

Lost Kingdoms II Card Catalog

by r_mage

Updated to v1.50 on Oct 21, 2003

Lost Kingdoms II Card Catalog

Game: Lost Kingdoms II
Author: r_mage
Date Created: June 1, 2003
Date Last Modified: October 13, 2003
Version 1.50
Email: r_mage@hotmail.com

Table of Contents

1. Legal Stuff
2. Version History
3. Introduction
4. How to use this FAQ
5. Quick List
6. Card Catalog
7. Frequently Asked Questions
8. Acknowledgements

1. Legal Stuff

Copyright 2003 r_mage (Jonathan Ieong)

This FAQ may not be reproduced under any circumstances except for personal or private use. It may not be placed on any web site or distributed publicly without my permission. The only websites thus far that have permission to use this FAQ are gamefaqs.com, cheats.de and gamentover.com Use of this guide on any other website or as a part of any public display is strictly prohibited, and a violation of copyright. I will however allow some form of duplication, but only for strictly personal use.

All trademarks and copyrights contained in this document are owned by their respective trademark and copyright holders.

2. Version History

Oct 31, 2003

-Version 1.50 released! - Added gamenotover.com as a new host for this FAQ

Past Updates

Aug 25, 2003-Version 1.40 released!

- Added a Quick List section for easy reference.

July 1, 2003-Version 1.30 released!

- Changed info on who can host this FAQ.

July 1, 2003-Version 1.20 released!

- Added a combo. Corrected some spelling mistakes.

June 22, 2003-Version 1.10 released!

- Removed help wanted message.

June 8, 2003-Version 1.00 released!

- Info on all cards have been added!

June 6, 2003-Version 0.95b released!

- Added Golden Goose Info and lots of Combos. Updated the frequently asked questions section.

June 5, 2003-Version 0.95 released!

- Fixed some more mistakes and added info for three more cards.

June 4, 2003-Version 0.90b released!

- Fixed some glaring mistakes in the header. Oops! Added info for Lucky Lion.

June 2, 2003-Version 0.90 released!

- 219 Cards completed. The rest to come shortly!

3. Introduction

Welcome to my FAQ devoted to the cards of Lost Kingdoms II! I hope you find this FAQ helpful in your adventure.

If you have any questions, comments, suggestions or corrections, please send them to r_mage@hotmail.com I will try my best to answer them, but don't feel disappointed if I don't answer, I can be busy sometimes [either that or your incessant spam is driving me insane]. Please include at least the words "Lost Kingdoms II FAQ" in the heading so I don't ignore it. Also make sure to read the "Frequently Asked Questions" section just in case your question has already been answered.

4. How to use this FAQ

All the tables for each card are pretty much self explanatory.

5. Quick List

###	Card Name	Attribute	Type	Level
#001	Skeleton	Earth	Independant	*
#002	Ghost Armor	Wood	Weapon	****
#003	Red Dragon	Fire	Summons	*****
#004	Lizardman	Earth	Weapon	*
#005	Mandragora	Wood	Helper	*
#006	Elephant	Earth	Summons	*
#007	Red Lizard	Fire	Weapon	*
#008	Unicorn	Water	Transform	*****
#009	Hobgoblin	Fire	Independant	*
#010	Sand Golem	Earth	Helper	**
#011	Jack-O-Lantern	Fire	Summons	****
#012	Man Trap	Wood	Independant	*
#013	Sand Worm	Earth	Summons	****
#014	Mummy	Earth	Weapon	*
#015	Cockatrice	Wood	Weapon	****
#016	Sasquatch	Water	Summons	****
#017	Wraith	Water	Weapon	**
#018	Orc	Fire	Weapon	*
#019	Fairy	Water	Helper	*
#020	Vampire Bush	Water	Helper	****
#021	Catoblepas	Earth	Independant	*****
#022	Kraken	Water	Summons	*****
#023	Water Reaper	Water	Weapon	**
#024	Fenril	Wood	Summons	*****
#025	Lich	Earth	Weapon	*****
#026	Carbuncle	Earth	Helper	***
#027	Flayer Spawn	Fire	Weapon	*
#028	Golden Goose	Neutral	Independant	*****
#029	Zombie Dragon	Earth	Summons	*****
#030	Fire Golem	Fire	Summons	*****
#031	Running Bird	Earth	Helper	***
#032	Giant Crab	Water	Summons	*
#033	Banshee	Wood	Weapon	*****
#034	Land Shark	Water	Independant	***
#035	Berserker	Fire	Independant	**
#036	Flying Ray	Water	Weapon	*
#037	Demon Hound	Wood	Independant	**
#038	Behemoth	Earth	Summons	*****
#039	Basilisk	Water	Weapon	**
#040	Mole Monster	Neutral	Helper	***
#041	Maelstrom	Water	Helper	**
#042	Lycanthrope	Wood	Weapon	*
#043	Sand Beetle	Earth	Independant	**
#044	Necromancer	Neutral	Summons	*****
#045	Great Turtle	Earth	Independant	*****
#046	Gold Butterfly	Wood	Helper	***
#047	Ghoul	Wood	Weapon	*
#048	Treant	Wood	Helper	***

#049	Sea Monk	Water	Summons	*****
#050	King Mandragora	Wood	Helper	*****
#051	Larval Fly	Water	Helper	***
#052	Crystal Rose	Water	Weapon	***
#053	Dark Raven	Fire	Weapon	*
#054	Wizard	Fire	Helper	***
#055	Dragonoid	Earth	Weapon	**
#056	Dryad	Wood	Helper	**
#057	Birdman	Wood	Transform	*****
#058	Will o' wisp	Fire	Helper	*
#059	Archer Tree	Wood	Weapon	***
#060	Stone Head	Fire	Helper	*****
#061	Blood Bush	Fire	Weapon	**
#062	Efreet	Fire	Weapon	****
#063	Dragon Knight	Water	Weapon	***
#064	Demon Fox	Fire	Summons	*****
#065	Juggernaut	Earth	Helper	*****
#066	Fire Gargoyle	Fire	Summons	****
#067	Great Demon	Fire	Weapon	****
#068	Evil Eye	Wood	Helper	*
#069	Blue Dragon	Water	Summons	*****
#070	Gnome	Earth	Helper	**
#071	Venom Lizard	Wood	Weapon	**
#072	Tiger Mage	Fire	Helper	*****
#073	Hydra	Water	Summons	*****
#074	Siren	Water	Independant	*****
#075	Salamander	Fire	Helper	**
#076	Chimera	Fire	Summons	****
#077	Goblin Lord	Neutral	Helper	****
#078	Scythe Beast	Wood	Weapon	**
#079	Kitty Trap	Fire	Helper	**
#080	Night Mare	Neutral	Independant	****
#081	Golden Phoenix	Fire	Helper	*****
#082	Rheebus	Wood	Helper	****
#083	White Tiger	Wood	Summons	*****
#084	Venus Spider	Earth	Summons	**
#085	Vampire	Neutral	Summons	*****
#086	Sphinx	Earth	Weapon	*****
#087	Mermaid	Water	Helper	*****
#088	Puppet Master	Neutral	Summons	*****
#089	Plague Rat	Earth	Helper	****
#090	Undine	Water	Helper	**
#091	Whip Worm	Wood	Helper	*****
#092	Trickster	Wood	Independant	*****
#093	Demon Skeleton	Water	Independant	****
#094	Caterpoker	Wood	Independant	***
#095	Beelzabub	Neutral	Helper	*****
#096	Mind Flayer	Water	Summons	*****
#097	Ice Golem	Water	Summons	*****
#098	Cyclops	Earth	Helper	*****
#099	Black Dragon	Neutral	Independant	*****
#100	Steel Skeleton	Neutral	Independant	*****
#101	Chaos Knight	Neutral	Weapon	*****
#102	Decoy Pillar	Neutral	Helper	*****
#103	Elephant King	Earth	Summons	*****
#104	God of Destruction	Neutral	Summons	*****
#105	Doppleganger	Neutral	Independant	*****
#106	Earth Elemental	Earth	Helper	*****
#107	Water Elemental	Water	Helper	*****
#108	Fire Elemental	Fire	Helper	*****

#109	Wood Elemental	Wood	Helper	*****
#110	Aggressor GL2	Mech	Independant	***
#111	Succubus	Neutral	Summons	*****
#112	Incubus	Neutral	Summons	*****
#113	Valkyrie	Fire	Summons	*****
#114	Napalm Beast	Fire	Helper	*****
#115	Green Dragon	Wood	Summons	*****
#116	Wyvern	Neutral	Transform	*****
#117	Sprite	Water	Helper	***
#118	Leprechaun	Fire	Helper	***
#119	Charadrius	Water	Weapon	*****
#120	Yowie	Water	Independant	*
#121	Apsaras	Water	Helper	*****
#122	Death	Neutral	Weapon	***
#123	Porcupig	Earth	Independant	*
#124	Golden Porcupig	Earth	Independant	***
#125	Mandra Dancer	Wood	Independant	****
#126	Super Pumper	Water	Helper	*****
#127	Lucky Lion	Fire	Helper	***
#128	Vodianoi	Water	Independant	****
#129	Uroboros	Earth	Helper	*****
#130	Yin Yang	Neutral	Independant	*****
#131	Dao	Earth	Weapon	****
#132	Manticore	Fire	Summons	*****
#133	March Hare	Water	Helper	****
#134	Marid	Water	Weapon	****
#135	Elf	Wood	Independant	***
#136	Elf Lord	Wood	Independant	*****
#137	Dark Elf	Neutral	Independant	*****
#138	Global Bust	Earth	Helper	*****
#139	Garuda	Wood	Transform	*****
#140	Popgun Charlie	Fire	Independant	**
#141	Acid Cloud	Earth	Independant	****
#142	Baby Dragon	Earth	Independant	***
#143	Brine Dragon	Water	Summons	*****
#144	CircaSaurus	Wood	Transform	*
#145	Stone Golem	Earth	Transform	****
#146	Gizmolizer	Mech	Summons	*****
#147	MechLance 5L	Mech	Independant	***
#148	Fireworks	Fire	Summons	*****
#149	Sekmet	Wood	Weapon	*****
#150	Undead Knight	Fire	Independant	**
#151	Panther Mage	Wood	Helper	*****
#152	Lamassu	Earth	Independant	*****
#153	LazerBug 39K	Mech	Summons	*****
#154	Myconid	Earth	Helper	**
#155	Spartoi	Earth	Weapon	*****
#156	Phantom Ship	Water	Summons	*****
#157	Rafflesia	Wood	Independant	***
#158	Daidarapochi	Water	Summons	*****
#159	Gemini	Fire	Summons	*****
#160	Amber Dragon	Earth	Summons	*****
#161	Demon Lord	Fire	Weapon	*****
#162	Witchlette	Water	Independant	*
#163	AcidBot	Mech	Helper	***
#164	Chameleus	Wood	Independant	*****
#165	Devil Plant	Wood	Independant	*****
#166	Centaur	Wood	Transform	*****
#167	Dark Treant	Wood	Helper	****

#168	Coal Treant	Fire	Helper	****
#169	Sleeping Giant	Wood	Summons	****
#170	Gravity Pillar	Neutral	Helper	*****
#171	Storm Hagan	Wood	Summons	**
#172	Rock Hagan	Water	Summons	**
#173	Bum Hagan	Earth	Summons	**
#174	Octobush	Neutral	Helper	*****
#175	Chariobot	Mech	Transform	*****
#176	Dark Sprite	Neutral	Helper	***
#177	Gargoyle	Fire	Independant	***
#178	MechaPult	Mech	Independant	***
#179	Aggressor DX5	Mech	Independant	****
#180	Matador	Fire	Independant	*****
#181	Phooka	Water	Helper	*****
#182	Devata	Neutral	Transform	****
#183	Barometz	Earth	Summons	*****
#184	Cerberus	Fire	Transform	*****
#185	Thanatos	Neutral	Summons	*****
#186	Nueh	Wood	Summons	*****
#187	Horus	Wood	Independant	****
#188	Acid Dragon	Neutral	Helper	*****
#189	Rubber Froggy	Water	Independant	***
#190	Boom Monkey	Fire	Independant	*****
#191	UberBomberBot	Mech	Independant	****
#192	Gorgon	Neutral	Summons	*****
#193	Pixie	Earth	Independant	***
#194	Baba Yaga	Water	Transform	*****
#195	Berserk Master	Fire	Independant	*****
#196	Rabandos	Neutral	Summons	*****
#197	Hellhound	Fire	Transform	***
#198	Tumble Chick	Earth	Independant	*
#199	Mad Reverser	Wood	Helper	*****
#200	Sleipnir	Water	Summons	*****
#201	Claws-R-Us	Mech	Independant	*****
#202	TriBlaster	Mech	Summons	*****
#203	Anarchy Owl	Wood	Helper	***
#204	Pegasus	Wood	Summons	*****
#205	Phoenix	Fire	Helper	*****
#206	Ashura	Fire	Helper	*****
#207	Talos	Earth	Transform	*****
#208	Crystal Magic	Neutral	Helper	*****
#209	Psycho Dice	Neutral	Summons	****
#210	Blue Mold	Earth	Helper	****
#211	Jade Giant	Fire	Summons	***
#212	Fafnir	Fire	Summons	*****
#213	Beaker	Water	Independant	*
#214	Pazuzu	Earth	Transform	*****
#215	SuperScrubber	Mech	Helper	****
#216	Astrobot	Mech	Weapon	*****
#217	Vouivre	Earth	Weapon	*****
#218	Fire Moray	Fire	Helper	****
#219	Water Moray	Water	Weapon	****
#220	Earth Moray	Earth	Weapon	****
#221	Ryuhi	Wood	Summons	*****
#222	Demon Swordsman	Earth	Weapon	*****
#223	Ice Skeleton	Water	Independant	*****
#224	Sacred Umpire	Mech	Summons	*****
#225	Emperor	Neutral	Summons	*****
#226	Capture Card	Neutral	Helper	-

6. Card Catalog

*Note: Combos not yet fully implemented.

Card: #001 Skeleton
Attribute: Earth
Type: Independant
Level: *
Stone Req: 1
HP: 31
Def: 8
Lifespan: 93
Unique Skill: -
Skills: Swing ATK 18
 Power Swing ATK 21
Buy For: 30 G
Sells For: 20 G
Copy: 2000 EXP
Description: This creature will faithfully follow the player around the
 battlefield. It is slow, but its defense is relatively strong,
 which should help it survive even drawn-out battles
Upgrades to: #150 Undead Knight - 3000 EXP
 #017 Wraith - 4000 EXP
Combos: Skullapalooza

Requires: #001 Skeleton
 #093 Demon Skeleton
 #100 Steel Skeleton
 #223 Ice Skeleton
MP Used: 22
Info: Skeleton types gather around an Ice Skeleton, then launch a
 continuous attack on the enemy.

Card: #002 Ghost Armor
Attribute: Wood
Type: Weapon
Level: ****
Stone Req: 4
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Demon Thrust ATK 32
Buy For: 720 G
Sells For: 480 G
Copy: 13000 EXP
Description: A Weapon type creature that strikes forward with its spear. It
 is powerful enough to cut through any defense. The player may be
 vulnerable briefly during the attack.
Upgrades to: #101 Chaos Knight - 11000 EXP
Combos: Sir Spear-A-Lot

Requires: #002 Ghost Armor
#101 Chaos Knight

MP Used: 7

Info: Lightning spear attack against any and all foes in the vicinity.

Card: #003 Red Dragon

Attribute: Fire

Type: Summons

Level: *****

Stone Req: 10

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Fire Breath ATK 70

Earth Breaker ATK 42

Buy For: -

Sells For: 1800 G

Copy: 20000 EXP

Description: The great lizard of fire. Turns enemies into charcoal with the blistering heat of its fire breath. Attacks in the direction the player is facing.

Upgrades to: #155 Spartoi - 8000 EXP
#212 Fafnir - 35000 EXP

Combos: Ultimate Pasta

Requires: #003 Red Dragon
#115 Green Dragon
#143 Brine Dragon
#160 Amber Dragon

MP Used: 16

Info: A summons combo utilizing 4 types of dragons. Nearby enemies are frozen, squeezed, pierced and finally roasted.

Card: #004 Lizardman

Attribute: Earth

Type: Weapon

Level: *

Stone Req: 2

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Large Swing ATK 18

Buy For: -

Sells For: 33 G

Copy: 2000 EXP

Description: A reliable, easy-to-use Weapon type creature. It is not a one-stroke killing machine, but it requires few magic stones, and will not leave you exposed during an attack.

Upgrades to: #007 Red Lizard - 2000 EXP
#039 Basilisk - 2000 EXP
#071 Venom Lizard - 2000 EXP
#055 Dragonoid - 2500 EXP

Combos: Lizard War

Requires: #004 Lizardman
#007 Red Lizard

#039 Basilisk
#071 Venom Lizard

MP Used: 5

Info: Lizardman and his closer relatives show off their prowess with the sword.

Card: #005 Mandragora

Attribute: Wood

Type: Helper

Level: *

Stone Req: 1

HP: 10

Def: 1

Lifespan: 120

Unique Skill: -

Skills: Scream ATK 32

Buy For: -

Sells For: 30 G

Copy: 2500 EXP

Description: A Trap type creature. It remains stationary until an enemy approaches, then unleashes a piercing scream that will damage any nearby enemies, regardless of defensive ability.

