	tiger mage	25000
073	hydra	16000
074	siren	18000
075	salamander	3000
076	chimera	13000
077	goblin lord	14000
078	scythe beast	3000
079	kitty trap	7000
080	night mare	13000
082	rheebus	12500
084	venus spider	4500
085	vampire	28000
086	sphinx	28000
087	mermaid	30000
088	puppet master	28000
089	plague rat	6000
090	undine	4000
091	whip worm	22000
092	trickster	18000
093	demon skeleton	20000
094	caterpoker	10000
095	beelzabub	25000
096	mind flayer	30000
097	ice golem	27500
098	cyclops	10000
099	black dragon	50000
100	steel skeleton	30000
101	chaos knight	22000
102	decoy pillar	21000
103	elephant king	30000
106	earth elemental	25000
107	water elemental	25000
108	fire elemental	25000
109	wood elemental	25000
110	aggressor GL2	7000
111	succubus	20000
112	incubus	20000
113	valkyrie	42000
114	napalm beast	18500
115	green dragon	10000
116	wyvern	27000
117	sprite	12000
118	leprechaun	9000
119	charadrius	16000
120	yowie	1000
121	apsaras	28000
122	death	11000
123	porcupig	1500
124	golden porcupig	10000
125	mandra dancer	12000
126	super pumper	36000
127	lucky lion	12000
128	vodianoi	6000
130	yin yang	43000
131	dao	15000
132	manticore	20000

133	march hare	20000
134	marid	15000
135	elf	8000
136	elf lord	30000
137	dark elf	18500
138	global bust	16000
139	garuda	45000
140	popgun charlie	2500
141	acid cloud	16000
142	baby dragon	2000
143	brine dragon	20000
144	circasaurus	2000
145	stone golem	13500
146	gizmolizer	20000
147	mechalance 5L	7000
148	fireworks	26000
150	undead knight	4000
151	panther mage	25000
152	lamassu	20000
153	lazerbug 39K	24000
154	myconid	6000
155	spartoi	24000
156	phantom ship	50000
157	raflesia	9800
158	daidarapochi	31000
159	gemini	45000
160	amber dragon	10000
161	demon lord	43000
162	witchlette	2500
163	acidbot	7500
164	chameleus	22222
165	devil plant	21000
166	centaur	26000
167	dark treant	12000
168	coal treant	12000
169	sleeping giant	14000
170	gravity pillar	40000
171	storm hagan	6000
172	rock hagan	6000
173	bum hagan	6000
174	octobush	40000
175	chariobot	25000
176	dark sprite	12000
177	gargoyle	8500
178	mechapult	12000
179	aggressor DX5	20000
180	matador	22000
181	phooka	25000
182	devata	15000
183	barometz	20000
184	cerberus	16000
185	thanatos	40000
186	nueh	42000
187	horus	12000
188	acid dragon	30000
189	rubber froggy	5000
190	boom monkey	28000
191	uberbomberbot	16000
192	gorgon	18000
193	pixie	16000

194 baba yaga	18000
195 berserk master	48000
197 hell hound	10000
198 tumble chick	1400
199 mad reverser	28000
201 claws-r-us	22000
202 triblaster	20000
203 anarchy owl	9600
204 pegasus	46000
205 phoenix	30000
207 talos	50000
208 crystal magic	55000
209 psycho dice	22000
210 blue mold	12000
211 jade giant	10000
213 beaker	1000
215 superscrubber	7000
216 astrobot	38000
217 vouivre	36000
218 fire moray	11000
219 water moray	11000
220 earth moray	11000

III.xii 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. Most levels offer three different cards. The sacred battle arena levels appear to offer only one card. The Royal Tower, lower and Royal Tower, middle appear to offer 2 different cards. The Proving Grounds levels have six different cards.

Here is a list of the card that are offered in each level. The proving ground lists are incomplete, missing cards are marked with a question mark.

Nobleman's Residence: (2 missions)

Beaker
Dark Raven
Fairy

Bhashea High Road: (3 missions, third repeatable)

Man Trap
Porcupig
Storm Hagan

Gromtull Desert: (1 mission)

Mummy
Sand Beetle
Sand Worm

Kendarie Fortress: (1 repeatable mission)

Mandragora
MechaPult
Aggressor GL2

Bhashea Castle: (1 mission)

Stone Head
Birdman
Steel Skeleton

Isamat Urbur: (1 mission)

Puppet Master
Devata
Juggernaught

Runestone Caverns, upper: (1 mission)

Crystal Rose
Land Shark
Stone Golem

Runestone Caverns, lower: (1 mission)

Yowie, Flayer Spawn, Water Reaper

Ruldo Forest: (2 missions)

Elf
Myconid
Cockatrice

Sacred Battle Arena 1: (1 mission)

Skeleton

Sacred Battle Arena 2: (1 repeatable mission)

LazerBug 39K

Fossil Boneyard: (1 mission)

Caterpoker
Baby Dragon
Amber Dragon

Savran Bridge: (1 mission)

Chimera
Siren
Gold Butterfly

Horgozh Town: (1 mission)

Coal Treant
Wizard
LazerBug 39K

Plain's of Rowahl: (2 missions)

Goblin Lord
Sand Golem
Manticore

Alanjeh Castle: (1 missions)

MechLance 5L
Claws-R-Us
Barometz

Royal Tower, lower: (2 missions)

TriBlaster
Chariobot

Royal Tower, middle: (1 mission)

Aggressor DX5
Beezlebub

Royal Tower, upper: (1 repeatable mission)

Acid Dragon
Wyvern
Sphinx

Obenoix Gorge: (1 mission)

Vodianoi
Thanatos
Hydra

Krasheen Mountains: (1 mission)

Gargoyle
Gorgon
Black Dragon

Temple of Sharacia (1 mission)

Fire Gargoyle
Phoenix

Red Dragon

Proving Grounds, Level 1: (repeatable)

Flying Ray
Will o' wisp
Dragon Knight
Berserker
Berserk Master [thanks zeldafannow]
Scythe Beast [thanks zeldafannow]

Proving Grounds, Level 2:(repeatable)

Red Lizard
Treant
Venom Lizard
Lizardman
Wizard
Basilisk

Proving Grounds, Level 3:(repeatable)

Undead Knight
Matador
Fire Moray
Hobgoblin
Popgun Charlie
Fire Golem

Proving Grounds, Level 4:(repeatable)

Great Demon
Demon Fox
Ashura
Salamander
Valkyrie
fire elemental [thanks zeldafannow]

Proving Grounds, Level 5:(repeatable)

Running Bird
Trickster
Dragonoid
Mole Monster
Cyclops
Night Mare

Proving Grounds, Level 6:(repeatable)

Stone Golem
Juggernaut
Gravity Pillar
Global Bust
Venus Spider [thanks zeldafannow]

?

Proving Grounds, Level 7:(repeatable)

Blue Mold
Banshee
Earth Moray
Vouivre
Lamassu
Skeleton

Proving Grounds, Level 8:(repeatable)

Elephant King
Gnome
Dao
Behemoth
Earth Elemental [thanks to James Hargrove]
?

Proving Grounds, Level 9:(repeatable)

Charadrius
Acid cloud
Carbuncle
Mad Reverser
CircaSaurus
Anarchy Owl

Proving Grounds, Level 10:(repeatable)

Panther Mage
Elf Lord
Lycanthrope
Gold Butterfly
Napalm Beast
?

Proving Grounds, Level 11:(repeatable)

Chameleus
Ghost Armor
Plague Rat
Archer Tree
Rafflesia
Ghoul [thanks zeldafannow]

Proving Grounds, Level 12:(repeatable)

King Mandragora
Whip Worm
Fenril
Garuda [thanks zeldafannow]
?

?

Proving Grounds, Level 13:(repeatable)

Octobush

Sea Monk

March Hare

Panther Mage [thanks zeldafannow]

Rubber Froggy [as a tradition, thanks zeldafannow]

?

Proving Grounds, Level 14:(repeatable)

Baby Dragon

Brine Dragon

Acid Dragon

Green Dragon [thanks zeldafannow]

?

?

Proving Grounds, Level 15:(repeatable)

Mermaid

Wraith

Apsaras

Water Moray

?

?

Proving Grounds, Level 16:(repeatable)

Demon Skeleton

Water Elemental

Marid

Ice Golem [thanks zeldafannow]

undine [see above]

?

Proving Grounds, Level 17:(repeatable)

Octobush

Boom Monkey

Golden Porcupig

Mind Flayer

Yin Yang

?

Proving Grounds, Level 18:(repeatable)

Chaos Knight

Puppet Master

Acid Dragon

Vampire

Necromancer [thanks zeldafannow]

?

Proving Grounds, Level 19:(repeatable)

- Fafnir
- Kraken
- Ryuhi
- Black Dragon
- ?
- ?

Proving Grounds, Level 20:(repeatable)

- Steel Skeleton
- Golden Phoenix
- Blue Dragon
- Great Turtle
- White Tiger
- Emperor

zeldafannow has informed me that the Jack-O-Lantern in the bonus draw for one of the Proving Ground levels. It will be one on the cards I've left a question mark for in the list.

zeldafannow has sent me some more cards in the proving ground bonus draws: Super Pumper, Fire Elemental on level 4, Earth Elemental, Wood Elemental, Berserk Master on level 1, Venus Spider of level 6, Ghoul on level 11, Scythe Beast on level 1, Garuda on level 12, Panther Mage on level 13, Green Dragon on level 14, Ice Golem on level 16, and Necromancer on level 18.

Cards in proving grounds draw which we need levels for:

- Jack-O-Lantern
- Wood Elemental
- Super Pumper

III.xiii Capturing

Cards are captured by hitting them with a capture card (purchased from the Rogue in Kadishu) after they have been reduced to under 10 hit points. The Emperor's Dragon Knots attack is a 100% certain capture. The card making a successful capture is permanently used up until another one is acquired.

There are very few cards that must be captured. I was only going to list where a card can be captured if there is no other way, except for the bonus draw, to acquire the card with some special cases included. However, zeldafannow has put a lot of hard work into compiling a complete list which appears at the end of this section.