Upgrades to: #154 Myconid - 4000 EXP
#125 Mandra Dancer - 12000 EXP
#050 King Mandragora - 35000 EXP

Combos: Mandragora Mixer

Requires: #005 Mandragora
#050 King Mandragora
#125 Mandra Dancer

MP Used: 4

Info: Causes damage to all enemies within a wide range, regardless of defensive ability.

Card: #006 Elephant

Attribute: Earth

Type: Summons

Level: *

Stone Req: 4

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Earth Stomp ATK 40
Dual Restore SPECIAL ATK

Buy For: -

Sells For: 60 G

Copy: 3500 EXP

Description: A Summons type creature. Stomps on the ground, causing shock damage. It can also restore a small number of used cards.

Upgrades to: #103 Elephant King - 27000 EXP

Combos: Mega Tremor

Requires: #006 Elephant
#103 Elephant King

MP Used: 9

Info: A powerful earthquake created by the enraged stomping of a Mutant Elephant.

Card: #007 Red Lizard
Attribute: Fire
Type: Weapon
Level: *
Stone Req: 3
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Large Swing ATK 24
Buy For: -
Sells For: 66 G
Copy: 2000 EXP
Description: A Weapon type creature. It does a small amount of damage, but it will not expose the player from any attack when used and requires minimal Magic Stone consumption.
Upgrades to: #004 Lizardman - 2000 EXP
#071 Venom Lizard - 2000 EXP
#039 Basilisk - 2000 EXP
#055 Dragonoid - 2500 EXP
Combos: Lizard War

Requires: #004 Lizardman
#007 Red Lizard
#039 Basilisk
#071 Venom Lizard
MP Used: 5
Info: Lizardman and his closer relatives show off their prowess with the sword.

Card: #008 Unicorn
Attribute: Water
Type: Transform
Level: *****
Stone Req: 4
HP: 50
Def: 6
Lifespan: 75
Unique Skill: -
Skills: Healing Wing ATK 30
Jump SPECIAL ATK
Buy For: -
Sells For: 3600 G
Copy: 45000 EXP
Description: A Transform type creature with great healing powers. While the player is borrowing its shape, the Unicorn will gradually restore the player's health.
Upgrades to: -
Combos: -

Card: #009 Hobgoblin
Attribute: Fire
Type: Independant
Level: *
Stone Req: 1
HP: 35

Def: 6
Lifespan: 70
Unique Skill: -
Skills: Club ATK 15
Poison Gas ATK 17
Buy For: 30 G
Sells For: 20 G
Copy: 3000 EXP
Description: An Independant type creature with minimal longevity. The gas it expels can create a poison effect.
Upgrades to: #077 Goblin Lord - 20000 EXP
Combos: Goblin Guts

Requires: #009 Hobgoblin
#077 Goblin Lord
MP Used: 4
Info: Two goblins team up to pound your foes.

Card: #010 Sand Golem
Attribute: Earth
Type: Helper
Level: **
Stone Req: 7
HP: 100
Def: 14
Lifespan: 150
Unique Skill: Decoy Action
Skills: -
Buy For: 300 G
Sells For: 200 G
Copy: 6000 EXP
Description: A helper type creature that can relieve the player from enemy attacks. For as long as it is active, it will cause the enemy monsters to ignore every other friendly creature.
Upgrades to: #145 Stone Golem - 9000 EXP
#030 Fire Golem - 14000 EXP
#097 Ice Golem - 20000 EXP
Combos: -

Card: #011 Jack-O-Lantern
Attribute: Fire
Type: Summons
Level: ****
Stone Req: 11
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Trick or Treat! ATK 32
Bombs Away ATK 52
Buy For: -
Sells For: -
Copy: -
Description: An undead scarecrow that can cut through defense to damage all nearby creatures. This ability comes at a heavy price, as the player loses half of their Hit Points upon summoning the scarecrow.
Upgrades to: -

Combos: -

Card: #012 Man Trap
Attribute: Wood
Type: Independant
Level: *
Stone Req: 1
HP: 35
Def: 4
Lifespan: 35
Unique Skill: -
Skills: Chomp ATK 16
Buy For: -
Sells For: 10 G
Copy: 3200 EXP
Description: An Independant type creature that moves slowly, but has high attack power and durability coompared to other monsters of its level.
Upgrades to: #157 Raflesia - 13000 EXP
#165 Devil Plant - 26000 EXP
Combos: -

Card: #013 Sand Worm
Attribute: Earth
Type: Summons
Level: ****
Stone Req: 7
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: The Crusher ATK 42
Sand Storm ATK 30
Buy For: -
Sells For: 400 G
Copy: 15000 EXP
Description: A Summons type creature that will damage everything within a wide radius of the summoner. The Sand Worm shoots out of the ground, twists in the air, then smashes downwards, crushing anyone in its path.
Upgrades to: -
Combos: -

Card: #014 Mummy
Attribute: Earth
Type: Weapon
Level: *
Stone Req: 1
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Mummy's Embrace ATK 20
Buy For: -
Sells For: 150 G
Copy: 3000 EXP
Description: A Weapon type creature. The arc of a Mummy's attack is very

limited, but the curse it puts on enemy monsters can be very effective.

Upgrades to: -

Combos: Hearing Aid

Requires: #014 Mummy
#014 Mummy
#086 Sphinx

MP Used: 8

Info: Creates a hypersonic wave that travels forward, damaging monsters in a wide path.

Card: #015 Cockatrice

Attribute: Wood

Type: Weapon

Level: ****

Stone Req: 4

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Beak of Stone ATK 15

Buy For: -

Sells For: 500 G

Copy: 14000 EXP

Description: A Weapon type creature. The Cockatrice aims a white cloud of breath in the direction the player is facing. This breath can turn anyone it touches into stone.

Upgrades to: -

Combos: Stone All Around

Requires: #015 Cockatrice
#015 Cockatrice

MP Used: 4

Info: Two Cockatrice spin around together, possibly turning nearby enemies to stone.

Card: #016 Sasquatch

Attribute: Water

Type: Summons

Level: ****

Stone Req: 6

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Wild Swat ATK 60
Giant Snow Ball ATK 70

Buy For: -

Sells For: 1466 G

Copy: 12500 EXP

Description: A barrel-chested Summons creature of legendary strength. When not throwing giant snowballs at its foes, it delivers punishment with ferocious blows of its arms.

Upgrades to: #158 Daidarapochi - 15000 EXP

Combos:

Card: #017 Wraith
Attribute: Water
Type: Weapon
Level: **
Stone Req: 4
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Ice Storm ATK 17
Buy For: -
Sells For: 200 G
Copy: 4000 EXP
Description: A Weapon type creature that hurls innumerable chunks of ice forward in a limited arc. Thirty percent of the damage done by the Wraith is redirected to the summoner as regained Hit Points.
Upgrades to: #122 Death - 6000 EXP
Combos: Phantom Bulldozer

Requires: #017 Wraith
 #025 Lich
 #149 Sekmet
MP Used: 9
Info: Applies ice and flame damage to a wide area in front of your character.

Card: #018 Orc
Attribute: Fire
Type: Weapon
Level: *
Stone Req: 3
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Sumo Charge ATK 31
Buy For: 135 G
Sells For: 90 G
Copy: 1200 EXP
Description: A Weapon type creature that uses its rotund body to send enemies flying. The Orc's sumo charge has a limited effective range.
Upgrades to: #171 Storm Hagan - 6000 EXP
 #172 Rock Hagan - 6000 EXP
 #173 Bum Hagan - 6000 EXP
Combos: Hawging the Action

Requires: #018 Orc
 #018 Orc
 #018 Orc
 #018 Orc
MP Used: 3
Info: Combo attack by 4 Orcs. If all 4 hit, they can inflict a great deal of damage.

Card: #019 Fairy
Attribute: Water
Type: Helper
Level: *

Stone Req: 3
HP: 30
Def: 10
Lifespan: 30
Unique Skill: -
Skills: Song of Healing HEALS
Buy For: 240 G
Sells For: 160 G
Copy: 2000 EXP
Description: A Fairy with the power of healing. It will trail the player, replenishing the player's Hit Points from time to time.
Upgrades to: #140 Poppun Charlie - 4000 EXP
#117 Sprite - 8000 EXP
#176 Dark Sprite - 8000 EXP
Combos: Tender Mercy

Requires: #019 Fairy
#082 Rheebeus
MP Used: 5
Info: A healing combo using the power of 2 healing creatures. Degree of healing is significant.

Card: #020 Vampire Bush
Attribute: Water
Type: Helper
Level: ****
Stone Req: 3
HP: 60
Def: 4
Lifespan: 180
Unique Skill: Life-force drain
Skills: -
Buy For: -
Sells For: 460 G
Copy: 12000 EXP
Description: A special creature that neither moves nor attacks. As long as it is on the battlefield, it will slowly suck the life out of all other creatures.
Upgrades to: #174 Octobush - 27000 EXP
Combos: Uber Vampire Root

Requires: #020 Vampire Bush
#020 Vampire Bush
MP Used: 4
Info: Creates a Vampire Bush of unusual size. The giant bush sucks Hit Points from enemies at a high rate, and gives them to you.

Card: #021 Catoblepas
Attribute: Earth
Type: Independant
Level: *****
Stone Req: 5
HP: 50
Def: 6
Lifespan: 150
Unique Skill: -
Skills: Petrifying Gaze ATK 24
Buy For: 900 G

Sells For: 600 G

Copy: 17500 EXP

Description: An Independant type creature, the Catoblepas has high endurance, but is entirely immobile. The single eye of this creature can turn creatures into stone.

Upgrades to: -

Combos:

Card: #022 Kraken

Attribute: Water

Type: Summons

Level: *****

Stone Req: 6

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Tentacles ATK 80

Absolute Zero ATK 60

Buy For: -

Sells For: 2200 G

Copy: 40000 EXP

Description: A Summons type creature that instantaneously lowers the temperature of an area to absolute zero. This attack causes severe damage, sometimes supplemented by paralysis effects.

Upgrades to: -

Combos:

Card: #023 Water Reaper

Attribute: Water

Type: Weapon

Level: **

Stone Req: 1

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Numb Tongue ATK 14

Buy For: -

Sells For: 30 G

Copy: 3500 EXP

Description: A Weapon type creature that attacks enemies by zapping them with its frog-like tongue, sometimes causing paralysis conditions. Not very lethal, but damage done is redirected to the player for replenishing Hit Points.

Upgrades to: #189 Rubber Froggy - 6000 EXP

#022 Kraken - 30000 EXP

Combos:

Card: #024 Fenril

Attribute: Wood

Type: Summons

Level: *****

Stone Req: 9

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Arboreal Calm SPECIAL ATK
Apocalypse ATK 84

Buy For: -

Sells For: 2320 G

Copy: 32000 EXP

Description: A wolf relative said to be capable of killing even a god. It emits a stream of Wood energy which will cause damage to all Earth beings in range. Helper and Independant cards which are used will also be restored to unused status.

Upgrades to: -

Combos:

Card: #025 Lich

Attribute: Earth

Type: Weapon

Level: *****

Stone Req: 5

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Fires of Hell ATK 24

Buy For: -

Sells For: 1400 G

Copy: 27000 EXP

Description: A Weapon type creature with absolute power. They create fiery pillars of chaos that sweep away all enemies in front of the summoner. The pillars may also turn victims to stone.

Upgrades to: -

Combos: Phantom BullDozer

Requires: #017 Wraith

#025 Lich

#149 Sekmet

MP Used: 9

Info: Applies ice and flame damage to a wide area in front of your character.

Card: #026 Carbuncle

Attribute: Earth

Type: Helper

Level: ***

Stone Req: 4

HP: 30

Def: 4

Lifespan: 30

Unique Skill: -

Skills: Tag! ATK 12

Buy For: -

Sells For: 300 G

Copy: 10000 EXP

Description: A small creature that circles madly around the player, causing steady damage to every enemy it runs into.

Upgrades to: #092 Trickster - 13000 EXP

#114 Napalm Beast - 18000 EXP

Combos: Rotary Death

Requires: #026 Carbuncle
#102 Decoy Pillar

MP Used: 6

Info: A Carbuncle races around a Decoy Pillar, attacking one enemy after another.

Lethal Orbit

Requires: #026 Carbuncle
#065 Juggernaut
#091 Whip Worm

MP Used: 8

Info: Three spinning creatures take up position around you. Together, they are more powerful than when used singly.

Card: #027 Flayer Spawn
Attribute: Fire
Type: Weapon
Level: *
Stone Req: 1
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Electric Shock ATK 18
Buy For: -
Sells For: 66 G
Copy: 4000 EXP
Description: A Weapon type creature that aims a paralyzing stream of electricity forward. Can kill Mech monsters instantly on occasion. Good range, but only minimal hitting power.
Upgrades to: #096 Mind Flayer - 20000 EXP
Combos:

Card: #028 Golden Goose
Attribute: Neutral
Type: Independant
Level: *****
Stone Req: 4
HP: 60
Def: 15
Lifespan: 180
Unique Skill: -
Skills: Crazy Legs SPECIAL ATK
Buy For: -
Sells For: 3000 G
Copy: 25000 EXP
Description: An independant creature that does nothing but run around like mad.
Upgrades to: -
Combos:

Card: #029 Zombie Dragon
Attribute: Earth
Type: Summons
Level: *****
Stone Req: 8

HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Chaos Breath ATK 42
Chaos Mist ATK 28
Buy For: -
Sells For: 1600 G
Copy: 36000 EXP
Description: A Summons type creature that repels a fetid cloud of breath
whose noxious vapors cause special damage conditions.
Upgrades to: -
Combos:

Card: #030 Fire Golem
Attribute: Fire
Type: Summons
Level: *****
Stone Req: 5
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Shield of Fire ATK 17
Rain of Fire ATK 30
Buy For: -
Sells For: 380 G
Copy: 17000 EXP
Description: A unique Summons creature. With its Shield of Fire, it creates a
wall of searing flame around the summoner. While the wall is
active, the player can damage enemies simply by running into
them.
Upgrades to: -
Combos: Temper Tantrum

Requires: #030 Fire Golem
#097 Ice Golem
MP Used: 7
Info: Rustles up a storm of Fire and Ice that will damage enemies
across a very wide swath of territory.

Card: #031 Running Bird
Attribute: Earth
Type: Helper
Level: ***
Stone Req: 5
HP: 26
Def: 0
Lifespan: 78
Unique Skill: Speed Boost
Skills: -
Buy For: 240 G
Sells For: 160 G
Copy: 7000 EXP
Description: While on the battlefield, this creature will increase the speed
of all allies. It does not attack anyone, it simply runs around.
Upgrades to: -
Combos: Time Out!

Requires: #031 Running Bird
#046 Golden Butterfly

MP Used: 21

Info: An extremely unusual combo that freezes all enemy monsters dead
in their tracks.

Card: #032 Giant Crab

Attribute: Water

Type: Summons

Level: *

Stone Req: 2

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Foam of Stone ATK 20

Poison Pincer ATK 38

Buy For: 120 G

Sells For: 80 G

Copy: 3000 EXP

Description: A Summons type creature armed with a poisonous pincer and foamy
spit that turns victims to stone. Consumes very little Magic
power.

Upgrades to: -

Combos:

Card: #033 Banshee

Attribute: Wood

Type: Weapon

Level: *****

Stone Req: 2

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Psychic Charge ATK 32

Buy For: -

Sells For: 200 G

Copy: 19000 EXP

Description: A Weapon type creature. The Banshee's bolt of psychic energy can
penetrate any defense. When a Banshee deals the finishing blow
to any creature, all other cards in your deck will gain
experience points based on the amount of damage the Banshee
dealt.

Upgrades to: #149 Sekmet - 27000 EXP

Combos:

Card: #034 Land Shark

Attribute: Water

Type: Independent

Level: ***

Stone Req: 6

HP: 52

Def: 9

Lifespan: 104

Unique Skill: -

Skills: Sneak Attack ATK 20

Buy For: -

Sells For: 180 G

Copy: 8000 EXP

Description: An Independent type creature. The Land Shark cruises through the soil until it finds an enemy monster, then leaps out and attacks.

Upgrades to: -

Combos:

Card: #035 Berserker

Attribute: Fire

Type: Independent

Level: **

Stone Req: 5

HP: 50

Def: 0

Lifespan: 100

Unique Skill: -

Skills: Uppercut Thrust ATK 21

Skull Splitter ATK 24

Buy For: -

Sells For: 360 G

Copy: 3000 EXP

Description: An Independent type creature. The Berserker does not distinguish between friend and foe. He will attack anything and everything that gets in his way.

Upgrades to: #211 Jade Giant - 10000 EXP

#180 Matador - 22000 EXP

#195 Berserk Master - 34000 EXP

Combos:

Card: #036 Flying Ray

Attribute: Water

Type: Weapon

Level: *

Stone Req: 1

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Diving Attack ATK 15

Buy For: 30 G

Sells For: 20 G

Copy: 1500 EXP

Description: A Weapon type creature. A good choice against enemies with strong defenses, since the attack of a Flying Ray ignores defensive ability.

Upgrades to: #023 Water Reaper - 1500 EXP

#034 Land Shark - 6000 EXP

Combos: Triple Kamikaze

Requires: #036 Flying Ray

#053 Dark Raven

#053 Dark Raven

MP Used: 3

Info: Three flying creatures form up and then dive headfirst into your enemies.

Card: #037 Demon Hound
Attribute: Wood
Type: Independant
Level: **
Stone Req: 6
HP: 72
Def: 0
Lifespan: 120
Unique Skill: -
Skills: Bite ATK 14
 Leaping Attack ATK 18
Buy For: -
Sells For: 240 G
Copy: 6000 EXP
Description: An Independant type card. Aggressive and fast-moving. Lack of defensive ability gives it little chance to survive drawn-out fights.
Upgrades to: -
Combos:

Card: #038 Behemoth
Attribute: Earth
Type: Summons
Level: *****
Stone Req: 9
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Hell's Flash ATK 93
 Hell's Roar ATK 84
Buy For: -
Sells For: -
Copy: -
Description: A Summons creature armed with weapons of sound and light. The Earth energy the Behemoth gives off will damage all Water creatures in the vicinity, regardless of defensive ability.
Upgrades to: -
Combos: -

Card: #039 Basilisk
Attribute: Water
Type: Weapon
Level: **
Stone Req: 3
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Blades of Stone ATK 24
Buy For: -
Sells For: 70 G
Copy: 2500 EXP
Description: A spinning, slashing Weapon type creature. In addition to normal damage, it is capable of turning enemies to stone.
Upgrades to: #004 Lizardman - 2000 EXP
 #007 Red Lizard - 2000 EXP

#071 Venom Lizard - 2000 EXP

#055 Dragonoid - 2500 EXP

Combos: Lizard War

Requires: #004 Lizardman

#007 Red Lizard

#039 Basilisk

#071 Venom Lizard

MP Used: 5

Info: Lizardman and his closer relatives show off their prowess with the sword.

Card: #040 Mole Monster

Attribute: Neutral

Type: Helper

Level: ***

Stone Req: 6

HP: 30

Def: 1

Lifespan: 180

Unique Skill: Decoy Action

Skills: -

Buy For: 999 G

Sells For: 666 G

Copy: 10000 EXP

Description: A Helper monster that causes the enemy to ignore all other friendly creatures for as long as it remains alive. Its nimbleness makes it very effective against cumbersome enemies.

Upgrades to: -

Combos:

Card: #041 Maelstrom

Attribute: Water

Type: Helper

Level: **

Stone Req: 1

HP: 20

Def: 1

Lifespan: 240

Unique Skill: -

Skills: Cursed Wind ATK 42

Buy For: -

Sells For: 40 G

Copy: 5000 EXP

Description: A Trap type creature that hits any monster that gets too close with a blast of cursed wind. Minimal offensive power.

Upgrades to: -

Combos:

Card: #042 Lycanthrope

Attribute: Wood

Type: Weapon

Level: *

Stone Req: 6

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Claw Swipe ATK 40

Buy For: 375 G

Sells For: 250 G

Copy: 2500 EXP

Description: A Weapon type creature that swipes nearby enemies with its razor-sharp claws. It's concentrated power makes up for the fact it can only be used twice.

Upgrades to: #078 Scythe Beast - 3000 EXP
#037 Demon Hound - 6000 EXP
#197 Hell Hound - 7000 EXP
#024 Fenril - 32000 EXP

Combos:

Card: #043 Sand Beetle

Attribute: Earth

Type: Independant

Level: **

Stone Req: 5

HP: 30

Def: 13

Lifespan: 90

Unique Skill: -

Skills: Pincer Chop ATK 20

Buy For: -

Sells For: 280 G

Copy: 6000 EXP

Description: An easy-to-use Independant type creature that lives in the ground. From its protected underground position, it attacks enemy monsters with its oversized pincers.

Upgrades to: -

Combos:

Card: #044 Necromancer

Attribute: Neutral

Type: Summons

Level: *****

Stone Req: 6

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Spirit Summons ATK 59

Spell Casting ATK 35

Buy For: -

Sells For: 600 G

Copy: 21000 EXP

Description: A Summons monster that uses balls of raw magic to cause paralysis and curse conditions to any enemies within range. It can also dispatch a skull that homes in on its targets.

Upgrades to: #025 Lich - 12000 EXP

Combos:

Card: #045 Great Turtle

Attribute: Earth

Type: Independant

Level: *****

Stone Req: 20
HP: 360
Def: 16
Lifespan: 1440
Unique Skill: -
Skills: Lava Storm ATK 54
Buy For: -
Sells For: -
Copy: -
Description: An extremely powerful Independent creature that uses the power of Earth to launch salvos of volcanic lava that can blanket a wide area in fiery explosions.
Upgrades to: -
Combos: The Big Save

Requires: #045 Great Turtle
#069 Blue Dragon
#081 Golden Phoenix
#083 White Tiger
MP Used: 24
Info: A Summons combo that restores full health and all your cards. Previously used cards return to your hand, smashing into foes on the way.

Card: #046 Gold Butterfly
Attribute: Wood
Type: Helper
Level: ***
Stone Req: 5
HP: 24
Def: 2
Lifespan: 192
Unique Skill: Enemy Slowdown
Skills: -
Buy For: 180 G
Sells For: 120 G
Copy: 8000 EXP
Description: A unique creature that sprinkles powder from its wings which slows down every enemy monster. The effect only lasts while the butterfly is on the battlefield. Has no attack ability.
Upgrades to: -
Combos: Tech Support!

Requires: #046 Gold Butterfly
#141 Acid Cloud
MP Used: 6
Info: Causes all mechanical creatures, friend and foe alike, to stop working for as long as it is in effect.

Time Out!
Requires: #031 Running Bird
#046 Golden Butterfly
MP Used: 21
Info: An extremely unusual combo that freezes all enemy monsters dead in their tracks.

Card: #047 Ghoul
Attribute: Wood

Type: Weapon
Level: *
Stone Req: 1
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Filthy Claw ATK 18
Buy For: 75 G
Sells For: 50 G
Copy: 2500 EXP
Description: A Weapon type creature that can cause poisoning in addition to normal damage. Using its filth-encrusted claws, the Ghoul swats at whatever is in front of the player.
Upgrades to: #033 Banshee - 20000 EXP
Combos:

Card: #048 Treant
Attribute: Wood
Type: Helper
Level: ***
Stone Req: 5
HP: 55
Def: 2
Lifespan: 220
Unique Skill: Def. Power-up
Skills: -
Buy For: 240 G
Sells For: 160 G
Copy: 10000 EXP
Description: A Summons type creature that will boost the defensive power of all friendly creatures for as long as it remains on the battlefield.
Upgrades to: #167 Dark Treant - 7000 EXP
#168 Coal Treant - 7000 EXP
Combos: Air Raid

Requires: #048 Treant
#053 Dark Raven
#053 Dark Raven
MP Used: 3
Info: Using a Treant as their home base, two Dark Ravens fly around pecking at your foes.

Card: #049 Sea Monk
Attribute: Water
Type: Summons
Level: *****
Stone Req: 10
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Briny Pillars ATK 48
Restore Cards SPECIAL ATK
Buy For: 1440 G
Sells For: 960 G
Copy: 21000 EXP

Description: The Sea Monk is capable of restoring 1 to 5 used cards to unused status. It also boasts a powerful ice magic attack.

Upgrades to: -

Combos: Prayer of the Wise

Requires: #049 Sea Monk
#096 Mind Flayer

MP Used: 15

Info: A Summons combo that boosts the number of cards returned to your deck. Gain back 15 used cards for the price of 2.

Card: #050 King Mandragora

Attribute: Wood

Type: Helper

Level: *****

Stone Req: 4

HP: 60

Def: 4

Lifespan: 360

Unique Skill: -

Skills: Royal Scream ATK 55

Buy For: -

Sells For: 1400 G

Copy: 32000 EXP

Description: A Trap type creature that waits until an enemy approaches, then releases a high pitched scream that injures any within range, regardless of defensive ability.

Upgrades to: -

Combos: Mandragora Mixer

Requires: #005 Mandragora
#050 King Mandragora
#125 Mandra Dancer

MP Used: 4

Info: Causes damage to all enemies within a wide range, regardless of defensive ability.

Card: #051 Larval Fly

Attribute: Water

Type: Helper

Level: ***

Stone Req: 5

HP: 50

Def: 10

Lifespan: 66

Unique Skill: Element Neuter

Skills: -

Buy For: -

Sells For: 120 G

Copy: 8000 EXP

Description: While on the battlefield, this creature will neutralize all Attribute attributes. Does not attack.

Upgrades to: #095 Beelzebub - 10000 EXP

Combos:

Card: #052 Crystal Rose

Attribute: Water

Type: Weapon
Level: ***
Stone Req: 4
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Frigid Light ATK 24
Buy For: 270 G
Sells For: 180 G
Copy: 12000 EXP
Description: A Weapon type creature that emits a glittering beam of frost.
The beam is lethal at both long and short ranges. It can also
cause charm conditions.
Upgrades to: -
Combos: Crystal Rage

Requires: #052 Crystal Rose
 #063 Dragon Knight
 #063 Dragon Knight
MP Used: 5
Info: Two Dragon Knights and a Crystal Rose team up and go on the
 attack. Results in a charm effect in victims.

Card: #053 Dark Raven
Attribute: Fire
Type: Weapon
Level: *
Stone Req: 1
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Dive Bomb ATK 14
Buy For: 15 G
Sells For: 10 G
Copy: 2000 EXP
Description: A Weapon type creature perfectly suited for long-range attacks.
It causes minimal damage, but it is an ideal weapon for attacking
trap monsters that are dangerous to approach in person.
Upgrades to: #187 Horus - 12000 EXP
 #205 Phoenix - 25000 EXP
Combos: Air Raid

Requires: #048 Treant
 #053 Dark Raven
 #053 Dark Raven
MP Used: 3
Info: Using a Treant as their home base, two Dark Ravens fly around
 pecking at your foes.

 Triple Kamikaze

Requires: #036 Flying Ray
 #053 Dark Raven
 #053 Dark Raven
MP Used: 3
Info: Three flying creatures form up and then dive headfirst into your
 enemies.

Card: #054 Wizard
Attribute: Fire
Type: Helper
Level: ***
Stone Req: 6
HP: 68
Def: 3
Lifespan: 68
Unique Skill: Power of Magic
Skills: -
Buy For: 360 G
Sells For: 240 G
Copy: 15000 EXP
Description: A unique card to be used in conjunction with other cards. While on the battlefield, the Wizard will boost the hitting power of all friendly creatures.
Upgrades to: -
Combos:

Card: #055 Dragonoid
Attribute: Earth
Type: Weapon
Level: **
Stone Req: 3
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Whip of Binding ATK 18
Buy For: 300 G
Sells For: 200 G
Copy: 2500 EXP
Description: A Weapon type creature wielding a whip of paralysis. The quick snap of the whip sends a shock wave forward that can cause repeat damage in the right situation.
Upgrades to: #004 Lizardman - 2000 EXP
 #142 Baby Dragon - 5000 EXP
 #073 Hydra - 15000 EXP
Combos:

Card: #056 Dryad
Attribute: Wood
Type: Helper
Level: **
Stone Req: 5
HP: 50
Def: 5
Lifespan: 100
Unique Skill: Wood Power-up
Skills: Branch Whip ATK 12
Buy For: -
Sells For: 340 G
Copy: 3000 EXP
Description: A special creature that does not attack directly. While on the battlefield, it will double the power of Wood creatures. and halve the power of Earth.

Upgrades to: #048 Treant - 6000 EXP
#109 Wood Elemental - 25000 EXP

Combos: Elemental Victory

Requires: #056 Dryad
#070 Gnome
#075 Salamander
#090 Undine

MP Used: 8

Info: Gradually reduces the Hit Points of Neutral and Mech type creatures, for as long as it is on the battlefield.

Card: #057 Birdman

Attribute: Wood

Type: Transform

Level: *****

Stone Req: 5

HP: 48

Def: 4

Lifespan: 48

Unique Skill: -

Skills: The Shaft ATK 24

Lance Thrust ATK 28

Buy For: -

Sells For: -

Copy: 10000 EXP

Description: A Transform type creature with the ability to fly. Not a lot of hitting power, but it can get you to places you would not normally be able to reach.

Upgrades to: #139 Garuda - 20000 EXP

Combos:

Card: #058 Will o' wisp

Attribute: Fire

Type: Helper

Level: *

Stone Req: 3

HP: 18

Def: 2

Lifespan: 36

Unique Skill: -

Skills: Energy Barrier ATK 35

Energy Bomb ATK 40

Buy For: 150 G

Sells For: 100 G

Copy: 3500 EXP

Description: This trap type creature blows itself up when an enemy approaches. Such an explosion will also set off any nearby Will o' wisps.

Upgrades to: -

Combos:

Card: #059 Archer Tree

Attribute: Wood

Type: Weapon

Level: ***

Stone Req: 3

HP: -

Def: -
Lifespan: -
Unique Skill: -
Skills: Random Shot ATK 25
Buy For: 120 G
Sells For: 80 G
Copy: 8000 EXP
Description: A Weapon type creature ideally suited for long-range attack. Can be used several times before being used up, but each arrow causes minimal damage.
Upgrades to: -
Combos: Stone Cold Sniper

Requires: #059 Archer Tree
 #059 Archer Tree
 #145 Stone Golem
MP Used: 7
Info: A transformation combo. Two Archer Trees jump on a Stone Golem, giving them greater shooting range.

Card: #060 Stone Head
Attribute: Fire
Type: Helper
Level: *****
Stone Req: 5
 HP: 75
 Def: 20
Lifespan: 75
Unique Skill: -
Skills: Death Drop ATK 36
Buy For: -
Sells For: 420 G
Copy: 12000 EXP
Description: The king of all trap type monsters, the Stone Head levitates high overhead until a foe wanders near. It then drops to the ground, resulting in one enemy pancake.
Upgrades to: -
Combos:

Card: #061 Blood Bush
Attribute: Fire
Type: Weapon
Level: **
Stone Req: 4
 HP: -
 Def: -
Lifespan: -
Unique Skill: -
Skills: Bloody Tendrils ATK 28
Buy For: -
Sells For: 80 G
Copy: 6000 EXP
Description: A Weapon type creature. It drains Hit Points from enemy monsters and redirects them to its summoner.
Upgrades to: #020 Vampire Bush - 15000 EXP
Combos:

Card: #062 Efreet
Attribute: Fire
Type: Weapon
Level: ****
Stone Req: 4
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Fireball ATK 30
Buy For: -
Sells For: 560 G
Copy: 15000 EXP
Description: A Weapon type creature that shoots fireballs. The fireballs seek out their targets, and inflict severe damage. A powerful weapon, but one with a somewhat high cost in Magic Stones.
Upgrades to: -
Combos: Djinn and Bear It

Requires: #062 Efreet
 #131 Dao
 #134 Marid
MP Used: 6
Info: Deadly combo attack featuring an Efreet, a Dao, and a Marid.

Card: #063 Dragon Knight
Attribute: Water
Type: Weapon
Level: ***
Stone Req: 3
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Crushing Blow ATK 36
Buy For: -
Sells For: 180 G
Copy: 6000 EXP
Description: A Weapon type monster with a powerful attack. A well-rounded weapon suitable for just about any combat situation.
Upgrades to: -
Combos: Crystal Rage

Requires: #052 Crystal Rose
 #063 Dragon Knight
 #063 Dragon Knight
MP Used: 5
Info: Two Dragon Knights and a Crystal Rose team up and go on the attack. Results in a charm effect in victims.

Card: #064 Demon Fox
Attribute: Fire
Type: Summons
Level: *****
Stone Req: 9
HP: -
Def: -
Lifespan: -

Unique Skill: -
Skills: Fiery Slaughter ATK 57
Tree Killer ATK 92
Buy For: -
Sells For: 2220 G
Copy: 30000 EXP
Description: A strange fox with very powerful magic. Using the power of Fire, the Demon Fox can damage every Wood creature in the area, regardless of defensive ability.
Upgrades to: -
Combos:

Card: #065 Juggernaut
Attribute: Earth
Type: Helper
Level: *****
Stone Req: 5
HP: 50
Def: 0
Lifespan: 100
Unique Skill: -
Skills: Hit and Run ATK 18
Buy For: -
Sells For: 480 G
Copy: 10000 EXP
Description: A creature that circles around the player, trying to run into enemy monsters. It has a short half-life, but with good timing it can hit several times.
Upgrades to: #045 Great Turtle - 47000 EXP
Combos: Lethal Orbit

Requires: #026 Carbuncle
#065 Juggernaut
#091 Whip Worm
MP Used: 8
Info: Three spinning creatures take up position around you. Together, they are more powerful than when used singly.