Necessary captures:

- Pazuzu:

This large bird can be captured in the exit room of level 13 of the proving grounds. Can only be obtained by capturing.

Golden Goose:

This card only appears in vs. mode in the ruldo forest level. If you don't have LK1 data to import you'll need to catch it there.

Recommended captures:

Barometz:

This card only appears during the timed mission at Alanjeh castle. There are two of them past the red circle gate by the Dark Treant, which will respawn once. You may want to catch one if you don't want to chance missing it in the bonus draw.

Chariobot:

The card only appears during the timed mission at Alanjeh castle. A swarm of these wheeled mechs attack when you cross the bridge. You may want to catch one if you don't want to chance missing it in both of the two bonus draws you get in the Royal Tower, lower missions.

Emperor:

This is the final opponent in the Proving Grounds found in the center of level 20. You've likely spent an hour to get to this point so you may not want to leave acquiring the Emperor to chance with the bonus draw. The Emperor has 400 hit points so you can use 8 z-powered banshee hits and 2 capture cards as one strategy to catch it.

Black Dragon:

This card can be caught during the boss fight in the Krasheen Mountain or you'll need to go down to level 19 of the proving grounds to catch one if you miss the bonus draw and don't have LK1 data to import.

Necessary if you missed their bonus draw:

Beaker:

This card is the water type bird that can be found in the Nobleman's Residence.

Aggressor DX5:

This mech can be found in the Royal tower, (lower or middle) or Horgozh Town.

Chimera

This card can be caught at the end of the bridge in Savran.

Stone Head

This card can be caught in Bhashea Castle

Juggernaut

This card can be caught in Isamat Urbur after getting the Stone of

Sealing if you don't want to wait until level 6 of the Proving Grounds to start gathering experience for its Great Turtle upgrade.

Claws-R-Us

This stationary mech can be caught in Alanjeh Castle by the red circle.

TriBlaster

This missile launching mech can be caught in Horgozh town where you entered originally, you start at the original exit.

Can be obtained from repeatable bonus draws:

Catch these only if you have enough capture cards and they're the only cards still missing in your catalog

Vouivre

This card can be caught on level 7 of the Proving Grounds in the room were you're forced to fight four of them.

Acid Cloud

This card can be caught on level 9 of the Proving Grounds in the entrance room.

March Hare

This card can be caught on level 13 of the Proving Grounds in the entrance room.

Valkyrie:

If you sided with Ashura in Sharacia Temple, this card can be caught on level 4 of the Proving Grounds.

LazerBug 39K

This card can be caught in the Royal Tower, lower in the corridor just before the lift. You're better off repeating Sacred Battle Arena 2 until you manage to draw a card.

Special:

----- Elephant:

If for some reason you weren't able to get the elephant from the card toss you can capture one in the Gromtull Desert.

Jack-O-Lantern:

If you're fortunate enough to see it in the Proving Ground you might want to capture it .

CircaSaurus:

This card can be found on level 9 of the Proving Grounds if you couldn't find all the red fairies.

Birdman:

If you want one before the Krasheen mountains use a Hell Hound to get the across the broken bridge on Bhashea High Road, and catch one in Bhashea castle if you miss it in the bonus draw for Bhashea castle.

Doppleganger:

While you'll get one of these automatically when you defeat Katia you need two of them for one of the combos. Unless you have LK1

data to import or exploit the vs. mode betting to copy it, you'll need to catch one of Katia's dopplegangers to be able to use the combo.

Complete List by level

Thanks to zeldafanow for taking the time to compile this list. Cards that are marked with x# appear in a limited quantity, usually prior to mission completion where # is the number of occurrences during the mission.

Cards that are marked "|not catchable" did zeldafanow kill with a capture card without catching it. This may be a difference between the PAL and NTSC version as some NTSC players have reported capturing some of these.

Bosses with |repeatable can be beaten twice or more. the |not catchable does not apply to the bosses section

Locations within >< are after the mission. if noted by * the monster is for the mission only.

There appear to maybe be some differences between the cards that a capturable in the NTSC and PAL versions of the game. I'll note any differences I've spotted in square brackets.

Bhashea:

Nobleman's Residence:

Beaker /everywhere + respawn
Dark raven /everywhere + respawn
Hell hound /everywhere + respawn
Succubus /everywhere + respawn
Incubus /everywhere + respawn

Level Boss(es):

Hell hound x1

Bhashea High Road:

Porcupig /fielda + respawn
Man Trap /field + respawn, ruined bridge + respawn
Storm Hagan /ruined bridge x1 + respawn, see bosses
Chaos Knight /see bosses |not catchable

Level boss(es):

Field:

Storm Hagan x2

Castle:

Storm Hagan x1 |repeatable
Chaos Knight x1 |repeatable
Man Trap x1 |repeatable

Gromtull desert:

Sand Beetle /Desert + respawn
Elephant /Desert + respawn
Sand Worm /Stairs x1 + respawn
Mummy /Desert, cave
Pixie /Field + respawn
Lizardman /Field + respawn, Desert + respawn

Bhashea Castle:

Kitty Trap /Chambers + respawn
Death /Hall + respawn, see bosses
Birdman /Hall + respawn
Dark Elf /Roof + respawn
Stone Head /Stairs + respawn, great hall x1
Steel Skeleton /see bosses |not catchable
Demon Swordsman /see bosses |not catchable (Zakattack informs us the this
can be caught)

Level boss(es):

Chamber:
Steel Skeleton x1

Great Hall:

Death x2
Demon Swordsman x1

Ismat Urbur:

Puppet Master /Treasure Room x1, >Worship Hall< |not catchable
Devata /Treasure room x2, >Worship Hall<
Juggernaut />Worship Hall<

Kendarie Fortress:

Aggressor GL2 /Searchlight Rooms
Mechapult /Storage Isle x1
Mandragora /Stairs no.1
UberBomberBot /Storage isle *Rare*[maybe not in NTSC version]

|Kendarie:|

Upper Runestone Caverns:

Brine Dragon /Brine Dragon Isle x1 + respawn
Crystal Rose /any passage x2 + respawn
Land Shark /everywhere + respawn
Stone Golem /High Bridge x1 |not catchable
Giant Crab /Lower Grounds + respawn, Small Bridge x1 + respawn
UberBomberBot /Lower Grounds + respawn
? (Witchlette or Baba Yaga) /Brine Dragon Isle *Very Rare*
[maybe not in the NTSC version]

Lower Runestone Caverns:

Water Reaper
Flayer Spawn
Yowie

Ruldo Forest:

Elf /everywhere + respawn
Demon Hound /everywhere + respawn
Dryad /everywhere + respawn
Cockatrice /see bosses
Mandra Dancer /see bosses
Myconid /Cultist hideout x1 + respawn

Level Boss(es):

Sacred Meadow:
Cockatrice x3
Mandra Dancer x1 |Is not really one of the bosses

Fossil Boneyard:

Baby Dragon /dragon birth caverns + respawn
Zombie Dragon /see bosses |not catchable
Amber Dragon /see bosses |not catchable
Gnome /everywhere + respawn
Catoblepas /first jump x1, eastern high ledge x1
Caterpoker /everywhere + respawn

Level Boss(es):

Fossile Meadow:
Zombie dragon x1

Draon Graveyard:

Amber Dragon x1

Sacred Battle Arena 1:

Nueh /Wood room |not catchable
Gemini /Fire room |not catchable
Kraken /Water room |not catchable
Lich /Earth room |not catchable

Sacred Battle Arena 2:

Rabandos /neutral room |not catchable
AstroBot /mech room |not catchable

Sarvan:

Evil Eye /everywhere + respawn
Jade Giant /everywhere + respawn
Siren /Isle passage + respawn
Whip Worm /Isle passage + respawn [maybe not in the NTSC version]
Chimera /see bosses

Level Boss(es):

Chimera x1
Jade Giant x2

|Alanjeh:|

Holzogh Town:

Aggressor DX5 /everywhere + respawn
Coal Treant /lower grounds + respawn
LazerBug 39K /see bosses
TriBlaster /see bosses, lower grounds?
SuperScrubber />lower grounds<

Level Boss(es):

Lazerbug 39K x1
Triblaster x2

Plains of Rowahl

Devil Plant /everywhere + respawn
Sand Golem /everywhere + respawn, royal vault x2 + respawn
Manticore /everywhere + respawn *Rare (uncommon after mission)*

Alanjeh Castle:

Alanjeh castle:

Gizmolizer /Meadow, Final Passage*, Bridge*
MechLance 5L /everywhere, Castle Door*
Barometz /red passage* x4 or if you go past them x2
Dark Treant /red passage* x2 -||- x1, any passage + respawn
Chariobot /red passage* x1, bridge* x3 + respawn
Claws-R-Us /eastern passage* x1, final passage* x1, bridge* x1,
>starting meadow< x1 + respawn

Royal Tower, Lower:

LazerBug 39K /Inside + respawn, see boss
TriBlaster /near end x3 |impossible to damage
Chariobot /royal chamber x1 + respawn *Ultra Rare!*
[maybe not in the NTSC version]

Aggressor DX5 /inside + respawn

Level Boss(es):

Lazerbug 39K x2

Royal Tower, Middle:

Aggressor DX5 /Deck Point + respawn
Behemoth /switch room x1 |not catchable
Ice Golem /switch room x1 |not catchable
Demon Fox /switch room x1 |not catchable
Fenril /switch room x1 |not catchable
Beelzebub /switch room x1 |not catchable

Royal Tower, Upper:

Wyvern /everywhere + respawn
Sphinx /extra tower x1 + respawn

Obenoix Gorge:

Sasquatch /see bosses |not catchable
Baba Yaga /frozen dock + respawn

Voidanoi /everywhere + respawn
Thantanos /see bosses
Hydra /frozen dock + respawn
Water Elemental /frozen dock + respawn
Undine /frozen dock + respawn [maybe not in the NTSC version]
Mermaid /frozen dock + respawn *Rare*[maybe not in the NTSC version]

Level Boss(es):

Ice Wall:
sasquatch x1 & x2

Phantom Ship:

Thantanos x1

Krasheen Mountains:

Birdman /birdman statue caves + respawn [maybe not in the NTSC version]
Gorgon /everywhere + respawn
Horus /everywhere + respawn
Great Demon /everywhere + respawn
Black Dragon /see bosses
Running Bird /everywhere + respawn

boss(es):

Black Dragon x1

Temple of Sharacia:

Fire Elemental /Temple *Rare* + respawn
[Maybe not in the NTSC version]

Efreet /temple + respawn
Fire Gargoyle /temple + respawn
Cerberus /temple + respawn
Red Dragon /temple + respawn
Ashura or Valkyrie /see bosses |not catchable
Phoenix /temple + respawn

Proving grounds:

In the proving grounds; there are probably every card in the bonus draw catchable there [except cards like the anarchy owl that don't appear as enemies]

Level 1

Berserker
Scythe Beast
Flying Ray
Will-o-wisp
Dragon Knight
Berserk Master

Level 2

Wizard
Basilisk
Treant
Lizardman

Red lizard
Venom lizard

Level 3

Fire Golem
Popgun Charlie
Hobgoblin
Matador
Orc

Level 4

Valkyrie
Salamander
Fire Elemental
Demon Fox
Ashura
Great Demon

Level 5

Trickster
Tumble Chick
Cyclops
Mole Monster
Night Mare
Dragonoid

Level 6

Juggernaut
Venus Spider
Bum Hagan
Stone Golem
Maelstrom

Level 7

Blue mold
Banshee
Earth Moray
Skeleton
Vouvire

Level 8

Elephant king
Behemoth
Gnome
Dao
Sphinx
Earth Elemental

Level 9

CircaSaurus
Acid Cloud
Caterpoker

Carbuncle
Mad Reverser
Goblin Lord

Level 10
Elf Lord
Panther Mage
Lycanthrope
Blood Bush
Sleeping Giant

Level 11

Archer Tree
Plague Rat
Rafflesia
Ghost Armor
Chameleus
Ghoul

Level 12

Whip Worm
Fenril
Dryad
Madragora King
Garuda

Level 13

Rubber Froggy
March Hare
Tiger Mage
Octobush
Pazuzu

Level 14

Baby Dragon
Acid Dragon
Red Dragon
Brine Dragon
Amber Dragon

Level 15

Mermaid
Vampire Bush
Wraith
Baba Yaga
Asparas
Water Moray

Level 16

Marid
Undine
Ice Golem
Demon Skeleton

Rock Hagan

Level 17

Super Pumper
Yin Yang
Mind Flayer
Octobush
Boom Monkey

Level 18

vampire
Puppet Master
Wyvern
Chaos Knight
Necromancer

Level 19

Black Dragon
Demon Lord
Kraken
Nueh

Level 20

Steel Skeleton
Golden Phoenix
Blue Dragon
Great Turtle
White Tiger
Emperor

more monster are very welcome!

IV. CARD LOCATION LIST

001 Skeleton

Bonus Draw: Sacred Battle Arena 1

Bonus Draw: Proving Grounds, level 7

Buy at Card Shop: 15 GP (1st Kadishu selection or after main story)

002 Ghost Armor

Upgrade from: Undead Knight at 10000

Bonus Draw: Proving Grounds, level 11

Buy at Card Shop: 720 GP (3rd Kadishu selection or after main story)

003 Red Dragon

Bonus Draw: Temple of Sharacia

Upgrade from: Baby Dragon at 10000

Chest in Royal Tower, Middle: This chest is under the shield to the right of Leod, deactivate all five switches to drop the shield.

Warning: You can't get this chest if you finish the level before deactivating the switches.

004 Lizardman

One of the cards you start with.

Upgrade from: Red Lizard at 2000

Upgrade from: Basilisk at 2000

Upgrade from: Venom Lizard at 2000

Upgrade from: Dragonoid at 2500

Bonus Draw: Proving Grounds, level 2

005 Mandragora

Bonus Draw: Kendarie Fortress

Chest in Kendarie Fortress: This chest is in the first search light room.

Chest in Ruldo Forest: This chest can be found on the path to the right of the entrance.

Chest in Savran: This chest is on the second bridge section.

006 Elephant

Toss a card across the river after being challenged to by one of you fellow thieves in the first Bhashea High Road mission.

Capture in the Gromtull Desert.

007 Red Lizard

Upgrade from: Lizardman at 2000

Upgrade from: Basilisk at 2000

Bonus Draw: Proving Grounds, level 2

Chest in Bhashea High Road: This chest is near the deck point.

chest in Horgozh Town: This chest is behind the building to the right of the entrance.

008 Unicorn

Upgrade from: Nightmare at 36000

Chest in Royal Tower, Middle:
This chest is under the shield to the left of Leod, deactivate all

five switches to drop the shield. Warning: You can't get this chest if you finish the level before deactivating the switches.

Chest in Royal Tower, Upper:

This chest is behind the first tentacle on the first detour through the center area.

009 Hobgoblin

Bonus Draw: Proving Grounds, level 3

One of the cards you start with.

Buy at Card Shop: 30 GP (1st Kadishu selection or after main story)

Chest in Savran:

This chest is under drawbridge puzzle by a sign reading: "A treasure easily gained is not worth having. DO NOT OPEN THIS CHEST IF YOU WANT TO GET THE LUCKY LION."

010 Sand Golem

Bonus Draw: Plains of Rowahl

Buy at Card Shop: 300 GP (3rd Kadishu selection or after main story)

Chest in Chest in Plains of Rowahl:

This chest is near the Royal vault.

011 Jack-O-Lantern

In a proving ground bonus draw [thanks to zeldafannow]

012 Man Trap

One of the cards you start with.

Chest in Bhashea High Road:

This chest is by the big stump.

Bonus Draw: Bhashea High Road

Chest in Plains of Rowahl:

This chest is by the cultist past the main gate and to the left.

013 Sand Worm

Upgrade from: Caterpoker at 17000

Bonus Draw: Gromtull Desert

014 Mummy

Bonus Draw: Gromtull Desert

2 Chests in Gromtull Desert:

These chests are in the mummy cave near the oil pool.

015 Cockatrice

Upgrade from: Tumble Chick at 14000

Bonus Draw: Ruldo Forest

016 Sasquatch

Upgrade from: Rock Hagan at 9000

Chest in Obenoix Gorge:
This chest is by the first column.

017 Wraith

Bonus Draw: Proving Grounds, level 15

Upgrade from: Skeleton at 4000

018 Orc

Buy at Card Shop: 135 GP (1st Kadishu selection or after main story)

019 Fairy

One of the cards you start with.

Bonus Draw Nobleman's Residence

Buy at Card Shop: 240 GP (1st Kadishu selection or after main story)

Chest in Alanjeh Castle:
This chest is past the red circle gate.

020 Vampire Bush

Upgrade from: Blood Bush at 15000

021 Catoblepas

Upgrade from: Porcupig at 15000

Buy at Card Shop: 900 GP (2nd Kadishu selection or after main story)

Chest in Fossil Boneyard:
Fly across the river on the left of the path to the exit to reach this chest.

022 Kraken

Upgrade from: Water Reaper at 30000

Bonus Draw: Proving Grounds, level 19

Automatic reward for defeating the Kraken in the water arena of Sacred
Battle Arena 1

023 Water Reaper

Upgrade from: Flying Ray at 1500

Bonus Draw: Runestone Caverns, lower

024 Fenril

Upgrade from: Lycanthrope at 32000

Bonus Draw: Proving Grounds, level 12

025 Lich

Upgrade from: Necromancer at 12000

Automatic reward for defeating the Lich in the earth arena of Sacred Battle Arena 1

026 Carbuncle

Receive from Jarvi for 10 red fairies.

Bonus Draw: Proving Grounds, level 9

Chest in Royal Tower, lower: This chest is the before lift during the escape.

027 Flayer Spawn

Bonus Draw: Runestone Caverns, lower

Chest in Kadishu:

This chest is by the cart near the fountain.

Chest in Runestone Caverns, lower chambers:

This chest is in the room where you see the first cutscene.

2 Chests in Runestone Caverns, lower chambers:

These chests are in the room where you see the third cutscene.

028 Golden Goose

The only place in LK2 the golden goose appears in vs. mode in ruldo forest, you can capture it there.

029 Zombie Dragon

Upgrade from: Amber Dragon at 18000

Chest in Fossil Boneyard:

Place the nine fossil pieces on the rock in the dead end of the path from the start. Defeat the zombie dragon and the chest will appear where the rock was. If the Zombie Dragon defeats you, examine the rock again for another chance.

030 Fire Golem

Upgrade from: Sand Golem at 14000

Bonus Draw: Proving Grounds, level 3

031 Running Bird

Upgrade from: Tumble Chick at 6000

Bonus Draw: Proving Grounds, level 5

Buy at Card Shop: 240 GP (Cathedral selection or after main story)

Chest in Gromtull Desert:

This chest is in Jarvis's cave.

032 Giant Crab

Buy at Card Shop: 120 GP (1st Kadishu selection or after main story)

033 Banshee

Upgrade from: Ghoul at 20000

Bonus Draw: Proving Grounds, level 7

034 Land Shark

Upgrade from: Flying Ray at 6000

Bonus Draw: Runestone Caverns, upper chambers

Chest in Runestone Caverns, upper chambers:

This chest is on hill in the eastern map.

Chest in Runestone Caverns, upper chambers:

Destroy ice pillar on ledge where Sol was with the Stone Golem after activating magic circles in Ruldo Forest to get to this chest.

035 Berserker

Receive from Jarvi for 20 Red Fairies

Bonus Draw: Proving Grounds, level 1

036 Flying Ray

Bonus Draw: Proving Grounds, level 1

Buy at Card Shop: 30 GP (2nd Kadishu selection or after main story)

037 Demon Hound

Upgrade from: Lycanthrope at 6000

Chest in Kadishu:

This chest is on the stairs on the first building to the right of the path from the entrance.

Chest in Kadishu:

This chest is by the hilltop statue.

Chest in Ruldo Forest:

This chest is in the area where you fight the three cockatrices.

038 Behemoth

Bonus Draw: Proving Grounds, level 5

Upgrade from: Lucky Lion at 25000

039 Basilisk

Upgrade from: Lizardman at 2000

Upgrade from: Red Lizard at 2000

Chest in Runestone Caverns, lower chambers:
Go up the stairs in the second cutscene room to find this chest.