Card: #066 Fire Gargoyle
Attribute: Fire
Type: Summons
Level: ****
Stone Req: 8
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Fiery Burst ATK 45
PetroBlast ATK 52
Buy For: 600 G
Sells For: 400 G
Copy: 12000 EXP
Description: A Summons creature whose special damage weapon has a wide effective radius. It creates a shock wave that turns enemies to stone for a longer-than-normal length of time.
Upgrades to: -
Combos:

Card: #067 Great Demon
Attribute: Fire
Type: Weapon
Level: ****
Stone Req: 4
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Fiery Combo ATK 16
Buy For: -
Sells For: 480 G
Copy: 7000 EXP
Description: A Weapon type monster that wields a fiery sword and whip capable of causing repeat damage.
Upgrades to: #112 Incubus - 7000 EXP
 #111 Succubus - 7000 EXP
 #161 Demon Lord - 25000 EXP
Combos:

Card: #068 Evil Eye
Attribute: Wood
Type: Helper
Level: *
Stone Req: 5
HP: 48
Def: 12
Lifespan: 144
Unique Skill: Trouble Saver
Skills: -
Buy For: -
Sells For: 160 G
Copy: 3500 EXP
Description: A creature that relieves all friendly monsters of all special damage conditions. It does not attack itself, but it will continue to protect the other creatures as long as it is alive.
Upgrades to: #098 Cyclops - 10000 EXP
Combos:

Card: #069 Blue Dragon
Attribute: Water
Type: Summons
Level: *****
Stone Req: 20
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Life to Cards SPECIAL ATK
 Cards to Life HEALS
Buy For: -
Sells For: -
Copy: -
Description: The Lord of the Water creatures. It will restore used cards in exchange for Hit Points, it will heal the player for the price of all 4 cards in the player's hand.
Upgrades to: -

Combos: The Big Save

Requires: #045 Great Turtle
#069 Blue Dragon
#081 Golden Phoenix
#083 White Tiger

MP Used: 24

Info: A Summons combo that restores full health and all your cards.
Previously used cards return to your hand, smashing into foes on
the way.

Card: #070 Gnome

Attribute: Earth

Type: Helper

Level: **

Stone Req: 5

HP: 50

Def: 5

Lifespan: 100

Unique Skill: Earth Power-up

Skills: Hard Thrust ATK 16

Buy For: -

Sells For: 320 G

Copy: 4000 EXP

Description: A special creature that will double the power of Earth creatures,
and halve the power of Water creatures while it is on the
battlefield.

Upgrades to: #131 Dao - 12000 EXP

#106 Earth Elemental - 25000 EXP

Combos: Elemental Victory

Requires: #056 Dryad

#070 Gnome

#075 Salamander

#090 Undine

MP Used: 8

Info: Gradually reduces the Hit Points of Neutral and Mech type
creatures, for as long as it is on the battlefield.

Card: #071 Venom Lizard

Attribute: Wood

Type: Weapon

Level: **

Stone Req: 2

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Lethal Poison ATK 16

Buy For: -

Sells For: 80 G

Copy: 2500 EXP

Description: A Weapon type creature that uses a spinning, slashing attack. It
can also produce a poisoned condition in its victims.

Upgrades to: #004 Lizardman - 2000 EXP

#007 Red Lizard - 2000 EXP

#039 Basilisk - 2000 EXP

#055 Dragonoid - 2500 EXP

Combos: Lizard War

Requires: #004 Lizardman
#007 Red Lizard
#039 Basilisk
#071 Venom Lizard

MP Used: 5

Info: Lizardman and his closer relatives show off their prowess with the sword.

Card: #072 Tiger Mage

Attribute: Fire

Type: Helper

Level: *****

Stone Req: 6

HP: 75

Def: 12

Lifespan: 112

Unique Skill: Double Magic

Skills: Fireball ATK 28

Buy For: -

Sells For: 1200 G

Copy: 25000 EXP

Description: A Helper type creature that attacks the enemy with fireballs. While active, the Tiger Mage will also halve the number of Magic Stones needed to use other cards.

Upgrades to: -

Combos: EconoMagic

Requires: #072 Tiger Mage
#151 Panther Mage

MP Used: 12

Info: While in effect, you will use Magic Stones at 1/4 the normal rate. In VS mode, your foe will need 4 times as much magic as normal.

Card: #073 Hydra

Attribute: Water

Type: Summons

Level: *****

Stone Req: 11

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Poison Mist ATK 36

Cloud of Death ATK 30

Buy For: -

Sells For: 1000 G

Copy: 16000 EXP

Description: A Summons type creature whose poisonous breath can cause particularly damaging poison conditions over a wide swath.

Upgrades to: -

Combos:

Card: #074 Siren

Attribute: Water

Type: Independant
Level: *****
Stone Req: 4
 HP: 60
 Def: 6
Lifespan: 120
Unique Skill: -
 Skills: Song of Sadness ATK 7
Buy For: -
Sells For: 320 G
Copy: 18000 EXP
Description: An Independant type creature that does not move. It simply sings
a melancholy song which drains the life of anyone who wanders
within range. The call of the Siren can penetrate any defense.
Upgrades to: -
Combos:

Card: #075 Salamander
Attribute: Fire
Type: Helper
Level: **
Stone Req: 5
 HP: 54
 Def: 5
Lifespan: 108
Unique Skill: Fire Power-up
 Skills: Breath ATK 12
Buy For: -
Sells For: 340 G
Copy: 3000 EXP
Description: While on the battlefield, this creature will double the power of
Fire, and halve the power of Wood.
Upgrades to: #054 Wizard - 10000 EXP
 #062 Efreet - 12000 EXP
 #108 Fire Elemental - 25000 EXP
Combos: Elemental Victory
Requires: #056 Dryad
 #070 Gnome
 #075 Salamander
 #090 Undine
MP Used: 8
Info: Gradually reduces the Hit Points of Neutral and Mech type
creatures, for as long as it is on the battlefield.

Card: #076 Chimera
Attribute: Fire
Type: Summons
Level: ****
Stone Req: 7
 HP: -
 Def: -
Lifespan: -
Unique Skill: -
 Skills: Bull Charge ATK 65
 Hellish Healing HEALS
Buy For: -
Sells For: 460 G
Copy: 13000 EXP

Description: A Summons type creature with a superior life force. Both a fearsome warrior and a healer. It delivers punishing ramming attacks but it can also cure all friendly creatures of special damage conditions.

Upgrades to: #132 Manticore - 10000 EXP
#186 Nueh - 21000 EXP

Combos:

Card: #077 Goblin Lord

Attribute: Neutral

Type: Helper

Level: ****

Stone Req: 5

HP: 60

Def: 2

Lifespan: 80

Unique Skill: -

Skills: Money Grubbin' SPECIAL ATK

Buy For: -

Sells For: 760 G

Copy: 14000 EXP

Description: A Helper creature with a very special ability. When summoned, the Goblin Lord will root around in the ground, locating Magic Stones. A weak creature, it tends to get killed quickly.

Upgrades to: -

Combos: Goblin Guts

Requires: #009 Hobgoblin

#077 Goblin Lord

MP Used: 4

Info: Two goblins team up to pound your foes.

Card: #078 Scythe Beast

Attribute: Wood

Type: Weapon

Level: **

Stone Req: 2

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Shockwave Slash ATK 12

Buy For: -

Sells For: 80 G

Copy: 3000 EXP

Description: A Weapon type monster that wields an over-sized scythe. Its striking power is not great, but the shockwave created by its weapon can inflict damage from a distance.

Upgrades to: #064 Demon Fox - 30000 EXP

Combos:

Card: #079 Kitty Trap

Attribute: Fire

Type: Helper

Level: **

Stone Req: 5

HP: 20

Def: 0
Lifespan: 120
Unique Skill: -
Skills: Stony Magic ATK 25
Buy For: 450 G
Sells For: 300 G
Copy: EXP
Description: A Trap type creature that marks its territory with a pillar of fire. When an enemy approaches, the pillar will explode and the Kitty Trap will disappear. Can cause petrification damage.
Upgrades to: -
Combos:

Card: #080 Night Mare
Attribute: Neutral
Type: Independant
Level: ****
Stone Req: 7
HP: 60
Def: 1
Lifespan: 180
Unique Skill: -
Skills: Poisonous Dream ATK 25
Buy For: 1800 G
Sells For: 1200 G
Copy: 13000 EXP
Description: An Independant monster that expels clouds of poison gas wherever it goes. It makes up for its slow speed by blanketing large areas with its lethal breath.
Upgrades to: #200 Sleipnir - 42000 EXP
#008 Unicorn - 36000 EXP
Combos:

Card: #081 Golden Phoenix
Attribute: Fire
Type: Helper
Level: *****
Stone Req: 20
HP: 240
Def: 12
Lifespan: 56
Unique Skill: -
Skills: Life Saver SPECIAL ATK
Buy For: -
Sells For: -
Copy: -
Description: One of the Four Sacred Beasts, and Lord of the Fire creatures. While active, the Golden Phoenix will use its phenomenal life force to absorb all damage taken by the player's side.
Upgrades to: -
Combos: The Big Save

Requires: #045 Great Turtle
#069 Blue Dragon
#081 Golden Phoenix
#083 White Tiger

MP Used: 24

Info: A Summons combo that restores full health and all your cards.

Previously used cards return to your hand, smashing into foes on the way.

Living Large

Requires: #081 Golden Phoenix
#205 Phoenix

MP Used: 22

Info: Makes Tara and all friendly invulnerable to damage while gradually restoring hit points

Card: #082 Rheeбус

Attribute: Wood

Type: Helper

Level: ****

Stone Req: 5

HP: 20

Def: 5

Lifespan: 10

Unique Skill: -

Skills: Healing Touch HEALS

Buy For: 450 G

Sells For: 300 G

Copy: 12500 EXP

Description: A mysterious creature of magic that appears in unison with the Tree of Life. By approaching the Tree, a player can regain lost Hit Points.

Upgrades to: -

Combos: Tender Mercy

Requires: #019 Fairy
#082 Rheeбус

MP Used: 5

Info: A healing combo using the power of 2 healing creatures. Degree of healing is significant.

Card: #083 White Tiger

Attribute: Wood

Type: Summons

Level: *****

Stone Req: 20

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Fangs of Glory ATK 99

Sacred Light ATK 28

Buy For: -

Sells For: -

Copy: -

Description: The Lord of the Wood creatures. There is no escaping its terrible jaws. He can also create energy spheres around all friendly monsters, allowing them to cause damage merely by running into their foes.

Upgrades to: -

Combos: The Big Save

Requires: #045 Great Turtle

#069 Blue Dragon
#081 Golden Phoenix
#083 White Tiger

MP Used: 24

Info: A Summons combo that restores full health and all your cards.
Previously used cards return to your hand, smashing into foes on
the way.

Card: #084 Venus Spider
Attribute: Earth
Type: Summons
Level: **
Stone Req: 3
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Venom Web ATK 18
Stasis Web ATK 15
Buy For: -
Sells For: 100 G
Copy: 4500 EXP
Description: A Summons type monster that casts a spider web onto enemy
monsters. Monsters hit by the web may suffer poisoning and
paralysis.
Upgrades to: #094 Caterpoker - 3000 EXP
Combos:

Card: #085 Vampire
Attribute: Neutral
Type: Summons
Level: *****
Stone Req: 9
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Vampire Bats ATK 65
Death Spell SPECIAL ATTACK
Buy For: -
Sells For: 1800 G
Copy: 28000 EXP
Description: A Summons creature with a special ability. With each attack, a
Vampire has a chance of killing every creature present, friend or
foe. However, some creatures are immune to one-stroke kills.
Upgrades to: -
Combos:

Card: #086 Sphinx
Attribute: Earth
Type: Weapon
Level: *****
Stone Req: 10
HP: -
Def: -
Lifespan: -
Unique Skill: -

Skills: UHF Blastwave ATK 55

Buy For: -

Sells For: 1100 G

Copy: 28000 EXP

Description: A Weapon type monster that can attack from afar. It sends out an ultra high frequency sound wave which causes paralysis and major damage to anything in its path.

Upgrades to: -

Combos: Hearing Aid

Requires: #014 Mummy

#014 Mummy

#086 Sphinx

MP Used: 8

Info: Creates a hypersonic wave that travels forward, damaging monsters in a wide path.

Card: #087 Mermaid

Attribute: Water

Type: Helper

Level: *****

Stone Req: 6

HP: 48

Def: 0

Lifespan: 96

Unique Skill: -

Skills: Heavenly Melody HEALS

Buy For: -

Sells For: 480 G

Copy: 30000 EXP

Description: A healing creature. through its song of mercy, it restores Hit Points to friendly creatures.

Upgrades to: -

Combos:

Card: #088 Puppet Master

Attribute: Neutral

Type: Summons

Level: *****

Stone Req: 7

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Puppet Strings ATK 81

Terror Spawn ATK 25

Buy For: -

Sells For: 1200 G

Copy: 28000 EXP

Description: A unique Summons type creature that appears only briefly. He can charm all monsters near the player, friend or foe.

Upgrades to: -

Combos:

Card: #089 Plague Rat

Attribute: Earth

Type: Helper

Level: ****
Stone Req: 4
HP: 24
Def: 3
Lifespan: 72
Unique Skill: Toxic Glow
Skills: -
Buy For: -
Sells For: 40 G
Copy: 6000 EXP
Description: A germ-infested giant rodent that makes all poison five times as effective as normal. It will not poison anyone by itself. Most effective when used together with a second poison-inducing creature.
Upgrades to: -
Combos:

Card: #090 Undine
Attribute: Water
Type: Helper
Level: **
Stone Req: 5
HP: 60
Def: 5
Lifespan: 120
Unique Skill: Water Power-up
Skills: Ice Spear ATK 14
Buy For: -
Sells For: 320 G
Copy: 4000 EXP
Description: A special creature that doubles the power of Water and halves the power of Fire while it is on the battlefield.
Upgrades to: #134 Marid - 12000 EXP
#107 Water Elemental - 25000 EXP
Combos: Elemental Victory

Requires: #056 Dryad
#070 Gnome
#075 Salamander
#090 Undine
MP Used: 8
Info: Gradually reduces the Hit Points of Neutral and Mech type creatures, for as long as it is on the battlefield.

Card: #091 Whip Worm
Attribute: Wood
Type: Helper
Level: *****
Stone Req: 7
HP: 24
Def: 8
Lifespan: 32
Unique Skill: -
Skills: Flying Tackle ATK 16
Buy For: -
Sells For: 1200 G
Copy: 22000 EXP
Description: A strange worm that circles around the player's position,

damaging any enemy monsters it contacts.

Upgrades to: -

Combos: Lethal Orbit

Requires: #026 Carbuncle
#065 Juggernaut
#091 Whip Worm

MP Used: 8

Info: Three spinning creatures take up position around you. Together, they are more powerful than when used singly.

Card: #092 Trickster

Attribute: Wood

Type: Independent

Level: *****

Stone Req: 8

HP: 50

Def: 12

Lifespan: 75

Unique Skill: -

Skills: Tricky Dance ATK 20

Buy For: -

Sells For: 900 G

Copy: 18000 EXP

Description: An Independent creature that emits a mysterious sound wave that will produce one of six conditions: curse, poison, paralysis, charm, death, or petrification.

Upgrades to: #199 Mad Reverser - 13000 EXP

Combos:

Card: #093 Demon Skeleton

Attribute: Water

Type: Independent

Level: ****

Stone Req: 9

HP: 120

Def: 10

Lifespan: 360

Unique Skill: -

Skills: Swing ATK 20

Power Swing ATK 30

Buy For: -

Sells For: 960 G

Copy: 20000 EXP

Description: A larger and much more powerful cousin of the regular Skeleton. With superior longevity and a high Hit Points rating, the Demon Skeleton is not going to be knocked out of a fight easily.

Upgrades to: #100 Steel Skeleton - 25000 EXP

Combos: Skullapalooza

Requires: #001 Skeleton
#093 Demon Skeleton
#100 Steel Skeleton
#223 Ice Skeleton

MP Used: 22

Info: Skeleton types gather around an Ice Skeleton, then launch a continuous attack on the enemy.

Card: #094 Caterpoker
Attribute: Wood
Type: Independant
Level: ***
Stone Req: 4
HP: 50
Def: 8
Lifespan: 100
Unique Skill: -
Skills: Poisonous Horns ATK 22
Buy For: -
Sells For: 90 G
Copy: 10000 EXP
Description: An Independant monster that uses its poisoned feelers to attack any enemy monsters that approach it.
Upgrades to: #013 Sand Worm - 17000 EXP
Combos:

Card: #095 Beelzabub
Attribute: Neutral
Type: Helper
Level: *****
Stone Req: 9
HP: 66
Def: 36
Lifespan: 132
Unique Skill: Diablo's Force
Skills: -
Buy For: -
Sells For: 720 G
Copy: 25000 EXP
Description: While on the battlefield, this creature will neutralize all Attribute attributes. It will also boost the offensive power of all creatures, friend of foe. Does not attack.
Upgrades to: -
Combos:

Card: #096 Mind Flayer
Attribute: Water
Type: Summons
Level: *****
Stone Req: 14
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Mind Stun Blast ATK 40
Restore Cards SPECIAL ATK
Buy For: 3600 G
Sells For: 2400 G
Copy: 30000 EXP
Description: Using a rare type of magic, this creature will restore 5 to 10 of the summoner's previously used cards.
Upgrades to: -
Combos: Prayer of the Wise

Requires: #049 Sea Monk

#096 Mind Flayer

MP Used: 15

Info: A Summons combo that boosts the number of cards returned to your deck. Gain back 15 used cards for the price of 2.