Bonus Draw: Proving Grounds, level 2

040 Mole Monster

Bonus Draw: Proving Grounds, level 5

Buy at Card Shop: 999 GP (2nd Kadishu selection or after main story)

Chest in Bhashea castle:
This chest is in a side room off the main eastern corridor.

041 Maelstrom

Chest in Runestone Caverns, lower chambers:
With water level set low at the sluice gate in the upper chambers, go
downstairs in second cutscene room to find this chest.

Chest in Runestone Caverns, lower chambers:
With water level set high at the sluice gate in the upper chambers,
jump using Cerberus or fly from upstairs in the second cutscene room
to reach this chest.

042 Lycanthrope

Bonus Draw: Proving Grounds, level 10

Buy at Card Shop: 375 GP (Cathedral selection or after main story)

043 Sand Beetle

Bonus Draw: Gromtull Desert

Upgrade from: Yowie at 3000

Chest in Gromtull Desert:
This chest is in Jarvis's cave.

044 Necromancer

Upgrade from: Devata at 12000

Bonus Draw: Proving Grounds level 18 [thanks zeldafannow]

045 Great Turtle

Upgrade from: Juggernaut at 47000

Bonus Draw: Proving Grounds, level 20

046 Gold Butterfly

Chest in Savran:

This chest is on the second bridge section.

Bonus Draw: Proving Grounds, level 10

Upgrade from: Yowie at 5000

Bonus Draw: Savran

Buy at Card Shop: 180 GP (Cathedral selection or after main story)

047 Ghoul

Buy at Card Shop: 75 GP (1st Kadishu selection or after main story)

Can be obtained in the bonus draw for level 11 of the Proving Grounds.
[Thanks Zeldafannow]

048 Treant

Bonus Draw: Proving Grounds, level 2

Upgrade from: Dryad at 6000

Buy at Card Shop: 240 GP (2nd Kadishu selection or after main story)

049 Sea Monk

Upgrade from: Vodianoi at 7000

Bonus Draw: Proving Grounds, level 13

Buy at Card Shop: 1440 GP (1st and 2nd Kadishu selections or after main story)

050 King Mandragora

Upgrade from: Mandragora at 35000

Upgrade from: Mandra Dancer at 23000

Bonus Draw: Proving Grounds, level 12

Chest in Plains of Rowahl:

Fly to the end of the river to get to this chest.

051 Larval Fly

Upgrade from: Yowie at 5000

Complete the hird round of trash collection in Kadishu.

052 Crystal Rose

Bonus Draw: Runestone Caverns, upper

Buy at Card Shop: 270 GP (3rd Kadishu selection or after main story)

Chest in Obenoix Gorge:

Fly to the ledge from the area where you fight the second battle against the Sasquatches to get to this chest.

053 Dark Raven

Chest in the Nobleman's Residence:

This chest is in the room at the bottom of the staircase that's behind you when you start to game. You need to break some chests with a weapon card to get to it.

Chest in Runestone Caverns, upper chambers:

This chest is in the starting room.

Bonus Draw Nobleman's Residence

Buy at Card Shop: 15 GP (1st Kadishu selection or after main story)

Chest in Fossil Boneyard:

This chest is by the river.

054 Wizard

Bonus Draw: Horgozh Town

Bonus Draw: Proving Ground Level 2

Upgrade from: Salamander at 10000

Buy at Card Shop: 360 GP (2nd Kadishu selection or after main story)

055 Dragonoid

Upgrade from: Lizardman at 2500

Upgrade from: Red Lizard at 2500

Upgrade from: Basilisk at 2500

Bonus Draw: Proving Grounds, level 5

Buy at Card Shop: 300 GP (2nd Kadishu selection or after main story)

Chest in Kadishu:

This chest is in the alley behind the building north of the crossroads.

056 Dryad

Chest in Ruldo Forest:

This chest is near deck point.

057 Birdman

Given by the trapped creature in the Krasheen mountains.

Bonus Draw: Bhashea Castle

Chest in Krasheen Mountains:

This chest is by the birdman statue and the deck point.

Chest in Krasheen Mountains:

This chest is in a cave to the left of the bridge.

058 Will o' wisp

Bonus Draw: Proving Grounds, level 1

Buy at Card Shop: 150 GP (1st Kadishu selection or after main story)

059 Archer Tree

Bonus Draw: Proving Grounds, level 11

Buy at Card Shop: 120 GP (1st Kadishu selection or after main story)

060 Stone Head

Bonus Draw: Bhashea Castle

Capture in Bhashea Castle

061 Blood Bush

Chest in Runestone Caverns, upper chambers:

This chest is in the northwest corner of sluice gate room.

062 Efreet

Upgrade from: Salamander at 12000

Chest in Horgozh Town: This chest is by the fountain mechanism in the southeast corner the northern section.

063 Dragon Knight

Bonus Draw: Proving Grounds, level 1

One of the card you start with.

064 Demon Fox

Upgrade from: Scythe Beast at 30000

Bonus Draw: Proving Grounds, level 4

065 Juggernaut

Bonus Draw: Isamat Urbur

Bonus Draw: Proving Grounds, level 6

Capture in Isamat Urbur

Capture in level 6 of proving grounds

066 Fire Gargoyle

Upgrade from: Gargoyle at 7000

Chest in Royal Tower, lower:

Jump up to left twice just before the exit to get to this chest.

Chest in Temple of Sharacia:

This chest is to the right of the top of second staircase.

Buy at Card Shop: 600 GP (3rd Kadishu selection or after main story)

067 Great Demon

Bonus Draw: Proving Grounds, level 4

Upgrade from: Popgun Charlie at 11000

Bonus Draw: Proving Grounds, level 3

068 Evil Eye

Chest in Gromtull Desert:

This chest is by the oil pool.

069 Blue Dragon

Upgrade from: Brine Dragon at 35000

Bonus Draw: Proving Grounds, level 20

070 Gnome

Bonus Draw: Proving Grounds, level 8

Chest in Fossil Boneyard:

Jump up from the magic circle to the right of the first dragon cave to reach this chest. It's in area where you fight the cultist.

071 Venom Lizard

Bonus Draw: Proving Grounds, level 2

Upgrade from: Lizardman at 2000

Upgrade from: Red Lizard at 2000

Chest in Kedarie Fortress:

This chest is in the third search light room.

072 Tiger Mage

Upgrade from: Witchlette at 17000

Chest in Royal Tower, lower:

This chest is to the right of the stairs after the fallen column during the escape.

073 Hydra

Bonus Draw: Obenoix Gorge

Upgrade from: Dragonoid card at 15000

Chest in Royal Tower, Middle:

This chest is in a secret area in the room to the right of the entrance. Use a magic circle powered Stone Golem to break the wall.

Chest in Obenoix Gorge:

Fly from the deck point area to back to the ledge to the left of the path leading back to the entrance to get to this chest.

074 Siren

Upgrade from: Tumble Chick at 15000

Bonus Draw: Savran

Chest in Obenoix Gorge:

This chest is by the third column.

075 Salamander

Bonus Draw: Proving Grounds, level 4

Chest in Horgozh Town:

This chest is in the southwest corner of the northern section.

Chest in Temple of Sharacia:

This chest is to the left of top of the first staircase.

076 Chimera

Bonus Draw: Savran

Capture in Savran at the end of the bridge

077 Goblin Lord

Upgrade from: Goblin at 20000

Bonus Draw: Plains of Rowahl

078 Scythe Beast

Chest in the Nobleman's Residence:

This chest is in the room at the bottom of the staircase that's behind you when you start to game. You need to break some chests with a weapon card to get to it.

Upgrade from: Lycanthrope at 3000

Bonus Draw: Proving Grounds, level 1 [thanks zeldfannow]

079 Kitty Trap

Buy at Card Shop: 450 GP (2nd Kadishu selection or after main story)

080 Night Mare

Bonus Draw: Proving Grounds, level 5

Buy at Card Shop: 1800 GP (Cathedral selection or after main story)

Chest in Ruldo Forest:

Fly or use Cerberus to jump across chasm from uphill on the path near where the you fight the cultist to reach this chest.

Chest in Plains of Rowahl:

This chest is by the cultist past the main gate and to the left.

081 Golden Phoenix

Bonus Draw: Proving Grounds, level 20

Upgrade from: Phoenix at 25000

082 Rheebus

Upgrade from: Golden Porcupig at 8000

Buy at Card Shop: 450 GP (2nd Kadishu selection or after main story)

Chest in Royal Tower, Middle:

This chest is in the deck point area.

083 White Tiger

Upgrade from: Nueh at 25000

Bonus Draw: Proving Grounds, level 20

084 Venus Spider

Upgrade from: Yowie at 4000

Chest in Gromtull Desert:

This chest is by the oasis.

Can be obtained in the bonus draw for level 6 of the Proving Grounds.
[Thanks zeldafannow]

085 Vampire

Upgrade from: Succubus at 20000

Upgrade from: Incubus at 20000

Bonus Draw: Proving Grounds, level 18

Chest in Grenfoel Cathedral:

This chest is in the secret room open by turning the four statues and walking up to the point of the wall where they've turned to face.

086 Sphinx

Upgrade from: Manticore at 16000

Bonus Draw: Royal Tower, upper

Chest in Royal Tower, Middle:

This chest is in a secret area in the second room off the corridor

past the deck point. Open the door to this room and go to the third room, magic circle power a chariobot or talos and head for the breakable wall, there is just enough time to reach the wall before the charge wears off.

087 Mermaid

Upgrade from: Vodianoi at 9000

Bonus Draw: Proving Grounds, level 15

088 Puppet Master

Bonus Draw: Isamat Urbur

Bonus Draw: Proving Grounds, level 18

Upgrade from: Anarchy Owl at 13000

Chest in Royal Tower, lower:
Fly across the pool to get to this chest.

089 Plague Rat

Bonus Draw: Proving Grounds, level 11

Upgrade from: Porcupig at 10000

Chest in Grenfoel Cathedral:
This chest is in the secret room open by turning the four statues and walking up to the point of the wall where they've turned to face.