Card: #097 Ice Golem

Attribute: Water

Type: Summons

Level: *****

Stone Req: 9

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Icy Combo ATK 47

Ice Storm ATK 70

Buy For: -

Sells For: 2400 G

Copy: 27500 EXP

Description: A creature of magic, born of the frigid lands to the north. Gives off Water energy that damages every Fire monster on the battlefield, regardless of defensive ability.

Upgrades to: -

Combos: Temper Tantrum

Requires: #030 Fire Golem

#097 Ice Golem

MP Used: 7

Info: Rustles up a storm of Fire and Ice that will damage enemies across a very wide swath of territory.

Card: #098 Cyclops

Attribute: Earth

Type: Helper

Level: *****

Stone Req: 5

HP: 60

Def: 8

Lifespan: 180

Unique Skill: Trouble Maker

Skills: -

Buy For: -

Sells For: 800 G

Copy: 10000 EXP

Description: A Helper creature that enables all friendly monsters to cause special condition damage in addition to their normal attacks.

Upgrades to: -

Combos:

Card: #099 Black Dragon

Attribute: Neutral

Type: Independant

Level: *****

Stone Req: 32

HP: 180

Def: 13

Lifespan: 180

Unique Skill: -

Skills: Black Breath ATK 50
Black Charge ATK 54

Buy For: -

Sells For: 3800 G

Copy: 50000 EXP

Description: An Independent type creature. The Black Dragon has both staying power and an extremely lethal attack. The downside is that any damage taken by the dragon will result in the summoner losing Hit Points.

Upgrades to: -

Combos: -

Card: #100 Steel Skeleton

Attribute: Neutral

Type: Independant

Level: *****

Stone Req: 10

HP: 240

Def: 18

Lifespan: 960

Unique Skill: -

Skills: Bone Breaker ATK 25
Bone Crusher ATK 35

Buy For: -

Sells For: 2600 G

Copy: 30000 EXP

Description: An Independant creature with superb hardiness. Being able to steal the Hit Points of its victims makes it especially difficult to kill. Some attacks will produce instant death or petrification.

Upgrades to: -

Combos: Skullapalooza

Requires: #001 Skeleton

#093 Demon Skeleton

#100 Steel Skeleton

#223 Ice Skeleton

MP Used: 22

Info: Skeleton types gather around an Ice Skeleton, then launch a continuous attack on the enemy.

Card: #101 Chaos Knight

Attribute: Neutral

Type: Weapon

Level: *****

Stone Req: 6

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Demon Thrust ATK 50

Buy For: -

Sells For: 1280 G

Copy: 22000 EXP

Description: A Weapon type creature that wields a lance to devastating effect. The player will be vulnerable in the moment of attack, but one blow is often enough to kill a foe.

Upgrades to: -

Combos: Sir Spear-A-Lot

Requires: #002 Ghost Armor
#101 Chaos Knight

MP Used: 7

Info: Lightning spear attack against any and all foes in the vicinity.

Card: #102 Decoy Pillar

Attribute: Neutral

Type: Helper

Level: *****

Stone Req: 9

HP: 180

Def: 20

Lifespan: 540

Unique Skill: Decoy Action

Skills: -

Buy For: -

Sells For: 3200 G

Copy: 21000 EXP

Description: A sentient pillar of rock that will draw the enemy's fury to it, instead of the player. It causes the enemy to ignore all other friendly creatures while it is on the battlefield.

Upgrades to: #170 Gravity Pillar - 20000 EXP

Combos: Rotary Death

Requires: #026 Carbuncle
#102 Decoy Pillar

MP Used: 6

Info: A Carbuncle races around a Decoy Pillar, attacking one enemy after another.

Card: #103 Elephant King

Attribute: Earth

Type: Summons

Level: *****

Stone Req: 8

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Quake Stomp ATK 50
Ancient Wisdom SPECIAL ATK

Buy For: -

Sells For: 2600 G

Copy: 30000 EXP

Description: A Summons creature that boasts a devastating attack and the ability to restore cards. The "Ancient Wisdom" skill will restore a number of used cards proportional to your remaining Magic Stones.

Upgrades to: -

Combos: Mega Tremor

Requires: #006 Elephant
#103 Elephant King

MP Used: 9

Info: A powerful earthquake created by the enraged stomping of a Mutant Elephant.

Card: #104 God of Destruction
Attribute: Neutral
Type: Summons
Level: *****
Stone Req: 12
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Final Judgement SPECIAL ATK
Cataclysm SPECIAL ATK
Buy For: -
Sells For: -
Copy: -
Description: Brings every Fire, Water, Earth, and Wood creature to near death.
When facing a Runestone master, the turn-to-stone weapon
Cataclysm will prevent fossilized cards from going back into your
opponent's hand.
Upgrades to: -
Combos:

Card: #105 Doppleganger
Attribute: Neutral
Type: Independant
Level: *****
Stone Req: 10
HP: 120
Def: 15
Lifespan: 60
Unique Skill: -
Skills: Loving Embrace SPECIAL ATK
Buy For: -
Sells For: -
Copy: -
Description: A strange creature that strolls nonchalantly through the
battlefield until it finds a victim. It will kill the first
creature it touches, then disappear itself.
Upgrades to: -
Combos: Just Visiting

Requires: #105 Doppleganger
#105 Doppleganger
MP Used: 20
Info: Will bring you back to life, once only, if you are killed.

Hell Hole
Requires: #105 Doppelganger
#170 Gravity Pillar
MP Used: 12
Info: Opens the Well of Hades at the foot of the Gravity Pillar. Any
enemies sucked in are destroyed.

Card: #106 Earth Elemental
Attribute: Earth
Type: Helper

Level: *****
Stone Req: 6
HP: 100
Def: 15
Lifespan: 200
Unique Skill: Gaia Ray
Skills: -
Buy For: -
Sells For: 800 G
Copy: 25000 EXP
Description: A spirit of the Earth. While on the battlefield, it will gradually reduce the Hit Points of Water creatures while restoring Hit Points to Earth creatures.
Upgrades to: -
Combos: Spiritual Force

Requires: #106 Earth Elemental
 #107 Water Elemental
 #108 Fire Elemental
 #109 Wood Elemental
MP Used: 12
Info: Takes half the Hit Points of every Fire, Wood, Water and Earth creature.

Card: #107 Water Elemental
Attribute: Water
Type: Helper
Level: *****
Stone Req: 6
HP: 100
Def: 12
Lifespan: 200
Unique Skill: Crystal Ray
Skills: -
Buy For: -
Sells For: 800 G
Copy: 25000 EXP
Description: A Water spirit. While on the battlefield, it will gradually reduce the Hit Points of Fire creatures while restoring Hit Points to Water creatures.
Upgrades to: -
Combos: Spiritual Force

Requires: #106 Earth Elemental
 #107 Water Elemental
 #108 Fire Elemental
 #109 Wood Elemental
MP Used: 12
Info: Takes half the Hit Points of every Fire, Wood, Water and Earth creature.

Card: #108 Fire Elemental
Attribute: Fire
Type: Helper
Level: *****
Stone Req: 6
HP: 100
Def: 15

Lifespan: 200
Unique Skill: Fiery Ray
Skills: -
Buy For: -
Sells For: 800 G
Copy: 25000 EXP
Description: A Fire spirit. While on the battlefield, it will gradually reduce the Hit Points of Wood creatures while restoring Hit Points to Fire creatures.
Upgrades to: -
Combos: Spiritual Force

Requires: #106 Earth Elemental
 #107 Water Elemental
 #108 Fire Elemental
 #109 Wood Elemental
MP Used: 12
Info: Takes half the Hit Points of every Fire, Wood, Water and Earth creature.

Card: #109 Wood Elemental
Attribute: Wood
Type: Helper
Level: *****
Stone Req: 6
 HP: 100
 Def: 15
Lifespan: 200
Unique Skill: Herbal Ray
Skills: -
Buy For: -
Sells For: 800 G
Copy: 25000 EXP
Description: A Wood spirit. While on the battlefield, it will gradually reduce the Hit Points of Earth creatures while restoring Hit Points to Wood creatures.
Upgrades to: -
Combos: Spiritual Force

Requires: #106 Earth Elemental
 #107 Water Elemental
 #108 Fire Elemental
 #109 Wood Elemental
MP Used: 12
Info: Takes half the Hit Points of every Fire, Wood, Water and Earth creature.

Card: #110 Aggressor GL2
Attribute: Mech
Type: Independant
Level: ***
Stone Req: 5
 HP: 45
 Def: 6
Lifespan: 135
Unique Skill: -
Skills: Mech Hammer ATK 19
Buy For: 180 G

Sells For: 120 G

Copy: 7000 EXP

Description: A very easy-to-use Independant type creature. Although slow, its excellent durability and striking power make this creature a tough opponent. Minimal magic consumption.

Upgrades to: -

Combos:

Card: #111 Succubus

Attribute: Neutral

Type: Summons

Level: *****

Stone Req: 8

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Bewitching Mist ATK 8

Fog of Delusion ATK 8

Buy For: -

Sells For: 1000 G

Copy: 20000 EXP

Description: A Summons creature with the ability to cause Charm conditions. Anyone who inhales the Bewitching Mist of the Succubus will be put under a charm spell.

Upgrades to: #085 Vampire - 20000 EXP

Combos: Brutal Nightmare

Requires: #111 Succubus

#112 Incubus

MP Used: 8

Info: Puts a charm spell on all nearby enemies and takes half of their Hit Points.

Card: #112 Incubus

Attribute: Neutral

Type: Summons

Level: *****

Stone Req: 11

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Sensitive Hint ATK 25

Card Tradeoff ATK 25

Buy For: -

Sells For: 1000 G

Copy: 20000 EXP

Description: A Summons type creature that steals the life force of its victims and redirects it to the player as restored Hit Points.

Upgrades to: #085 Vampire - 20000 EXP

Combos: Brutal Nightmare

Requires: #111 Succubus

#112 Incubus

MP Used: 8

Info: Puts a charm spell on all nearby enemies and takes half of their Hit Points.

Card: #113 Valkyrie
Attribute: Fire
Type: Summons
Level: *****
Stone Req: 8
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Meteor Shower ATK 85
Valhalla ATK 54
Buy For: -
Sells For: 4800 G
Copy: 42000 EXP
Description: A legendary being said to escort the souls of the brave to
paradise. The more creatures that die while the Valkyrie is in
your hand, the more powerful its special " Valhalla" attack will
become.
Upgrades to: -
Combos: One Way Ticket

Requires: #113 Valkyrie
#185 Thanatos
MP Used: 10
Info: Causes all friendly creatures to self destruct, then applies an
equal amount of damage to enemy monsters.

Card: #114 Napalm Beast
Attribute: Fire
Type: Helper
Level: *****
Stone Req: 7
HP: 43
Def: 7
Lifespan: 43
Unique Skill: -
Skills: Fiery Charge ATK 20
Buy For: 900 G
Sells For: 600 G
Copy: 18500 EXP
Description: A Helper creature eternally wreathed in flames. It circles around
the player, damaging enemies who get too close.
Upgrades to: -
Combos:

Card: #115 Green Dragon
Attribute: Wood
Type: Summons
Level: *****
Stone Req: 10
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Green Glory ATK 65
Green Vengeance ATK 58

Buy For: -
Sells For: 4000 G
Copy: 10000 EXP
Description: A dragon that harnesses the power of plants. It summons thorns from the ground and sends them flying at its foes. Effective at both close-range and long-range.
Upgrades to: #155 Spartoi - 8000 EXP
 #188 Acid Dragon - 10000 EXP
 #221 Ryuhi - 35000 EXP
Combos: Ultimate Pasta

Requires: #003 Red Dragon
 #115 Green Dragon
 #143 Brine Dragon
 #160 Amber Dragon

MP Used: 16

Info: A summons combo utilizing 4 types of dragons. Nearby enemies are frozen, squeezed, pierced and finally roasted.

Card: #116 Wyvern
Attribute: Neutral
Type: Transform
Level: *****
Stone Req: 4
HP: 100
Def: 6
Lifespan: 150
Unique Skill: -
Skills: Wind Blade ATK 40
 Glide SPECIAL ATK
Buy For: -
Sells For: 520 G
Copy: 27000 EXP
Description: A Transform type creature capable of flight. Packing a mean punch it is an excellent choice for aerial combat.
Upgrades to: -
Combos:

Card: #117 Sprite
Attribute: Water
Type: Helper
Level: ***
Stone Req: 5
HP: 48
Def: 0
Lifespan: 96
Unique Skill: -
Skills: Tender Kiss HEALS
Buy For: -
Sells For: 320 G
Copy: 12000 EXP
Description: A fairy with the power of healing. When this fairy is flying around, it will restore some of the player's Hit Points when they use cards.
Upgrades to: #181 Phooka - 9000 EXP
Combos:

Card: #118 Leprechaun
Attribute: Fire
Type: Helper
Level: ***
Stone Req: 6
HP: 68
Def: 10
Lifespan: 136
Unique Skill: -
Skills: Expensive Cure SPECIAL ATK
Buy For: -
Sells For: 200 G
Copy: 9000 EXP
Description: A helper creature. It collects fallen Magic Stones and returns them to the player as restored Hit Points.
Upgrades to: -
Combos:

Card: #119 Charadrius
Attribute: Water
Type: Weapon
Level: *****
Stone Req: 4
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Beak Rush ATK 29
Buy For: 450 G
Sells For: 300 G
Copy: 16000 EXP
Description: A Weapon type creature specializing in long distance attacks. Although each attack causes minimal damage, it can strike distant targets. It also carries the threat of slowing down victims.
Upgrades to: -
Combos:

Card: #120 Yowie
Attribute: Water
Type: Independant
Level: *
Stone Req: 0
HP: 8
Def: 4
Lifespan: 96
Unique Skill: -
Skills: Chigger Bite ATK 13
Buy For: -
Sells For: 10 G
Copy: 1000 EXP
Description: An Independant creature. Its small size make it difficult for the enemy to kill it. Has a relatively high hitting power, as well as a poison effect.
Upgrades to: #043 Sand Beetle - 3000 EXP
#084 Venus Spider - 4000 EXP
#051 Larval Fly - 5000 EXP
#046 Gold Butterfly - 5000 EXP
Combos:

Card: #121 Apsaras
Attribute: Water
Type: Helper
Level: *****
Stone Req: 9
HP: 160
Def: 12
Lifespan: 160
Unique Skill: Song of Courage
Skills: -
Buy For: -
Sells For: 1400 G
Copy: 28000 EXP
Description: While on the battlefield, this creature will double the offensive and defensive power of all friendly creatures. An extremely powerful card with equally high magic requirements.
Upgrades to: -
Combos:

Card: #122 Death
Attribute: Neutral
Type: Weapon
Level: ***
Stone Req: 4
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Grim Harvest ATK 25
Buy For: -
Sells For: 360 G
Copy: 11000 EXP
Description: A god of death wielding a large scythe. A Weapon type creature, it will cause instant death a high percentage of the time. An easy-to-use card with a good effective range.
Upgrades to: #185 Thanatos - 27000 EXP
Combos:

Card: #123 Porcupig
Attribute: Earth
Type: Independant
Level: *
Stone Req: 1
HP: 25
Def: 1
Lifespan: 75
Unique Skill: -
Skills: Head Butt ATK 15
Buy For: -
Sells For: 10 G
Copy: 1500 EXP
Description: An independant creature. It will not cause a lot of damage, but comes at a very affordable price in Magic Stones.
Upgrades to: #124 Golden Porcupig - 5000 EXP
#089 Plague Rat - 10000 EXP
#021 Catoblepas - 15000 EXP

Combos:

Card: #124 Golden Porcupig
Attribute: Earth
Type: Independant
Level: ***
Stone Req: 2
HP: 36
Def: 5
Lifespan: 108
Unique Skill: -
Skills: Head Butt ATK 20
 Ramming Attack ATK 25
Buy For: -
Sells For: 30 G
Copy: 10000 EXP
Description: An Independant creature. Its small size makes it difficult for the enemy to hit. Its hitting power is relatively high, and it carries the threat of poison.
Upgrades to: #082 Rheeбус - 8000 EXP
Combos:

Card: #125 Mandra Dancer
Attribute: Wood
Type: Independant
Level: ****
Stone Req: 3
HP: 60
Def: 4
Lifespan: 180
Unique Skill: -
Skills: Scream ATK 38
Buy For: -
Sells For: 180 G
Copy: 12000 EXP
Description: A strange plant that can walk around. When it finds an enemy, it runs up behind it, unleashes a powerful scream, then dies. Packs a powerful punch that can penetrate any defense.
Upgrades to: #050 King Mandragora - 23000 EXP
Combos: Mandragora Mixer

Requires: #005 Mandragora
 #050 King Mandragora
 #125 Mandra Dancer
MP Used: 4
Info: Causes damage to all enemies within a wide range, regardless of defensive ability.

Card: #126 Super Pumper
Attribute: Water
Type: Helper
Level: *****
Stone Req: 5
HP: 15
Def: 99
Lifespan: 180
Unique Skill: -

Skills: Huff and Puff ATK 45

Buy For: -

Sells For: 1800 G

Copy: 36000 EXP

Description: A Trap type creature. Expands in size as the player repeatedly presses the assigned button. The larger it is, the more damage it will do when it explodes. Can also cause poison and paralysis effects.

Upgrades to: -

Combos:

Card: #127 Lucky Lion

Attribute: Fire

Type: Helper

Level: ***

Stone Req: 8

HP: 50

Def: 10

Lifespan: 150

Unique Skill: EXP Doubler

Skills: -

Buy For: -

Sells For: 900 G

Copy: 12000 EXP

Description: A Helper creature that follows the player around. While it's active, all friendly creatures earn experience points at twice the normal rate. A lion said to be helpful in warding off evil.

Upgrades to: ##038 Behemoth - 25000 EXP

Combos:

Card: #128 Vodianoi

Attribute: Water

Type: Independant

Level: ****

Stone Req: 9

HP: 100

Def: 14

Lifespan: 100

Unique Skill: -

Skills: Harpoon ATK 45

Oceanic Spin ATK 40

Buy For: -

Sells For: 300 G

Copy: 6000 EXP

Description: An easy-to-use Independant type creature with good endurance and hitting power. It is, however, virtually helpless against Earth beings.

Upgrades to: #192 Gorgon - 5000 EXP

#087 Mermaid - 9000 EXP

#049 Sea Monk - 7000 EXP

Combos:

Card: #129 Uroboros

Attribute: Earth

Type: Helper

Level: *****

Stone Req: 6

HP: 60
Def: 5
Lifespan: 20
Unique Skill: -
Skills: Snake Roundup ATK 19
Buy For: -
Sells For: -
Copy: -
Description: Three snakes biting each other's tails. Spins around the player at rapid speed, doing heavy damage to any enemy creatures that get in the way.
Upgrades to: -
Combos:

Card: #130 Yin Yang
Attribute: Neutral
Type: Independant
Level: *****
Stone Req: 6
HP: 96
Def: 7
Lifespan: 80
Unique Skill: -
Skills: Yin Yang Sun HEALS
Yin Yang Shadow ATK 33
Buy For: -
Sells For: 1800 G
Copy: 43000 EXP
Description: An independant creature with a dual personality. When glowing pink, it will damage any creature that gets too close. When glowing white, it will restore the Hit Points of any creature that approaches. The summoner can also be affected by the nature of this creature.
Upgrades to: -
Combos:

Card: #131 Dao
Attribute: Earth
Type: Weapon
Level: ****
Stone Req: 4
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Rock Train ATK 30
Buy For: -
Sells For: 560 G
Copy: 15000 EXP
Description: A Weapon type creature that hurls boulders in the direction the player is facing. The boulders hom ein on enemies, inflicting major damage. Effective, but with a fairly high cost in Magic Stones.
Upgrades to: -
Combos: Djinn and Bear It

Requires: #062 Efreet
#131 Dao

#134 Marid

MP Used: 6

Info: Deadly combo attack featuring an Efreet, a Dao, and a Marid.

Card: #132 Manticore

Attribute: Fire

Type: Summons

Level: *****

Stone Req: 7

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Heavy Impact ATK 68

Poison Dart ATK 53

Buy For: -

Sells For: 640 G

Copy: 20000 EXP

Description: A Summons type creature with a powerful attack. It fires a steam of poison needles from its tail. The needles have a very good chance of poisoning opponents.

Upgrades to: #086 Sphinx - 16000 EXP

Combos:

Card: #133 March Hare

Attribute: Water

Type: Helper

Level: ****

Stone Req: 6

HP: 36

Def: 2

Lifespan: 72

Unique Skill: Time Extension

Skills: -

Buy For: -

Sells For: 800 G

Copy: 20000 EXP

Description: A helper creature that can manipulate time. While it is on the battlefield, it doubles the lifetime for all other Helper and Independent creatures.

Upgrades to: -

Combos:

Card: #134 Marid

Attribute: Water

Type: Weapon

Level: ****

Stone Req: 4

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Flying Ice ATK 30

Buy For: -

Sells For: 340 G

Copy: 15000 EXP

Description: A Weapon type creature that hurls ice balls. The ice balls seek

out their targets to cause heavy damage. A powerful card, but fairly expensive in terms of Magic Stones.

Upgrades to: -

Combos: Djinn and Bear It

Requires: #062 Efreet
#131 Dao
#134 Marid

MP Used: 6

Info: Deadly combo attack featuring an Efreet, a Dao, and a Marid.

Card: #135 Elf

Attribute: Wood

Type: Independant

Level: ***

Stone Req: 6

HP: 40

Def: 5

Lifespan: 120

Unique Skill: -

Skills: Bow Attack ATK 18
Leap and Fire SPECIAL ATK

Buy For: -

Sells For: 300 G

Copy: 8000 EXP

Description: An Independant creature that specializes in long distance attacks. It is agile and hard to hit, which is good because it has a low tolerance for damage. Most effective in wide open spaces.

Upgrades to: #137 Dark Elf - 15000 EXP
#136 Elf Lord - 22000 EXP

Combos: Green Guardian

Requires: #135 Elf
#136 Elf Lord
#137 Dark Elf

MP Used: 8

Info: While active, attacks enemies and gradually restores the Hit Points of all friendly creatures.

Card: #136 Elf Lord

Attribute: Wood

Type: Independant

Level: *****

Stone Req: 8

HP: 56

Def: 6

Lifespan: 140

Unique Skill: -

Skills: Stab ATK 28
Flying Knives ATK 24

Buy For: -

Sells For: 660 G

Copy: 30000 EXP

Description: An Elf king armed with a magic elven blade. He has both long-distance and close combat skills making him suitable for use in any situation. His only weakness is his fragile constitution.

Upgrades to: -

Combos: Green Guardian

Requires: #135 Elf
#136 Elf Lord
#137 Dark Elf

MP Used: 8

Info: While active, attacks enemies and gradually restores the Hit Points of all friendly creatures.

Card: #137 Dark Elf

Attribute: Neutral

Type: Independant

Level: *****

Stone Req: 7

HP: 52

Def: 8

Lifespan: 104

Unique Skill: -

Skills: Energy Bolt ATK 35

Shadow Warrior ATK 24

Buy For: -

Sells For: 800 G

Copy: 18500 EXP

Description: An Independant creature that uses magic as a weapon. It has a powerful attack with a great effective range, but its weak life force often results in it being killed before it does anything useful.

Upgrades to: -

Combos: Green Guardian

Requires: #135 Elf

#136 Elf Lord

#137 Dark Elf

MP Used: 8

Info: While active, attacks enemies and gradually restores the Hit Points of all friendly creatures.

Card: #138 Global Bust

Attribute: Earth

Type: Helper

Level: *****

Stone Req: 8

HP: 40

Def: 15

Lifespan: 200

Unique Skill: -

Skills: Global Fury ATK 50

Buy For: -

Sells For: 420 G

Copy: 16000 EXP

Description: A Trap creature that resembles a stone statue. When approached, it will launch a vicious attack.

Upgrades to: -

Combos:

Card: #139 Garuda

Attribute: Wood

Type: Transform

Level: *****
Stone Req: 10
HP: 120
Def: 10
Lifespan: 120
Unique Skill: -
Skills: Tough Dove ATK 24
Furious Sky ATK 20
Buy For: -
Sells For: 1400 G
Copy: 45000 EXP
Description: A Transform creature capable of flight. More powerful than a Birdman, and skilled in aerial combat.
Upgrades to: -
Combos:

Card: #140 Popgun Charlie
Attribute: Fire
Type: Independant
Level: **
Stone Req: 2
HP: 40
Def: 4
Lifespan: 80
Unique Skill: -
Skills: BB Attack ATK 22
Buy For: -
Sells For: 40 G
Copy: 2500 EXP
Description: An Independant creature that can fly. Able to attack enemies in locations that would be inaccessible to other creatures.
Upgrades to: #177 Gargoyle - 4000 EXP
#067 Great Demon - 11000 EXP
#159 Gemini - 34000 EXP
Combos:

Card: #141 Acid Cloud
Attribute: Earth
Type: Independant
Level: ****
Stone Req: 2
HP: 30
Def: 1
Lifespan: 120
Unique Skill: -
Skills: Acid Mist ATK 24
Buy For: -
Sells For: 300 G
Copy: 16000 EXP
Description: A peculiar lighter-than-air creature. Anyone that touches its Acid Mist will suffer damage. It is particualrly effective against Mech creatures.
Upgrades to: -
Combos: Tech Support!

Requires: #046 Gold Butterfly
#141 Acid Cloud
MP Used: 6

Info: Causes all mechanical creatures, friend and foe alike, to stop working for as long as it is in effect.

Card: #142 Baby Dragon
Attribute: Earth
Type: Independant
Level: ***
Stone Req: 2
HP: 54
Def: 6
Lifespan: 108
Unique Skill: -
Skills: Charcoal Breath ATK 20
Buy For: 120 G
Sells For: 80 G
Copy: 2000 EXP
Description: A baby dragon. Not particularly useful as such, but with proper care, it can "grow" to become various powerful dragons.
Upgrades to: #003 Red Dragon - 10000 EXP
#143 Brine Dragon - 10000 EXP
#115 Green Dragon - 10000 EXP
#160 Amber Dragon - 10000 EXP
Combos:

Card: #143 Brine Dragon
Attribute: Water
Type: Summons
Level: *****
Stone Req: 10
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Sonic Tail ATK 88
Buy For: Frigid Breath ATK 55
Sells For: 4200 G
Copy: 20000 EXP
Description: A great lizard of the sea. Attacks using its frigid breath and long tail. A powerful weapon that will unfortunately, leave the player vulnerable.
Upgrades to: #155 Spartoi - 8000 EXP
#069 Blue Dragon - 35000 EXP
Combos: Ultimate Pasta

Requires: #003 Red Dragon
#115 Green Dragon
#143 Brine Dragon
#160 Amber Dragon
MP Used: 16
Info: A summons combo utilizing 4 types of dragons. Nearby enemies are frozen, squeezed, pierced and finally roasted.

Card: #144 CircaSaurus
Attribute: Wood
Type: Transform
Level: *
Stone Req: 3

HP: 80
Def: 6
Lifespan: 240
Unique Skill: -
Skills: Tail Whip ATK 24
Spinning Top ATK 24
Buy For: -
Sells For: 200 G
Copy: 2000 EXP
Description: A Transform creature that may be difficult to move around. With effort, its reverse controls can be mastered and its attacks are respectable in close combat.
Upgrades to: #203 Anarchy Owl - 7500 EXP
#182 Devata - 10000 EXP
#164 Chameleus - 20000 EXP
Combos:

Card: #145 Stone Golem
Attribute: Earth
Type: Transform
Level: ****
Stone Req: 8
HP: 150
Def: 12
Lifespan: 150
Unique Skill: -
Skills: Rock Crusher ATK 35
Stonewalling SPECIAL ATK
Buy For: -
Sells For: -
Copy: 13500 EXP
Description: A Transform creature capable of absorbing massive damage. It is very powerful, but its slow speed makes hitting the enemy difficult. It is impervious to damage while in Stonewalling mode.
Upgrades to: -
Combos: Stone Cold Sniper

Requires: #059 Archer Tree
#059 Archer Tree
#145 Stone Golem
MP Used: 7
Info: A transformation combo. Two Archer Trees jump on a Stone Golem, giving them greater shooting range.

Card: #146 Gizmolizer
Attribute: Mech
Type: Summons
Level: *****
Stone Req: 5
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Robo Swat ATK 60
Laser Show ATK 42
Buy For: -
Sells For: 560 G
Copy: 20000 EXP

Description: A Summons creature with a devastating offensive weapon. Requires relatively few Magic Stones to operate.

Upgrades to: -

Combos:

Card: #147 MechLance 5L

Attribute: Mech

Type: Independant

Level: ***

Stone Req: 2

HP: 40

Def: 8

Lifespan: 120

Unique Skill: -

Skills: Piston Spear ATK 8

Rocket Spear ATK 14

Buy For: 150 G

Sells For: 100 G

Copy: 7000 EXP

Description: An incredibly quick Independant creature. Its mechanical spear can penetrate any defense. Relatively low magic consumption.

Upgrades to: -

Combos:

Card: #148 Fireworks

Attribute: Fire

Type: Summons

Level: *****

Stone Req: 9

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Meteor Fire ATK 60

Magic Rocks SPECIAL ATK

Buy For: -

Sells For: 480 G

Copy: 26000 EXP

Description: A three-headed Summons type creature that sends up Magic stones like fireworks. It can also send forth a scorching flame attack in the direction the player is facing.

Upgrades to: -

Combos:

Card: #149 Sekmet

Attribute: Wood

Type: Weapon

Level: *****

Stone Req: 10

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Lethal Force ATK 6

Buy For: -

Sells For: -

Copy: -

Description: One of the most powerful Weapons cards in the game.

Upgrades to: -

Combos: Phantom Bulldozer

Requires: #017 Wraith

#025 Lich

#149 Sekmet

MP Used: 9

Info: Applies ice and flame damage to a wide area in front of your character.

Card: #150 Undead Knight

Attribute: Fire

Type: Independant

Level: **

Stone Req: 2

HP: 54

Def: 8

Lifespan: 39

Unique Skill: -

Skills: Lance Thrust ATK 25

Air Lance ATK 30

Buy For: -

Sells For: 80 G

Copy: 4000 EXP

Description: A skeletal warrior. A very powerful Independant creature with short longevity.

Upgrades to: #002 Ghost Armor - 10000 EXP

#093 Demon Skeleton - 20000 EXP

Combos:

Card: #151 Panther Mage

Attribute: Wood

Type: Helper

Level: *****

Stone Req: 8

HP: 80

Def: 11

Lifespan: 160

Unique Skill: Costly Magic

Skills: Thunder Ball ATK 30

Buy For: -

Sells For: 1200 G

Copy: 25000 EXP

Description: A Helper type creature that hurls thunder balls at its foes. It is capable of dismantling Mech creatures with a single hit. It also doubles your opponent's Magic Stone consumption.

Upgrades to: -

Combos: EconoMagic

Requires: #072 Tiger Mage

#151 Panther Mage

MP Used: 12

Info: While in effect, you will use Magic Stones at 1/4 the normal rate. In VS mode, your foe will need 4 times as much magic as normal.

Card: #152 Lamassu
Attribute: Earth
Type: Independant
Level: *****
Stone Req: 5
HP: 60
Def: 8
Lifespan: 120
Unique Skill: -
Skills: Peashooter ATK 30
Buy For: -
Sells For: 320 G
Copy: 20000 EXP
Description: An Independant type creature that can fly. Lamassu has no particular weaknesses, but does require a fair amount of Magic Stones to use.
Upgrades to: -
Combos:

Card: #153 LazerBug 39K
Attribute: Mech
Type: Summons
Level: *****
Stone Req: 11
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Zap Attack A ATK 35
Zap Attack B ATK 85
Buy For: -
Sells For: 1400 G
Copy: 24000 EXP
Description: A Summons type creature. A quick creature that is hard to dodge. Particularly effective when facing other Runestone masters. Relatively low magic consumption.
Upgrades to: -
Combos:

Card: #154 Myconid
Attribute: Earth
Type: Helper
Level: **
Stone Req: 1
HP: 30
Def: 5
Lifespan: 180
Unique Skill: -
Skills: Poison Spores ATK 25
Buy For: -
Sells For: 48 G
Copy: 6000 EXP
Description: A Trap creature. When an enemy approaches, it pops out of the ground and sends out a cloud of poisonous spores.
Upgrades to: #210 Blue Mold - 9000 EXP
Combos:

Card: #155 Spartoi
Attribute: Earth
Type: Weapon
Level: *****
Stone Req: 4
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Sweep Attack ATK 28
Buy For: -
Sells For: 1200 G
Copy: 24000 EXP
Description: A powerful Weapon type creature. Its potent attack has almost no vulnerability. Its sole weakness is the narrow focus of its attack.
Upgrades to: -
Combos:

Card: #156 Phantom Ship
Attribute: Water
Type: Summons
Level: *****
Stone Req: 13
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Land Lubber Mash ATK 110
Right of Way ATK 70
Buy For: -
Sells For: 5000 G
Copy: 50000 EXP
Description: A Summons type creature. It attacks by smashing into enemies with its gigantic body. Effective over a wide area.
Upgrades to: -
Combos:

Card: #157 Raflesia
Attribute: Wood
Type: Independant
Level: ***
Stone Req: 3
HP: 60
Def: 10
Lifespan: 180
Unique Skill: -
Skills: Sleeping Powder ATK 17
Buy For: -
Sells For: 160 G
Copy: 9800 EXP
Description: A giant flower that lures enemies into it, then sends out a cloud of sleep-inducing pollen. While on the battlefield, it will cause the enemy to ignore all other friendly creatures.
Upgrades to: -
Combos:

Card: #158 Daidarapochi
Attribute: Water
Type: Summons
Level: *****
Stone Req: 14
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Bigfoot! ATK 48
 Earthquake! ATK 18
Buy For: -
Sells For: 3000 G
Copy: 31000 EXP
Description: A Summons type creature in the shape of a giant foot. With great flourish, it stomps on the ground, squishing every enemy unlucky enough to be under it.
Upgrades to: -
Combos:

Card: #159 Gemini
Attribute: Fire
Type: Summons
Level: *****
Stone Req: 12
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Twin Flash ATK 60
 Twin Remedy HEALS
Buy For: -
Sells For: 2800 G
Copy: 45000 XP
Description: Twins that can either cause damage to the enemy with their effective and long-range flash weapon, or cure friendly creatures of light injuries.
Upgrades to: -
Combos:

Card: #160 Amber Dragon
Attribute: Earth
Type: Summons
Level: *****
Stone Req: 10
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Cranial Charge ATK 65
 Rocky Roar ATK 48
Buy For: -
Sells For: 4000 G
Copy: 10000 EXP
Description: A giant serpent of the Earth. Although powerful, its ponderous nature hinders its offensive prowess.
Upgrades to: #155 Spartoi - 8000 EXP
 #029 Zombie Dragon - 18000 EXP

#129 Uroboros - 35000 EXP
Combos: Ultimate Pasta

Requires: #003 Red Dragon
#115 Green Dragon
#143 Brine Dragon
#160 Amber Dragon

MP Used: 16

Info: A summons combo utilizing 4 types of dragons. Nearby enemies are frozen, squeezed, pierced and finally roasted.