090 Undine

Chest in Runestone Caverns, upper chambers:
This chest is north of the sluice gate.

091 Whip Worm

Bonus Draw: Proving Grounds, level 12

Receive from Jarvi for 70 red fairies

092 Trickster

Bonus Draw: Proving Grounds, level 5

Upgrade from: Carbuncle at 13000

093 Demon Skeleton

Upgrade from: Undead Knight at 20000

Bonus Draw: Proving Grounds, level 16

094 Caterpoker

Bonus Draw: Fossil Boneyard

Chest in Fossil Boneyard:

This chest is in the depression you can jump down to from the right side of the two way jump.

Upgrade from: Venus Spider at 3000

095 Beelzabub

Upgrade from: Larval Fly at 10000

Bonus Draw: Royal Tower, middle

096 Mind Flayer

Upgrade from: Flayer Spawn at 20000

Fill the fountain in Horgozh town.

Bonus Draw: Proving Grounds, level 17

Buy at Card Shop: 3600 GP (3rd Kadishu and cathedral selection or after main story)

097 Ice Golem

Upgrade from: Sand Golem at 20000

Bonus Draw: Proving Grounds, level 16 [thanks zeldafannow]

098 Cyclops

Bonus Draw: Proving Grounds, level 5

Upgrade from: Evil Eye at 10000

099 Black Dragon

Bonus Draw: Krasheen Mountains

Capture during boss fight at Krasheen Mountain

Capture on level 19 of the proving grounds

Bonus Draw: Proving Grounds, level 19

100 Steel Skeleton

Bonus Draw: Bhashea Castle

Bonus Draw: Proving Grounds, level 20

Upgrade from: Demon Skeleton at 25000

101 Chaos Knight

Bonus Draw: Proving Grounds, level 18

Upgrade from: Ghost Armor at 11000

102 Decoy Pillar

Chest in Savran:

This chest is down the stairs from first bridge section.

Upgrade from: Gargoyle at 15000

Chest in Royal Tower, lower:

After taking the lift to the area with the exit, jump up to the left just after the lift to get to this chest.

103 Elephant King

Bonus Draw: Proving Grounds, level 8

Upgrade from: Elephant at 27000

104 God of Destruction

Get from Royal Vault in the Plains of Rowahl.

105 Doppelganger

Automatic for defeating Katia at the end of Sacred Battle Arena 2.

106 Earth Elemental

Upgrade from: Gnome at 25000

Can be obtained from a bonus draw in the Proving Grounds. [Thanks zeldafannow]

107 Water Elemental

Upgrade from: Undine at 25000

Bonus Draw: Proving Grounds, level 16

Chest in Obenoix Gorge:

This chest is to the right of the entrance.

108 Fire Elemental

Upgrade from: Salamander at 25000

Chest in Temple of Sharacia:

This chest is on the platform on top of the third staircase. [Thanks zeldafannow]

Can be obtained from a bonus draw in the Proving Grounds level 4. [Thanks zeldafannow]

109 Wood Elemental

Upgrade from: Dryad at 25000

Can be obtained from a bonus draw in the Proving Grounds. [Thanks zeldafannow]

110 Aggressor GL2

Bonus Draw: Kendarie Fortress

Buy at Card Shop: 180 GP (2nd Kadishu selection or after main story)

Chest in Kedarie Fortress:

This chest is in the second search light room.

111 Succubus

Upgrade from: Great Demon at 7000

Chest in Isamat Urbur:

This chest is in eastern room off the circular corridor.

112 Incubus

Upgrade from: Great Demon at 7000

Chest in Isamat Urbur:

This chest is in eastern room off the circular corridor.

113 Valkyrie

Bonus Draw: Proving Grounds, level 4

Side with the Valkyrie in the temple of Sharacia.

Capture of level 4 of proving grounds

114 Napalm Beast

Upgrade from: Carbuncle at 18000

Buy at Card Shop: 900 GP (Cathedral selection or after main story)

115 Green Dragon

Upgrade from: Baby Dragon at 10000

Chest in Isamat Urbur:

This chest is in eastern room off the circular corridor.

116 Wyvern

Bonus Draw: Royal Tower, upper

Chest in Royal Tower, upper:

This chest is at the entrance.

117 Sprite

Upgrade from: Fairy at 8000

Buy at Card Shop: 480 GP (Cathedral selection or after main story)

Chest in Royal Tower, lower:

This chest is the before lift during the escape.

118 Leprechaun

Complete the first round of garbage collection in Kadishu.

119 Charadrius

Bonus Draw: Proving Grounds, level 9

Buy at Card Shop: 430 GP (Cathedral selection or after main story)

Chest in Krasheen Mountains:

This chest is on the ledge near deck point and the birdman statue.

120 Yowie

Bonus Draw: Runestone Caverns, lower

Chest in Runestone Caverns, lower chambers:

With water level set high at the sluice gate in the upper chambers, walk across the crates in the room where you see the second cutscene to reach this chest.

121 Apsaras

Bonus Draw: Proving Grounds, level 15

Upgrade from: Witchlette at 20000

122 Death

Upgrade from: Wraith at 6000

Buy at Card Shop: 540 GP (3rd Kadishu selection or after main story)

Chest in Kedarie Fortress:

This chest is behind the green door near the reservoir.

Chest in Bhashea Castle:

This chest is on the stairs in the eastern tower.

123 Porcupig

Bonus Draw: Bhashea High Road

Chest in Bhashea High Road:

This chest is in the bandit camp at the beginning on the level.

124 Golden Porcupig

Upgrade from: Porcupig at 5000

Bonus Draw: Proving Grounds, level 17

Chest in Bhashea High Road:

Fly or jump across river where you did the card toss to reach this chest. [Thanks to zeldafannow for using jumping as an alternative to get to this chest.]

125 Mandra Dancer

Upgrade from: Mandragora at 12000

126 Super Pumper

Upgrade from: Rubber Froggy at 20000

Can be obtained from a bonus draw in the Proving Grounds. [Thanks zeldafannow]

127 Lucky Lion

Chest in Savran:

Go down the stairs from the first bridge section and fly across to the island with the cage. Activate the switch to lower the cage and open the chest. If you already got the above hobgoblin card you'll need to start a new game and bet the Lucky Lion across in vs. mode.

128 Vodianoi

Bonus Draw: Obenoix Gorge

Upgrade from: Rubber Froggy at 5000

129 Uroboros

Upgrade from: Amber Dragon at 35000

130 Yin Yang

Bonus Draw: Proving Grounds, level 17

Upgrade from: Anarchy Owl at 20000

131 Dao

Bonus Draw: Proving Grounds, level 8

Upgrade from: Gnome at 12000

Chest in Plains of Rowahl:

This chest is under some wreckage. It is freed by activating the catapult that is pointing at it. Warning: Activating the other catapult will prevent access to this chest.

132 Manticore

Bonus Draw: Plains of Rowahl

Upgrade from: Chimera at 10000

133 March Hare

Bonus Draw: Proving Grounds, level 13

Capture in level 13 of proving grounds

134 Marid

Chest in Savran:

Use the Hell Hound to jump onto the ledge to the left of the entrance to reach this chest.

Upgrade from: Undine at 12000

Bonus Draw: Proving Grounds, level 16

135 Elf

Bonus Draw: Ruldo Forest

Chest in Ruldo Forest:

Jump from the magic circle by the cultist to reach this chest.

136 Elf Lord

Upgrade from: Elf at 22000

Bonus Draw: Proving Grounds, level 10

137 Dark Elf

Upgrade from: Elf at 15000

138 Global Bust

Receive from Jarvi for 80 Red Fairies

Bonus Draw: Proving Grounds, level 6

139 Garuda

Upgrade from: Birdman at 20000

Bonus Draw: Proving Grounds, level 12 [thanks zeldfannow]

140 Popgun Charlie

Upgrade from: Fairy at 4000

chest in Horgozh town:

This chest is in the southwest corner of northern section.

141 Acid Cloud

Bonus Draw: Proving Grounds, level 9

Capture in level 9 of proving grounds

142 Baby Dragon

Bonus Draw: Proving Grounds, level 14

Bonus Draw: Fossil Boneyard

Upgrade from: Dragonoid at 5000

Buy at Card Shop: 120 GP (Cathedral selection or after main story)

143 Brine Dragon

Upgrade from: Baby Dragon at 10000

Bonus Draw: Proving Grounds, level 14

144 CircaSaurus

Receive from Jarvi for 100 Red Fairies

Bonus Draw: Proving Grounds, level 9

Capture of level 9 of proving grounds

145 Stone Golem

Bonus Draw: Proving Grounds, level 6

Given by Sol in Runestone Caverns, Upper Chambers

Upgrade from: Sand Golem at 9000

Bonus Draw: Runestone Caverns, upper

146 Gizmolizer

Chest in Alanjeh Castle:

This chest is behind the fence from entrance.

147 MechLance 5L

Bonus Draw: Alanjeh castle

Buy at Card Shop: 150 GP (3rd Kadishu selection or after main story)

148 Fireworks

Give Earth Moray, Water Moray and Fire Moray to card combiner

149 Sekmet

Upgrade from: Banshee at 27000

Automatic reward for defeating Thalnos in the arena past the door at the end of the main hall of Sacred Battle Arena 2

150 Undead Knight

Bonus Draw: Proving Grounds, level 3

Upgrade from: Skeleton at 3000

151 Panther Mage

Upgrade from: Witchlette at 17000

Bonus Draw: Proving Grounds, level 10 [thanks zeldafannow]

152 Lamassu

Bonus Draw: Proving Grounds, level 7

Chest in Bhashea Castle:

Use a Hell Hound to jump from the magic circle to west of the entrance

to reach this chest.

153 LazerBug 39K

Bonus Draw: Sacred Battle Arena 2

Bonus Draw: Horgozh Town

Capture in Royal Tower, lower

154 Myconid

Bonus Draw: Ruldo Forest

Upgrade from: Mandragora at 4000

155 Spartoi

Upgrade from: Red Dragon at 8000

Upgrade from: Green Drag at 8000

Upgrade from: Brine at 8000

Upgrade from: Amber at 8000

Chest in Royal Tower, upper:

Take second detour through the center area and leave through the far door to find this chest.

156 Phantom Ship

Automatic reward for defeating the Thanatos in Obenoix Gorge.

157 Raflesia

Upgrade from: Man Trap at 13000

Bonus Draw: Proving Grounds, level 11

Chest in Ruldo Forest:

This chest is in the area where you fight the three cockatrices.

158 Daidarapochi

Upgrade from: Sasquatch at 15000

Chest in Bhashea Castle:

This chest is at the end of the passage with walls that can be broken with a magic circle powered Stone Golem on the east side of the map.

159 Gemini

Upgrade from: Popgun Charlie at 34000

Automatic reward for defeating Gemini in the Fire Arena of Sacred Battle Arena 1

160 Amber Dragon

Bonus Draw: Fossil Boneyard

Upgrade from: Baby Dragon at 10000

Chest in Fossil Boneyard:

Fly across river on the right of the path to the exit to reach this chest.

161 Demon Lord

Upgrade from: Great Demon at 25000

162 Witchlette

Chest in Runestone Caverns, upper chambers:

Fly to Brine Dragon's area to reach this chest.

163 AcidBot

Chest in Alanjeh Castle:

This chest is behind the blue circle gate.

164 Chameleus

Bonus Draw: Proving Grounds, level 11

Upgrade from: CircaSaurus at 20000

Chest in Obenoix Gorge:

This chest is by the third column.

165 Devil Plant

Upgrade from: Man Trap at 26000

Chest in Plains of Rowahl:

This chest is in corner behind the hill from the entrance.

166 Centaur

Give Archer Tree and Unicorn to card combiner.

167 Dark Treant

Upgrade from: Treant at 7000

Chest in Alanjeh Castle:

This chest is behind the blue circle gate.

168 Coal Treant

Bonus Draw: Horgozh Town

Upgrade from: Treant at 7000

Chest in Horgozh Town:

The chest is behind the wall to the left of the entrance.

169 Sleeping Giant

Upgrade from: Storm Hagan at 18000

170 Gravity Pillar

Bonus Draw: Proving Grounds, level 6

Upgrade from: Decoy Pillar at 20000

Chest in Grenfoel Cathedral:

This chest is in the left wing of the cathedral by the organ.

171 Storm Hagan

Bonus Draw: Bhashea High Road

Upgrade from: Orc at 6000

172 Rock Hagan

Upgrade from: Orc at 6000

Chest in Kadishu:

This chest is by wall to the right of the entrance.

173 Bum Hagan

Upgrade from: Orc at 6000

Chest in Gromtull Desert:

Fly to island in the oasis to reach this chest.

174 Octobush

Bonus Draw: Proving Grounds, level 13

Bonus Draw: Proving Grounds, level 17

Upgrade from: Vampire Bush at 27000

175 Chariobot

Bonus Draw: Royal Tower, lower

Capture during timed mission at Alanjeh Castle.

176 Dark Sprite

Upgrade from: Fairy at 8000

177 Gargoyle

Bonus Draw: Temple of Sharacia

Bonus Draw: Krasheen Mountains

Upgrade from: Popgun Charlie at 4000

178 MechaPult

Bonus Draw: Kendarie Fortress

Buy at Card Shop: 480 GP (3rd Kadishu selection or after main story)

Chest in Kedarie Fortress:

This chest is in the third search light room.

179 Aggressor DX5

Bonus Draw: Royal Tower, middle

Capture in Royal Tower, middle

180 Matador

Bonus Draw: Proving Grounds, level 3

Upgrade from: Berserker at 22000

181 Phooka

Upgrade from: Sprite at 12000

182 Devata

Bonus Draw: Isamat Urbur

Upgrade from: CircaSaurus at 10000

Chest in Savran:

Solve drawbridge puzzle to get to this chest. Place stationary helpers or independents on the circle down the stairs to the right and on the circle in front of the drawbridges. Cross the bridge and place stationary cards on both circles on the far side. Go back across the bridge and recall one (or both of the first cards) and place a card on the circle at the bottom of the left stairs. Go across the bridge to the chest.

183 Barometz

Bonus Draw: Alanjeh castle

Capture during timed mission at Alanjeh Castle.

184 Cerberus

Upgrade from: Hellhound at 20000

Buy at Card Shop: 1500 GP (Cathedral selection or after main story)

Chest in Temple of Sharacia:

Fly from left side of entrance area to get to an island with this chest.

185 Thanatos

Bonus Draw: Obenoix Gorge

Upgrade from: Death at 27000

Chest in Obenoix Gorge:

Transform into a Stone Golem on the magic circle and head away from the ship to break ice encasing this chest.

186 Nueh

Upgrade from: Chimera at 21000

Automatic reward for defeating Neuh in the Wood Arena of Sacred Battle Arena 1

187 Horus

Upgrade from: Dark Raven at 12000

188 Acid Dragon

Bonus Draw: Proving Grounds, level 14

Bonus Draw: Proving Grounds, level 18

Bonus Draw: Royal Tower, upper

Upgrade from: Green Dragon at 10000

Chest in Krasheen Mountains:

This chest is on a ledge to the right of the black dragon.

189 Rubber Froggy

Upgrade from: Water Reaper at 6000

190 Boom Monkey

Bonus Draw: Proving Grounds, level 17

Chest in Alanjeh Castle:

Fly across river from exit gate to reach this chest.

191 UberBomberBot

Chest in Kedarie Fortress:

Fly across the reservoir to reach this chest.

192 Gorgon

Bonus Draw: Krasheen Mountains

Upgrade from: Vodianoi at 5000

Buy at Card Shop: 810 GP (3rd Kadishu selection or after main story)

Chest in Runestone Caverns, upper chambers:

Destroy ice pillar in eastern map with the Stone Golem after activating magic circles in Ruldo Forest to get to this chest.

Chest in Bhashea Castle:

This chest is on top of the western tower.

193 Pixie

Chest in Gromtull Desert:

This chest is in the mummy cave near the oil pool.

194 Baba Yaga

Upgrade from: Witchlette at 14000

Chest in Runestone Caverns, upper chambers:

Fly to Brine Dragon's area to reach this chest.

195 Berserk Master

Upgrade from: Berserker at 34000

Bonus Draw: Level 1 [thanks zeldafannow]

196 Rabandos

Automatic reward for defeating Rabandos in the first neutral arena in Sacred Battle Arena 2

197 Hellhound

Upgrade from: Lycanthrope at 7000

Chest in Fossil Boneyard: starting area

This chest is in the starting area.

Chest in Fossil Boneyard:

This chest is by the magic circle where you there are two ways to jump.

Chest in Fossil Boneyard:

This chest is by the deck point on the left side of the two way jump.

Chest in Temple of Sharacia:

This chest is to the right of the top of the first staircase.

198 Tumble Chick

Receive from Jarvi at his house in Kadishu as a reward for Rescuing him from the Gromtull Desert

199 Mad Reverser

Bonus Draw: Proving Grounds, level 9

Upgrade from: Trickster at 13000

200 Sleipnir

Upgrade from: Night Mare at 42000

201 Claws-R-Us

Bonus Draw: Alanjeh Castle

Capture in Alanjeh Castle

202 TriBlaster

Bonus Draw: Royal Tower, lower

Capture in Horgozh town

203 Anarchy Owl

Bonus Draw: Proving Grounds, level 9

Upgrade from: CircaSaurus at 7500

204 Pegasus

Give Horus and Unicorn to card combiner

205 Phoenix

Bonus Draw: Temple of Sharacia

Upgrade from: Dark Raven at 25000

206 Ashura

Bonus Draw: Proving Grounds, level 4

Upgrade from: Jade Giant at 50000

Side with Ashura in the temple of Sharacia

207 Talos

Give Ghost Armor and Stone Head to Card combiner

208 Crystal Magic

Receive from Jarvi for 90 red fairies

209 Psycho Dice

Receive from Jarvi for 50 red fairies.

210 Blue Mold

Bonus Draw: Proving Grounds, level 7

Upgrade from: Myconid at 9000

211 Jade Giant

chest in Savran:

This chest is down the stairs from first bridge section.

Upgrade from: Berserker at 10000

212 Fafnir

Upgrade from: Red Dragon at 35000

Bonus Draw: Proving Grounds, level 19

213 Beaker

Bonus Draw Nobleman's Residence

Capture in Nobleman Residence

214 Pazuzu

Capture on Level 13 of the Proving Grounds

215 SuperScrubber

Complete second round of trash collection in Kadishu

216 AstroBot

Automatic reward for defeating the AstroBot in the first mech arena of Sacred Battle Arena 2

217 Vouivre

Bonus Draw: Proving Grounds, level 7

Capture on level 7 of proving grounds

218 Fire Moray

Bonus Draw: Proving Grounds, level 3

Receive from Jarvi for 30 red fairies

219 Water Moray

Bonus Draw: Proving Grounds, level 15

Chest in Bhashea High Road:
Fly to the tower near the broken bridge to reach this chest.

220 Earth Moray

Bonus Draw: Proving Grounds, level 7

Chest in Krasheen Mountains:
Fly behind the rock pillar on the left fork of the broken bridge to reach this chest.

221 Ryuhi

Upgrade from: Green Dragon at 35000

Bonus Draw: Proving Grounds, level 19

222 Demon Swordsman

Automatic reward for defeating the Demon Swordsman in Bhashea Castle

Can be caught.

223 Ice Skeleton

Automatic reward for defeating Helena in the second Neutral Arena of Sacred Battle Arena 2

224 Sacred Umpire

Automatic reward for defeating Leod in the second Mech arena of Sacred Battle Arena 2

225 Emperor

Bonus Draw: Proving Grounds, level 20

Capture on level 20 of the Proving Grounds:

The Emperor has 400 hit points. One strategy to capture it is to use 8 z-powered banshee hits and 2 capture cards to catch it.

226 Capture Card

Capture Cards can be purchased from the Rogue behind the statue near the fountain in Kadishu. The price of the cards starts at 1000 for the first capture card. The price for subsequent cards increases with one exception as follows:

- 2nd-2000
- 3rd-3000
- 4th-5000
- 5th-7000
- 6th-10000
- 7th-15000
- 8th-1000 (sale)
- 9th-20000
- 10th-30000
- all other capture cards 50000.