Card: #161 Demon Lord
Attribute: Fire
Type: Weapon
Level: *****
Stone Req: 9
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Demonic Hook ATK 46
Buy For: -
Sells For: 960 G
Copy: 43000 EXP
Description: A mighty Weapon type creature that strikes with a powerful diving attack.
Upgrades to: -
Combos:

Card: #162 Witchlette
Attribute: Water
Type: Independant
Level: *
Stone Req: 1
HP: 45
Def: 3
Lifespan: 90
Unique Skill: -
Skills: Kid Magic-Whiff SPECIAL ATK
Kid Magic-Boom! ATK 48
Buy For: -
Sells For: 80 G
Copy: 2500 EXP
Description: An apprentice witch, she is always trying to cast a powerful spell, but she only occasionally succeeds. An unpredictable Independant creature.
Upgrades to: #194 Baba Yaga - 14000 EXP
#072 Tiger Mage - 17000 EXP
#151 Panther Mage - 17000 EXP
#121 Apsaras - 20000 EXP
Combos:

Card: #163 AcidBot
Attribute: Mech
Type: Helper
Level: ***
Stone Req: 3

HP: 15
Def: 1
Lifespan: 120
Unique Skill: -
Skills: Mech Mine ATK 32
Buy For: -
Sells For: 100 G
Copy: 7500 EXP
Description: A Trap type creature that releases corrosive gas when approached, then disappears. Capable of disabling Mech creatures instantly. Minimal magic consumption.
Upgrades to: -
Combos:

Card: #164 Chameleus
Attribute: Wood
Type: Independant
Level: *****
Stone Req: 6
HP: 100
Def: 8
Lifespan: 150
Unique Skill: -
Skills: Rainbow Spear ATK 20
Buy For: -
Sells For: 2000 G
Copy: 22222 EXP
Description: An Independant type creature. If attacked, its body will change color to match the attribute of its enemy. Mimicking its foe's style, it strikes back doing twice the amount of damage done to it.
Upgrades to: -
Combos:

Card: #165 Devil Plant
Attribute: Wood
Type: Independant
Level: *****
Stone Req: 8
HP: 70
Def: 10
Lifespan: 105
Unique Skill: -
Skills: Bite ATK 28
Buy For: -
Sells For: 560 G
Copy: 21000 EXP
Description: An Independant type creature that moves slowly, but has a large Hit Point reserve which allows it to survive fairly well.
Upgrades to: -
Combos:

Card: #166 Centaur
Attribute: Wood
Type: Transform
Level: *****
Stone Req: 6

HP: 100
Def: 8
Lifespan: 300
Unique Skill: -
Skills: True Arrow ATK 22
Jump SPECIAL ATK
Buy For: -
Sells For: 2800 G
Copy: 26000 EXP
Description: A Transform creature that can attack enemies from afar with its archery ability. Able to jump over low obstacles.
Upgrades to: -
Combos:

Card: #167 Dark Treant
Attribute: Wood
Type: Helper
Level: ****
Stone Req: 5
HP: 72
Def: 13
Lifespan: 120
Unique Skill: EarthWood Bane
Skills: -
Buy For: -
Sells For: 560 G
Copy: 12000 EXP
Description: A rotten and corrupt old tree. While on the battlefield, it will halve the offensive power of all Earth and Wood creatures. Does not move, so best used in an area that already has enemies in it.
Upgrades to: -
Combos:

Card: #168 Coal Treant
Attribute: Fire
Type: Helper
Level: ****
Stone Req: 5
HP: 72
Def: 6
Lifespan: 120
Unique Skill: FireWater Bane
Skills: Ash Cloud SPECIAL ATK
Buy For: -
Sells For: 400 G
Copy: 12000 EXP
Description: A large tree made of ash that devours water and fire energy. While on the battlefield, it will halve the offensive power of all nearby Water and Fire monsters. Does not move.
Upgrades to: -
Combos:

Card: #169 Sleeping Giant
Attribute: Wood
Type: Summons
Level: ****
Stone Req: 6

HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Morning Madness ATK 75
Lullaby ATK 65
Buy For: -
Sells For: 360 G
Copy: 14000 EXP
Description: A strange giant that takes his naps very seriously. You never know if he will even wake up after being summoned.
Upgrades to: -
Combos:

Card: #170 Gravity Pillar
Attribute: Neutral
Type: Helper
Level: *****
Stone Req: 7
HP: 70
Def: 15
Lifespan: 23
Unique Skill: Gravity Pull
Skills: -
Buy For: -
Sells For: 3200 G
Copy: 40000 EXP
Description: A stone pillar in its own gravity. Any enemies that get too close will be sucked in by the pillar's gravity.
Upgrades to: -
Combos: Hell Hole

Requires: #105 Doppelganger
#170 Gravity Pillar
MP Used: 12
Info: Opens the Well of Hades at the foot of the Gravity Pillar. Any enemies sucked in are destroyed.

Card: #171 Storm Hagan
Attribute: Wood
Type: Summons
Level: **
Stone Req: 4
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Mad Storm ATK 18
Boomerang Axe ATK 50
Buy For: -
Sells For: 160 G
Copy: 6000 EXP
Description: A green ogre that favors an over-sized axe. It relies on brute strength to defeat its opponents.
Upgrades to: #169 Sleeping Giant - 18000 EXP
Combos: Triple Hagan

Requires: #171 Storm Hagan

#172 Rock Hagan

#173 Bum Hagan

MP Used: 6

Info: Combo attack using 3 Giants. 1 Giant is tossed into the air, only to dive down upon his foes and explode like a bomb.

Card: #172 Rock Hagan

Attribute: Water

Type: Summons

Level: **

Stone Req: 4

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Boulder Toss ATK 55

Sleeping Gas ATK 65

Buy For: -

Sells For: 160 G

Copy: 6000 EXP

Description: A blue ogre that prefers to toss boulders at its foes. Also emits a sleep-inducing gas.

Upgrades to: #016 Sasquatch - 9000 EXP

Combos: Triple Hagan

Requires: #171 Storm Hagan

#172 Rock Hagan

#173 Bum Hagan

MP Used: 6

Info: Combo attack using 3 Giants. 1 Giant is tossed into the air, only to dive down upon his foes and explode like a bomb.

Card: #173 Bum Hagan

Attribute: Earth

Type: Summons

Level: **

Stone Req: 4

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Hip Hop ATK 35

Bad Gas ATL 55

Buy For: -

Sells For: 160 G

Copy: 6000 EXP

Description: A yellow Ogre with 2 unique methods of attack. It can cause damage to several enemies at once with its Bad Gas attack, or it can try to land the difficult, but lethal, Hip Hop attack.

Upgrades to: -

Combos: Triple Hagan

Requires: #171 Storm Hagan

#172 Rock Hagan

#173 Bum Hagan

MP Used: 6

Info: Combo attack using 3 Giants. 1 Giant is tossed into the air, only to dive down upon his foes and explode like a bomb.

Card: #174 Octobush
Attribute: Neutral
Type: Helper
Level: *****
Stone Req: 9
HP: 240
Def: 16
Lifespan: 200
Unique Skill: Life Drain
Skills: -
Buy For: -
Sells For: 1000 G
Copy: 40000 EXP
Description: While on the battlefield, this creature will give all friendly creatures the ability to steal Hit Points from the enemy when they attack. An ideal card for longer battles.
Upgrades to: -
Combos:

Card: #175 Chariobot
Attribute: Mech
Type: Transform
Level: *****
Stone Req: 6
HP: 120
Def: 17
Lifespan: 240
Unique Skill: -
Skills: Hit and Run ATK 25
Ramming Speed ATK 20
Buy For: -
Sells For: 500 G
Copy: 25000 EXP
Description: A transform creature. Hold down the assigned button to build up energy, then let go to zoom around. It moves strangely, but whatever it bumps into will suffer heavy damage.
Upgrades to: -
Combos:

Card: #176 Dark Sprite
Attribute: Neutral
Type: Helper
Level: ***
Stone Req: 5
HP: 50
Def: 0
Lifespan: 150
Unique Skill: -
Skills: Rough Kiss HEALS
Buy For: -
Sells For: 320 G
Copy: 12000 EXP
Description: A fairy with the power of healing. It will restore Hit Points to the player when an opponent uses a card.
Upgrades to: -
Combos:

Card: #177 Gargoyle
Attribute: Fire
Type: Independant
Level: ***
Stone Req: 2
HP: 80
Def: 4
Lifespan: 160
Unique Skill: -
Skills: Spinning Attack ATK 26
Buy For: -
Sells For: 260 G
Copy: 8500 EXP
Description: An Independant creature that can fly. It has good longevity, but only limited offensive power.
Upgrades to: #066 Fire Gargoyle - 7000 EXP
Combos:

Card: #178 MechaPult
Attribute: Mech
Type: Independant
Level: ***
Stone Req: 4
HP: 70
Def: 10
Lifespan: 116
Unique Skill: -
Skills: Energy Missile ATK 39
Buy For: 480 G
Sells For: 320 G
Copy: 12000 EXP
Description: An Independant creature designed for long-range attacks. It is slow and only appropriate for some situations. Minimal magic consumption.
Upgrades to: -
Combos:

Card: #179 Aggressor DX5
Attribute: Mech
Type: Independant
Level: ****
Stone Req: 8
HP: 90
Def: 5
Lifespan: 180
Unique Skill: -
Skills: Giga Thrust ATK 25
Giga Hammer ATK 30
Buy For: -
Sells For: 400 G
Copy: 20000 EXP
Description: An upgraded version of the Aggressor GL2. It is faster and easier to use than its more primitive predecessor. Relatively low magic consumption.
Upgrades to: -
Combos:

Card: #180 Matador
Attribute: Fire
Type: Independant
Level: *****
Stone Req: 5
HP: 64
Def: 5
Lifespan: 96
Unique Skill: Decoy Action
Skills: Skewer ATK 20
Ole! ATK 26
Buy For: -
Sells For: 420 G
Copy: 22000 EXP
Description: An agile fighter that specializes in deftly turning enemy attacks to his own advantage. While the Matador is active, the enemy will ignore all other friendly creatures. Does not move around.
Upgrades to: -
Combos:

Card: #181 Phooka
Attribute: Water
Type: Helper
Level: *****
Stone Req: 5
HP: 50
Def: 5
Lifespan: 116
Unique Skill: -
Skills: Boo! ATK 6
Buy For: -
Sells For: 800 G
Copy: 25000 EXP
Description: A good card to use when facing another Runestone master. A hit from this creature's magic staff will result in turning all of a Runestone user's cards invisible for a period of time.
Upgrades to: -
Combos:

Card: #182 Devata
Attribute: Neutral
Type: Transform
Level: ****
Stone Req: 6
HP: 64
Def: 0
Lifespan: 149
Unique Skill: -
Skills: Ice Assault ATK 35
Shadow Kick ATK 36
Buy For: -
Sells For: 800 G
Copy: 15000 EXP
Description: A Transform creature. Allows the player to travel through the ground, safe from enemy attacks.
Upgrades to: #044 Necromancer - 12000 EXP

Combos:

Card: #183 Barometz
Attribute: Earth
Type: Summons
Level: *****
Stone Req: 4
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Super Sleeper ATK 20
Snooze Attack ATK 65
Buy For: -
Sells For: 400 G
Copy: 20000 EXP
Description: A Summons creature with the ability to put nearby enemies to sleep.
Upgrades to: -
Combos:

Card: #184 Cerberus
Attribute: Fire
Type: Transform
Level: *****
Stone Req: 5
HP: 45
Def: 8
Lifespan: 135
Unique Skill: -
Skills: Triple Fireball ATK 22
Jump SPECIAL ATK
Buy For: 1500 G
Sells For: 1000 G
Copy: 16000 EXP
Description: A Transform type creature with good jumping ability. Its three heads carry a powerful flame weapon, while its body is strong enough to endure difficult combat.
Upgrades to: -
Combos:

Card: #185 Thanatos
Attribute: Neutral
Type: Summons
Level: *****
Stone Req: 12
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Black Wave ATK 98
Hell's Summons ATK 46
Buy For: -
Sells For: 4000 G
Copy: 40000 EXP
Description: A Summons type creature that guides all to the grave, its special attack sacrifices every friendly creature currently active.

Nearby enemies then suffer damage equal to the Hit Points lost by the friendlies.

Upgrades to: -

Combos: One Way Ticket

Requires: #113 Valkyrie

#185 Thanatos

MP Used: 10

Info: Causes all friendly creatures to self destruct, then applies an equal amount of damage to enemy monsters.

Card: #186 Nueh

Attribute: Wood

Type: Summons

Level: *****

Stone Req: 13

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Charge ATK 80

Falling Lightning ATK 45

Buy For: -

Sells For: 1300 G

Copy: 42000 EXP

Description: A Summons creature that can freely control lightning. A single blast from its lightning attack can destroy Mech creatures instantly.

Upgrades to: #083 White Tiger - 25000 EXP

Combos:

Card: #187 Horus

Attribute: Wood

Type: Independant

Level: ****

Stone Req: 4

HP: 80

Def: 10

Lifespan: 160

Unique Skill: -

Skills: Wing Blade ATK 22

Buy For: -

Sells For: 500 G

Copy: 12000 EXP

Description: An Independant creature that can fly. Its wide effective range makes it easy to use.

Upgrades to: -

Combos:

Card: #188 Acid Dragon

Attribute: Neutral

Type: Helper

Level: *****

Stone Req: 11

HP: 175

Def: 22

Lifespan: 262

Unique Skill: Technology Hater

Skills: -

Buy For: -

Sells For: 3600 G

Copy: 30000 EXP

Description: A Helper creature that causes Mech creatures to corrode and malfunction. While active, it will cause nearby Mech creatures to gradually lose Hit Points.

Upgrades to: -

Combos: Rust and Roll!

Requires: #188 Acid Dragon

#193 Pixie

MP Used: 5

Info: While the Pixie and Acid Dragon are in play, all mechanical creatures will shed Hit Points at a rapid rate.

Card: #189 Rubber Froggy

Attribute: Water

Type: Independant

Level: ***

Stone Req: 6

HP: 65

Def: 6

Lifespan: 195

Unique Skill: -

Skills: Tongue Whip ATK 23

Bouncing Attack ATK 32

Buy For: -

Sells For: 220 G

Copy: 5000 EXP

Description: A strange creature that bounces along the ground, zapping enemies with its frog-like tongue. Can cause paralysis damage.

Upgrades to: #128 Vodianoi - 5000 EXP

#126 Super Pumper - 20000 EXP

Combos:

Card: #190 Boom Monkey

Attribute: Fire

Type: Independant

Level: *****

Stone Req: 2

HP: 80

Def: 14

Lifespan: 173

Unique Skill: -

Skills: Mad Bomber ATK 70

Buy For: -

Sells For: 800 G

Copy: 28000 EXP

Description: An Independant creature that places exploding coconuts all over the place.

Upgrades to: -

Combos:

Card: #191 UberBomberBot

Attribute: Mech

Type: Independant
Level: ****
Stone Req: 5
HP: 60
Def: 8
Lifespan: 180
Unique Skill: -
Skills: Cherry Bomb ATK 42
Buy For: -
Sells For: 400 G
Copy: 16000 EXP
Description: An Independant creature that hovers in the air, dropping highly lethal bombs upon enemy creatures. Minimal magic consumption.
Upgrades to: -
Combos:

Card: #192 Gorgon
Attribute: Neutral
Type: Summons
Level: *****
Stone Req: 8
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Snake Bite ATK 65
Serpent Gaze ATK 48
Buy For: 810 G
Sells For: 540 G
Copy: 18000 EXP
Description: A Summons creature with the power to turn enemies to stone. The Serpent Gaze attack will not do much direct damage, but it will not leave you exposed either. It also has a powerful turn-to-stone effect.
Upgrades to: -
Combos:

Card: #193 Pixie
Attribute: Earth
Type: Independant
Level: ***
Stone Req: 4
HP: 42
Def: 7
Lifespan: 63
Unique Skill: -
Skills: Electricide ATK 20
Buy For: -
Sells For: 240 G
Copy: 16000 EXP
Description: A small creature that shoots out electricity. Frail and not very effective in regular combat, Pixies only reveal their true talent when set against mech creatures.
Upgrades to: -
Combos: Rust and Roll!