V. ITEM LOCATION LIST

Red Key:

Obtain this item by Defeating the soldier in the Red Arena in Kendarie Fortress. See the boss section for strategies on defeating the Kendarie Card Masters.

Blue Key:

Obtain this item by defeating the soldier in the Blue Arena at the top of the stairway in Kendarie Fortress. See the boss section for strategies on defeating the Kendarie Card Masters.

Green Key:

Obtain this item by defeating soldier in the Green Arena behind red door just before the first stairway in Kendarie Fortress. See the boss section for strategies on defeating the Kendarie Card Masters.

Fossil Head:

This item is in the Fossil Boneyard under a breakable rock near on the plateau reached by jumping right from the two way jump.

Fossil Torso:

This item is in the Fossil Boneyard under a breakable rock in the corner area that you can jump up into near the depression.

Fossil Tail:

This item is in the Fossil Boneyard under a breakable rock near the deck point on the plateau reached by jumping left from the two way jump.

Fossil Rt Wing:

This item is in the Fossil Boneyard under a breakable rock in the area where you fight the Amber Dragon.

Fossil Lt Wing:

This item is in the Fossil Boneyard under a breakable rock to the left after jumping out of the depression.

Fossil Rt Arm:

This item is in the Fossil Boneyard under a breakable rock to right of a gap leading to the magic circle that allow you to jump to two different areas.

Fossil Lt Arm:

This item is in the Fossil Boneyard under a breakable rock reached by flying across the river to the left of the path to the exit.

Fossil Rt Leg:

This item is in the Fossil Boneyard under breakable rock nearest the magic circle in starting area.

Fossil Lt Leg:

This item is in the Fossil Boneyard under a breakable rock in the depression reached by jumping down after the right side plateau from the two way jump.

Bottle:

This item is in pack at oasis in Gromtull Desert.

Black Liquid:

Once you have the bottle examine the oil patch in the Gromtull desert to get this item.

Mysterious Key:

Get from Gurd in Sacred Battle Arena 1 after defeating the cultist in the arena behind Gurd.

Blade of Skill:

Get this item by throwing a card (independent or helper) at the pedestal on the dividing wall of a room off the western corridor.

Blade of Power:

Get this item by defeating the Steel Skeleton in the northwest corner

Blade of Wisdom:

Get this item by solving the tile puzzle in the northeast corner by changing all of the tiles to white.

Blade of Time:

Get this item by setting the clock to 6:00 in the northern corridor and then examine the clock face in the central room.

Jewel of Alanjeh:

Talk to the guard at the entrance to Grenfoel Cathedral and he'll give you the jewel.

Eno Runestone:

Defeat the cultist in Ruldo Forest to get this runestone. You can find the cultist by either break the log with a magic circle transformed Stone Golem or talos, or taking the narrow path around to the area past the fallen logs. See the boss section for strategies on defeating the Ruldo Forest Cultist.

Oht Runestone:

Defeat the cultist in Fossil Boneyard to get this runestone. You can find the cultist by jumping off the magic circle with a high jumping transformation to the left of the first baby dragon cave. See the boss section for strategies on defeating the Fossil Boneyard Cultist.

Elise Runestone:

Defeat the cultist in the Plains of Rowahl to get this runestone. Go through the gate and to the left to find the cultist. See the boss section for strategies on defeating the Castle Cultist.

Olf Runestone:

Defeat the cultist in Sacred Battle Arena 2 to get this runestone. The cultist is in the arena behind Gurd. See the boss section for strategies on defeating the Battle Arena Cultist

Ebin Runestone:

Defeat the cultist in Gromtull Desert to get this runestone. Use a jumping (high) transformation card to jump up behind the sandworm to find the cultist. See the boss section for strategies on defeating the Desert Cultist.

Keil Runestone:

Defeat the cultist in Nobleman's Residence to get this runestone. Once you have the Mysterious Key, go through locked door to the right of the entrance. See the boss section for strategies on defeating the Nobleman Cultist.

Nabeth Runestone:

Defeat the cultist in Isamat Urbur to get this runestone. The cultist is in the western room off the circular corridor. See the boss section for strategies on defeating the Isamat Urbur Forest Cultist.

Stone of Sealing:

Place the seven runestone on the pedestals in the center room of Isamat Urbur and pick up the stone in the now open northern room.

Castle Gate Key:

Defeat the soldier in the camp on the Plains of Rowahl to get the key. See the boss section for Kendarie Card Master.

Key to Fountain:

This key is in the pockets of a corpse by the statue in the northeast corner of Horgozh town.

VI. COMBO LIST

Some the combo's are told to you be the Red fairy you find throughout the game. The rest are acquired using the combo. You can acquire a combo a red fairy would tell early by using it. zeldafannow sent me a list of 22 combos the red fairies tell you about, I cross referenced with the list of unlocked combo on my most recent playthrough where I had used no combo and found 2 additional combo. I've noted these combo as Red fairy combos.

To use a combo:

1. Put all of the cards for the combo into your hand.
2. Hold the z button and select the cards in the combo to z-effect them. The border of the cards will turn red when all the combo cards have been z-effected. Do not z-effect any non combo cards.
3. Release the z button
4. Select any of the combo cards to use the combo.

Triple Hagan: (Red fairy combo)

Rock Hagan, Bum Hagan, and Storm Hagan

Ultimate Pasta:

Red Dragon, Brine Dragon, Green Dragon, Amber Dragon

Lizard War: (Red fairy combo)

Red Lizard, Venom Lizard, Lizardman, Basilisk

Rotary Death: (Red fairy combo)

Carbuncle, Decoy Pillar

Rocky Forecast:

Stone Head x 3

Sir Spear-A-Lot: (Red fairy combo)

Ghost Armor, Chaos Knight

Temper Tantrum: (Red fairy combo)

Fire Golem, Ice Golem

Goblin Guts: (Red fairy combo)

Hobgoblin, Goblin Lord

Lethal Orbit: (Red fairy combo)

Carbuncle, Juggernaut, Whip Worm

Crystal Rage: (Red fairy combo)

Dragon Knight x 2, Crystal Rose

Mandragora Mixer:

Mandragora, Mandra Dancer, King Mandragora

Rust and Roll!: (Red fairy combo)

Acid Dragon, Pixie

EconoMagic: (Red fairy combo)

Panther Mage, Tiger Mage

Just Visiting:
Doppelganger x 2

Djinn and Bear It:
Efreet, Dao, Marid

Triple Kamikaze:
Flying Ray, Dark Raven x 2

One Way Ticket: (Red fairy combo)
Valkyrie, Thanatos

The Master's Four:
Fenril, Behemoth, Demon Fox, Ice Golem

The Big Save:
White Tiger, Golden Phoenix, Great Turtle, Blue Dragon

Brutal Nightmare: (Red fairy combo)
Succubus, Incubus

Phantom Bulldozer: (Red fairy combo)
Wraith, Lich, Sekmet

Living Large:
Phoenix, Golden Phoenix

Elemental Victory: (Red fairy combo)
Dryad, Gnome, Salamander, Undine

Skullapalooza: (Red fairy combo)
Ice Skeleton, Demon Skeleton, Steel Skeleton, and Skeleton

Stone Cold Sniper: (Red fairy combo)
Stone Golem, Archer Tree x 2

Mega Tremor:
Elephant, Elephant King

Time Out!:
Running Bird, Gold Butterfly

Hell Hole:
Gravity Pillar, Doppelganger

Spiritual Force:
Earth Elemental, Fire Elemental, Water Elemental, and Wood Elemental

Air Raid: (Red fairy combo)
Treant, and Dark Raven x 2

Tech Support!: (Red fairy combo)
Acid Cloud, Gold Butterfly

Song of Hades:
Mermaid, Siren

Hearing Aid: (Red fairy combo)
Sphinx, Mummy x 2

Uber Vampire Root: (Red fairy combo)
Vampire Bush x 2

Mo Better Moray:
Fire Moray, Water Moray, and Earth Moray

Prayer of the Wise: (Red fairy combo)
Sea Monk, Mind Flayer

Hawging the Action: (Red fairy combo)
Orc x 4

Stone All Around: (Red fairy combo)
Cockatrice x 2

Tender Mercy: (Red fairy combo)
Fairy, Rheebeus

Green Guardian:
Elf, Elf Lord, Dark Elf

VII. BOSSES & TIPS

Bhashea:

Hell hound:

Z-Effect a dragon knight and use it as the Hell hound lands.

alkaline batterit provides this alternate strategy: Get four lizardmen in your hand powered with Z + (assigned button) and then fire away!

Gives access to Bhashea high road

Storm Hagan x2:

Z-Effect a fire weapon card e.g. red lizard and attack them both and then finish them with any card.

Gives access to Kadishu

Kendarie Knights:

Let sol kill them all.

Gives access to Kendarie fortress

Storm Hagan, Man Trap, and chaos knight:

Tai Moody contributed this strategy for the Chaos Knight:

"dont use any summons and just cast independent creatures. keep attack cards with quick use in your hand at all times. if the card you played is strong it will be able to hit the knight when you are'nt. if the creature

dies then cast another. the knight will not be able to attack at all if you consistently do this! suggestions on creatures: demon skeleton, the lance thing (i cant remember its name. it just looks like a ball with legs and a lance out the top), and one of the helper creatures that runs around you attacking enemys. with this time your attacks so that it is always being hit."

(MysticWeirdo's notes: the lance thing may be the MechaLance, use fire type cards on the Storm Hagan and Man Trap)

Gives access to Bhashea Castle

Demon Swordsman:

Tips needed

Gives Demon Swordsman Card

Kendarie Card Masters:

Tips needed

Gives Red, Blue, and Green key and also access to Kendarie, Runestone Caverns

Nobleman Cultist:

this cultist only uses weak cards so counter with strong weapons.

Gives a cultist runestone

Isamat Urbur Cultist:

this one uses strong cards so counter with strong weapon cards and a decoy pillar

Gives a cultist runestone

Desert Cultist:

this one uses Sand Worms, Dragon Knights, Tumble Chicks, and Carbuncles so counter with Dragon Knights and Hell hounds.

Gives a cultist runestone

|Kendarie:|

God of Harmony:

place a Mechapult near the entrance and the exit. remember to avoid the purple bubbles

Gives access to Ruldo Forest

Cockatrice x3:

use fire weapon cards such as red lizard and flayer spawn.

Gives access to Sacred Battle Arena I

Ruldo Forest Cultist:

tips needed

Gives a cultist runestone

Fossil Boneyard Cultist:

tips needed

Gives a cultist runestone

Battle Arena Cultist:

tips needed

Gives a cultist runestone and mysterious key

Kendarie Card Master:

tips needed

Gives access to Sacred Battle arena II

Amber Dragon:

tips needed

Gives access to Bridge of Savran/Savran bridge

Zombie Dragon:

This strategy courtesy of Tai Moody:

"use one and only one (amazing about this) brine dragon, sonic tail, attack and you will kill it... its amazing... i might be wrong but im not certain about it. i have 2 brine dragons in my deck at all time so.... maybe "

Gives a Chest with a Zombie Dragon Card

Chimera:

tips needed

Gives access to Alanjeh, Horgozh town

Helena:

tips needed

Gives half access to Thalnos room (Need both halves)

Leod VIII:

tips needed

Gives half access to Thalnos room (Need both halves)

Thalnos the Enchanter:

alkaline batterit provides this strategy: When he appears, run up to him,
(really fast) and use doppelganger. It will kill him on the spot.

Gives access to Katia's Chamber

Katia:

use double Rhebus before battle.

alkaline batterit provides this strategy:
Use the vampire. Right away.

Zakattack provides this alternate strategy: Lure her whip worm or her
skeleton into her doppelganger to kill them both instantly.
Unfortunately, the doppelganger wont kill her directly but her monsters
will still die from it.

Gives the Doppelganger Card

Alanjeh:

Lazerbug 39K, Triblaster x2:

tips needed

Gives access to Plains of Rowahl (Name??)

Kendarie Card Master:

tips needed

Gives Castle Gate key

Castle Cultist:

tips needed

Gives a cultist runestone

Lazerbug 39K x2:

A single Z-powered Red Dragon Earth Breaker takes them out

Gives access to All Levels Again, Gives access to lower tower Part 2

Sasquatch x1:

tips needed

Gives access to the Boss below

Sasquatch x2:

tips needed

Gives access to the Boss below

Thantanos:

tips needed

Gives Phantom Ship, Removes the Phantom Ship from the dock

Behemoth:

tips needed

Removes a bit of the shield

Ice Golem:

tips needed

Removes a bit of the shield

Demon Fox:

tips needed

Removes a bit of the shield

Beelzabub:

tips needed

Removes a bit of the shield

Fenril:

tips needed

Removes a bit of the shield

Leod VIII:

tips needed

Gives access to Upper Tower

Body of the God:

Place a Decoy Pillar right behind its back and then a Mechapult a little to the right or left of it.

Tai Moody provides alternate strategy:

"use this strategy ONLY if you have something that can pick up gems or are a high level OR have 8 stars in fire element. you will need 2 fafnirs or a fafnir an elephant and a type of attacking card. oh yeah and for the fafnir and elephant card deck use a superscrubber to collect gems from the tentacles after using the attack cards. if you use the 2 fafnir combo then just run up and use a fafnir after the other. one attack will take it to 1/3 health and the second will kill it. for the elephant and fafnir deck use the fafnir, back up, use the elephants dual restore to get back

the fafnir, get magic jewels if you need them, and then use the fafnir again. rather easy way to kill it. oh and if you have 8 fire stat and at least 32 jewels then just use a blue fairy one or 2 times until you get fafnir back so you can use it a final time. "

alkaline batterit provides this alternate strategy: Use skullapalooza. The card usage will stay at zero, and if you are good enough, you will suffer no damage, one kill, and three stars.

Gives Credits

Wyht:

Black Dragon:

Gabman v2 provided this strategy: Z-Effect a Demon Fox and a Capture Card. Use the Fiery Slaughter when he's right in front of you and hit him with the Capture Card.

Gives access to Grenfoel Cathedral

Ashura OR Valkyrie:

God of Destruction's final judgment one him/her and finish with any weapon

Gives Ashura OR Valkyrie card depending on who you fought

Proving Grounds:

Fire golem x2:

Use a a z-effected Brine Dragons Sonic Tail attack to one hit KO them.

Vouvire x4:

A single Z-powered Red Dragon Earth Breaker takes them all out

Kraken & Nueh:

For the Kraken, use the God of Destruction's Final Judgment followed by any attack. A Z-effected Red Dragon Earth Breaker followed by a Banshee will take care of Neuh.

White tiger, Blue Dragon, Golden Phoenix, and Great Turtle:

This stragegy courtesy of kirbob:

"I have a strategy for fighting the 4 bosses of the Proving Grounds floor 20 (Great Turtle, White Tiger, Golden Phoenix, and Blue Dragon). Have a deck with at least 4 capture cards, a God of Destruction card, and maybe some Sea Monks or Mind Flayers (in case you fail). Then start the battle, get very close to one of them, use the God of

Destruction card and then use a capture card. This may take a few tries to hit them with the God of Destruction, so then you use your Sea Monks and Mind Flayers. Doing this, you will easily beat the 4 monsters and gain there cards in the process. "

This strategy courtesy of Jon Tyler

"I have a slightly different strategy than the one outlined for taking down the Sacred Beasts in the "lock" chamber of level 20 of proving grounds (the one that traps you with all four beasts). What you need: G.o.D. x1, Doppledanger x2, Decoy Piller x1, any quick weapon or area summon. Walk to the edge of the doorway into the chamber (it's the second one after the first area with the beasts you can run by) from the Hallway and toss a Decoy (doesn't matter if it's Z'd or not, but it helps) as far in as possible. Run in. All four beasts spawn. The two medium speed ones, the Blue Dragon and the Golden Phoenix should reach it in no time, and if you're lucky the Great Turtle will catch up quickly. The White Tiger runs around too fast to make it worthwhile. Stand next to the Piller as close as safely possible and Summon G.o.D. You should definately get the Blue Dragon and the Golden Phoenix, and quite possibly the Great Turtle as well. Finish off the two of them with your weapon card. If the great turtle got hit, great. Finish him off as well. If not, wing a Doppledanger at him and let it do the job. Next wing another Doppledanger out and let the White Tiger run into it and die. The only catch is that it's heavy on magic stone usage unless you're a neutral master. It's worked all the time for me."

MysticWeirdo's strategy:

Lead off with a Berserk Master. This cause the gods to fight amongst themselves (just don't get to close) and the Golden Phoenix will destroy itself. There should be one weakened god left by the time the Berserk Master is exhausted. Use the God of Destruction's Final Judgment and finish it off with any attack.

Emperor:

8 Z-powered banshee hits and 2 capture cards or 9 banshee hits.
remember to collect magic stones.

alkaline batterit provides this alternate strategy: Use the vampire, yet again.

|Finale:|

Contact us if you have some tips or tactics against Bosses.
Proving Grounds Bosses are extremely welcome.

VIII. CHARACTERS

|Tara Grimface|

The Best thief in "the scorpions".

|Victor|

The boss of the scorpions.

Sol

A muscular guy with a sword sent out by the queen to protect Adriannu.

"The Scorpions"

A gang of thieves.

Jarvi

A fairy collector that is a decendant to the legendary Alexander who was the first to collect 100 red faeries.

Was the second to collect 100 faeries.

Alexander

The first faery collector to collect 100 faeries.

was a friend of queen katia, the first queen of argwyll.

Leod VIII

Gurd

Rashiannu

Adriannu

Dead Queen

God of Harmony (body)

Male Nurse

Black Dragon

|God of Destuction|

|God of Creation|

|Katia|

|God of Harmony (Light Wall)|

|God of Harmony (Spirit)|

|The Cultists|

|The Demon Swordsman|

|Captain something|

|The Four Legendary Beasts|

|The Emperor|

|Helena|

|Thalnos the Enchanter|

IX. LEGAL

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X. Requests

Cards in proving grounds draw which we need levels for:

Jack-O-Lantern
Wood Elemental
Super Pumper

Question marks needs to be removed in the proving grounds.

tips for bosses needed.

XI. Contact Information

For suggestions and/or corrections for this guide please email:
{mystic.weirdo [at] gmail.com for MysticWeirdo or if you can't reach
me; zeldafannow.faq.contact.mail [at] gmail.com for zeldafannow}
with the name of the section that you want to say something about.

The most recent version of this guide will be on www.gamefaqs.com.
Please check there before contacting us with additions/corrections.

Any of the missing cards in the proving grounds bonus draws are
especially welcome.

XII. Credits

Thanks go to the following:

Activision and FromSoftware for making this great game.

GameFAQs for hosting this FAQ.
IGN for hosting this FAQ.

kirbob for sending us a strategy for the four god battle in the
Proving Grounds.

Jon Tyler for sending an alternate strategy for the four god battle in
the Proving Grounds.

Jame Hargrove for providing the level for the Earth Elemental bonus
draw.

KopakaNuva40 for confirming the Basilisk in level 2 proving grounds bonus draw.

Gabman v2 for proving a strategy for the Black Dragon.

Becky Adams for pointing out an error in the the card shop list.

alkaline batterit for the tips for several bosses.

Zakattack for the tip and Demon Swordsman capture info.

Thank to ShanePryde13 for pointing out that list of ways to obtain the hydra was missing the dragonoid upgrade.

osrevad for doing the ascii shown below for our guide:



<MysticWeirdo>

Everyone who posted help back in June 2003 both question and answers from which I was able to complete my the card catalog on my first play through, I'm afraid I've forgotten most of your names. The one I remember are carlash, IceCreamAssassin, JAWBREAKERS, and GCNszzmm

Mary570 for saving me a lot of typing by providing a spreadsheet that had the upgrade from information.

Last but not least I'd like to thank my coauthor zeldafannow write the section on capturable cards by level, as well as all the correction/suggestions for the guide, and for sending me the list of red fairy combos, and filling in many of the gaps in the proving bonus draw list.

<end MysticWeirdo>

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