Requires: #188 Acid Dragon
#193 Pixie

MP Used: 5

Info: While the Pixie and Acid Dragon are in play, all mechanical creatures will shed Hit Points at a rapid rate.

Card: #194 Baba Yaga

Attribute: Water

Type: Transform

Level: *****

Stone Req: 9

HP: 48

Def: 12

Lifespan: 120

Unique Skill: -

Skills: Sonic Disrupter ATK 15

Witch Around ATK 20

Buy For: -

Sells For: 740 G

Copy: 18000 EXP

Description: A Transform creature with flying ability. Uses mysterious sound waves to make herself invisible to the enemy.

Upgrades to: -

Combos:

Card: #195 Berserk Master

Attribute: Fire

Type: Independant

Level: *****

Stone Req: 5

HP: 200

Def: 10

Lifespan: 400

Unique Skill: -

Skills: Bloody Axe ATK 32

Axe Insanity ATK 23

Buy For: -

Sells For: 1400 G

Copy: 48000 EXP

Description: The king of confusion. His presence will make nearby creatures go mad with bloodlust. Affected creatures will attack anyone near them, friend or foe.

Upgrades to: -

Combos:

Card: #196 Rabandos

Attribute: Neutral

Type: Summons

Level: *****

Stone Req: 13

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Beam Barrage ATK 26

Defensive Ring ATK 48

Buy For: -

Sells For: -

Copy: -

Description: A powerfully muscled magic beast. Offers devastating offensive power, but has a high Magic Stone requirement.

Upgrades to: -

Combos:

Card: #197 Hellhound
Attribute: Fire
Type: Transform
Level: ***
Stone Req: 7
HP: 72
Def: 6
Lifespan: 72
Unique Skill: -
Skills: Hell Flames ATK 24
Jump SPECIAL ATK
Buy For: -
Sells For: -
Copy: 10000 EXP
Description: A Transform creature. Its speed and leaping ability makes it ideal for exploration.
Upgrades to: #184 Cerberus - 20000 EXP
Combos:

Card: #198 Tumble Chick
Attribute: Earth
Type: Independant
Level: *
Stone Req: 1
HP: 18
Def: 0
Lifespan: 72
Unique Skill: -
Skills: Lil' Stumble ATK 18
Buy For: -
Sells For: 10 G
Copy: 1400 EXP
Description: A very small Independant creature. Its ramming attack causes almost no damage, but they can trip up smaller enemies. Can evolve into various, more powerful bird creatures.
Upgrades to: #031 Running Bird - 6000 EXP
#015 Cockatrice - 14000 EXP
#074 Siren - 15000 EXP
Combos:

Card: #199 Mad Reverser
Attribute: Wood
Type: Helper
Level: *****
Stone Req: 6
HP: 60
Def: 14
Lifespan: 120
Unique Skill: Attribute Flip
Skills: -
Buy For: -
Sells For: 600 G

Copy: 28000 EXP

Description: While on the battlefield, this creature will reverse all Element Attributes. A good 'just in case' card for decks built around a particular attribute.

Upgrades to: -

Combos:

Card: #200 Sleipnir

Attribute: Water

Type: Summons

Level: *****

Stone Req: 15

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Lunar Display ATK 65

Strict Dealer SPECIAL ATK

Buy For: -

Sells For: -

Copy: -

Description: A Summons type creature of great power. The more Water creatures in your deck, the more lethal the attack of Sleipnir will be.

Upgrades to: -

Combos:

Card: #201 Claws-R-Us

Attribute: Mech

Type: Independant

Level: *****

Stone Req: 10

HP: 150

Def: 4

Lifespan: 200

Unique Skill: -

Skills: GigaPain Claws ATK 42

Energy Cannon ATK 32

Buy For: -

Sells For: 600 G

Copy: 22000 EXP

Description: An immobile Independant type creature. When an enemy enters its defense perimeter, it strikes out with energy beams. Relatively low magic consumption.

Upgrades to: -

Combos:

Card: #202 TriBlaster

Attribute: Mech

Type: Summons

Level: *****

Stone Req: 11

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Chrono Killer ATK 55

Jet Rag ATK 58

Buy For: -
Sells For: 800 G
Copy: 20000 EXP
Description: A Summons type creature armed with a potent triple-mount cannon
weapon. Relatively low magic consumption.
Upgrades to: -
Combos:

Card: #203 Anarchy Owl
Attribute: Wood
Type: Helper
Level: ***
Stone Req: 5
HP: 83
Def: 4
Lifespan: 83
Unique Skill: Controller Flip
Skills: -
Buy For: -
Sells For: 600 G
Copy: 9600 EXP
Description: While on the battlefield, this bizarre Helper creature causes
your opponent's controls to be reversed. Only useful in
Head-to-Head Mode.
Upgrades to: #088 Puppet Master - 13000 EXP
#130 Yin Yang - 20000 EXP
Combos:

Card: #204 Pegasus
Attribute: Wood
Type: Summons
Level: *****
Stone Req: 10
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Wing Waves ATK 32
Wonderful Turn SPECIAL ATK
Buy For: -
Sells For: -
Copy: 46000 EXP
Description: A Summons creature that offers both a powerful offense and the
ability to restore cards. Using a high percentage instant kill
technique, it attacks the enemy, then restores 1 card for each
foe destroyed.
Upgrades to: -
Combos:

Card: #205 Phoenix
Attribute: Fire
Type: Helper
Level: *****
Stone Req: 12
HP: 65
Def: 20
Lifespan: 108

Unique Skill: -
Skills: Life Restore HEALS
Buy For: -
Sells For: 1600 G
Copy: 30000 EXP
Description: A Helper creature with superlative vitality. Those who touch this free-flying creature on the battlefield will have any lost Hit Points restored.
Upgrades to: #081 Golden Phoenix - 25000 EXP
Combos: Living Large

Requires: #081 Golden Phoenix
 #205 Phoenix
MP Used: 22
Info: Makes Tara and all friendly invulnerable to damage while gradually restoring hit points

Card: #206 Ashura
Attribute: Fire
Type: Helper
Level: *****
Stone Req: 19
 HP: 50
 Def: 30
Lifespan: 16
Unique Skill: Lotus Dance
Skills: -
Buy For: -
Sells For: 6666 G
Copy: -
Description: Upon summoning Ashura, all Weapon type cards will be allowed for unlimited usage. However, once the Ashura card is used up, any Weapon cards in the player's hand will be used up.
Upgrades to: -
Combos:

Card: #207 Talos
Attribute: Earth
Type: Transform
Level: *****
Stone Req: 7
 HP: 160
 Def: 20
Lifespan: 96
Unique Skill: -
Skills: Massive Blow ATK 24
 Arm Cannons ATK 20
Buy For: -
Sells For: -
Copy: 50000 EXP
Description: A bronze giant. Less than nimble, its strong points are its durability and hitting power. A Transform creature, ideal for heavy combat.
Upgrades to: -
Combos:

Card: #208 Crystal Magic

Attribute: Neutral
Type: Helper
Level: *****
Stone Req: 16
HP: 200
Def: 0
Lifespan: 66
Unique Skill: -
Skills: Crysar Guard SPECIAL ATK
Buy For: -
Sells For: -
Copy: 55000 EXP
Description: A special type of Helper creature that absorbs damage meant for the player. After 3 attacks, it redistributes the accumulated damage to nearby enemies. A very powerful, but magic-hungry card.
Upgrades to: -
Combos:

Card: #209 Psycho Dice
Attribute: Neutral
Type: Summons
Level: ****
Stone Req: 6
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Lucky Restore SPECIAL ATK
Lucky Damage SPECIAL ATK
Buy For: -
Sells For: 2400 G
Copy: 22000 EXP
Description: A Summons creature in the shape of a giant gambling die. Can either attack enemies, or restore used cards. Either way, the higher the number on the die, the more effective it will be. Don't roll a 1!
Upgrades to: -
Combos:

Card: #210 Blue Mold
Attribute: Earth
Type: Helper
Level: ****
Stone Req: 9
HP: 64
Def: 0
Lifespan: 128
Unique Skill: -
Skills: Mystery Effect HEALS
Buy For: -
Sells For: 340 G
Copy: 12000 EXP
Description: A Trap creature. Anyone, friend or foe, suffering conditional damage will be cured, and have their Hit Points restored upon approach. But healthy beings will lose half their Hit Points and suffer poisoning.
Upgrades to: -
Combos:

Card: #211 Jade Giant
Attribute: Fire
Type: Summons
Level: ***
Stone Req: 5
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Running Attack ATK 60
Whirling Blade ATK 52
Buy For: -
Sells For: 240 G
Copy: 10000 EXP
Description: A Summons type creature that wields an enormous blade. Although vulnerable to attack, it can cause great damage if it hits.
Upgrades to: #206 Ashura - 50000 EXP
Combos:

Card: #212 Fafnir
Attribute: Fire
Type: Summons
Level: *****
Stone Req: 16
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Lava Breath ATK 100
Hell's Wall ATK 16
Buy For: -
Sells For: -
Copy: -
Description: A mythical fire lizard said to wield the Flames of Hell. His attack is one of the most powerful in the game.
Upgrades to: # EXP
Combos:

Card: #213 Beaker
Attribute: Water
Type: Independant
Level: *
Stone Req: 1
HP: 30
Def: 3
Lifespan: 90
Unique Skill: -
Skills: Beak Attack ATK 14
Flying Jump ATK 20
Buy For: -
Sells For: 16 G
Copy: 1000 EXP
Description: An Independant creature that uses its sharp beak to inflict paralysis damage upon its enemies.
Upgrades to: -
Combos:

Card: #214 Pazuzu
Attribute: Earth
Type: Transform
Level: *****
Stone Req: 13
HP: 180
Def: 17
Lifespan: 120
Unique Skill: -
Skills: Mega Tornado ATK 42
Spinning Death ATK 32
Buy For: -
Sells For: -
Copy: -
Description: Upon summoning, he will kill all other friendly creatures. The more that are sacrificed for him, the more deadly his Mega Tornado will be.
Upgrades to: -
Combos: -

Card: #215 SuperScrubber
Attribute: Mech
Type: Helper
Level: ****
Stone Req: 2
HP: 58
Def: 5
Lifespan: 58
Unique Skill: -
Skills: Magic Vacuum SPECIAL ATK
Buy For: -
Sells For: 240 G
Copy: 7000 EXP
Description: A Helper creature that circles around you and collects Magic Stones for you. Minimal magic consumption. In VS Mode, it will circle around your opponent.
Upgrades to: -
Combos:

Card: #216 Astrobot
Attribute: Mech
Type: Weapon
Level: *****
Stone Req: 10
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Heavy Bomber ATK 60
Buy For: -
Sells For: 2400 G
Copy: 38000 EXP
Description: An upper echelon Weapon creature that can unleash a devastating attack in all directions. Relatively low magic consumption.
Upgrades to: -
Combos:

Card: #217 Vouivre
Attribute: Earth
Type: Weapon
Level: *****
Stone Req: 5
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Crystalizer ATK 10
Buy For: -
Sells For: 3600 G
Copy: 36000 EXP
Description: A Weapon type creature that always inflicts 10 points of damage, no matter who the enemy is. If it finishes off a monster, Magic Stones equal to 10x the enemy's last Hit Points count will appear.
Upgrades to: -
Combos:

Card: #218 Fire Moray
Attribute: Fire
Type: Helper
Level: ****
Stone Req: 3
HP: 24
Def: 1
Lifespan: 288
Unique Skill: -
Skills: Flame Thrower ATK 27
Buy For: -
Sells For: 320 G
Copy: 11000 EXP
Description: A Trap type creature that waits in the ground for an enemy to approach before shooting flames out of its mouth. Although somewhat limited in focus, this is a devastating weapon.
Upgrades to: -
Combos: Mo Better Moray

Requires: #218 Fire Moray
 #219 Water Moray
 #220 Earth Moray
MP Used: 5
Info: Three Morays intertwine, sending up flames as they circle about.

Card: #219 Water Moray
Attribute: Water
Type: Weapon
Level: ****
Stone Req: 3
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Blizzard ATK 25
Buy For: -

Sells For: 320 G

Copy: 11000 EXP

Description: A Weapon type creature that expels a wave of sub-zero breath in a forward arc. Although it covers a wide area, its hitting power is relatively low.

Upgrades to: -

Combos: Mo Better Moray

Requires: #218 Fire Moray
#219 Water Moray
#220 Earth Moray

MP Used: 5

Info: Three Morays intertwine, sending up flames as they circle about.

Card: #220 Earth Moray

Attribute: Earth

Type: Weapon

Level: ****

Stone Req: 3

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Mud Ball ATK 27

Buy For: -

Sells For: 320 G

Copy: 11000 EXP

Description: A Weapon type creature that hurls boulders in the direction the player is facing. An easy-to-use card with no particular weaknesses.

Upgrades to: -

Combos: Mo Better Moray

Requires: #218 Fire Moray
#219 Water Moray
#220 Earth Moray

MP Used: 5

Info: Three Morays intertwine, sending up flames as they circle about.

Card: #221 Ryuhi

Attribute: Wood

Type: Summons

Level: *****

Stone Req: 16

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Thunder Breath ATK 60

Walls of Blood ATK 30

Buy For: -

Sells For: -

Copy: -

Description: A 7-headed dragon that thrives on the sacrifice of other friendly creatures. The more that die for her, the more powerful she will be. She is capable of killing Mech monsters with one blow.

Upgrades to: -

Combos:

Card: #222 Demon Swordsman
Attribute: Earth
Type: Weapon
Level: *****
Stone Req: 10
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Unrivaled Glory ATK 52
Buy For: -
Sells For: -
Copy: -
Description: A Weapon type creature that wields a sword capable of delivering instant death. When facing another Runestone master, a hit will result in your opponent's top 4 cards dropping to used status.
Upgrades to: -
Combos:

Card: #223 Ice Skeleton
Attribute: Water
Type: Independant
Level: *****
Stone Req: 18
HP: 216
Def: 18
Lifespan: 216
Unique Skill: -
Skills: Power Slash ATK 42
Buy For: -
Sells For: -
Copy: -
Description: The king of the Skeleton race, created out of beautiful crystal. Its defense is second to none. It can easily shrug off the attacks of lesser creatures.
Upgrades to: -
Combos: Skullapalooza

Requires: #001 Skeleton
 #093 Demon Skeleton
 #100 Steel Skeleton
 #223 Ice Skeleton
MP Used: 22
Info: Skeleton types gather around an Ice Skeleton, then launch a continuous attack on the enemy.

Card: #224 Sacred Umpire
Attribute: Mech
Type: Summons
Level: *****
Stone Req: 12
HP: -
Def: -
Lifespan: -
Unique Skill: -
Skills: Final Decree SPECIAL ATK

Final Decree SPECIAL ATK

Buy For: -

Sells For: -

Copy: -

Description: A Summons card with 4 different weapons. Unfortunately, you never know which one will appear, and not all are user-friendly. Relatively low magic consumption.

Upgrades to: -

Combos:

Card: #225 Emperor

Attribute: Neutral

Type: Summons

Level: *****

Stone Req: 10

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Imperial Blade ATK 68

Dragon Knots ATK 50

Buy For: -

Sells For: -

Copy: -

Description: The Imperial Blade attack eliminates 1 of the 4 main attributes. All creatures of the chosen attribute will be sacrificed, friend and foe alike. Dragon Knots will capture any enemy creature. The new card will then take the Emperor card's place in your deck.

Upgrades to: -

Combos: -

Card: #226 Capture Card

Attribute: Neutral

Type: Helper

Level: -

Stone Req: 0

HP: -

Def: -

Lifespan: -

Unique Skill: -

Skills: Capture Card ATK 10

Buy For: 1000, G

Sells For: -

Copy: -

Description: When thrown, this card will cause very minor damage. If the damage is enough to finish off the enemy, that enemy will be sealed into a card. Hold down the assigned button to aim the card.

Upgrades to: -

Combos: -

7. Frequently Asked Questions

Q) How Do you get Lucky Lion?

A) The Lucky Lion card is in a chest inside the bars on a small island on the Sarvan Bridge Level. Unfortunately, the switch that opens it gets locked if you open the chest in the area below the two raised bridges (there's a large stone tablet by it) If you locked the switch by accident, then you'll have to start a new game or load a save file to before that happened. To get the chest, use a transform card to fly across to it and hit the switch. If you needed to start a new game, you can speed things up by trading over a transform card that can fly.

Q) How do I get Golden Goose?

A) Check my Golden Goose FAQ for that info!

8. Acknowledgements

This FAQ would not have been possible without the following:

First off, I would like to thank the activison and from software for bringing us this excellent game. Keep up the awesome work!

Lastly, I would like to thank the following individuals for helping me perfect this FAQ (I wasn't sure about some of the names, so I just used whatever possibility was in the emails):

tennisguy778
Steve or yellow_yoshi28 (which even one if preferable)
Cheesesteakgumbo
Jonathan Ayers
