

All card effects



LEGENDARY CARDS ADDED!!

As novas cartas lendárias foram adicionadas neste doc!

The new legendary cards were added in this doc!

UPDATE!

Uma nova coluna foi inserida contendo os vídeos dos chefes que podem ser invocados pelos Sorcerers!

A new column has been inserted containing the videos of the bosses that can be summoned by the Sorcerers!!

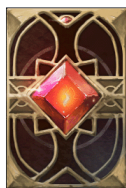
TK MAGICS

[SA]Silute

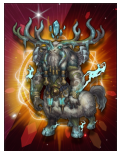
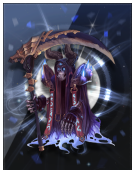
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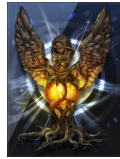

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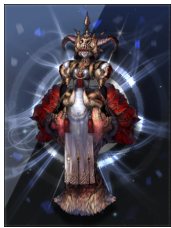
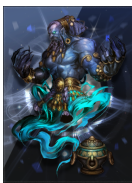
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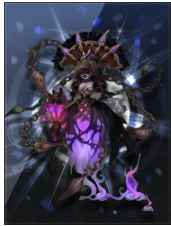
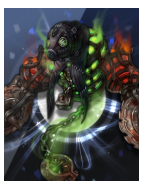


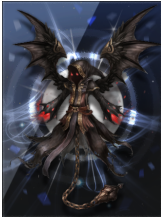

[Red Group Card - Offensive]

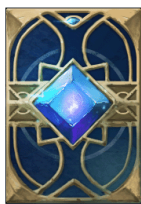
Card name	Effect	Drops (iToS)	Summoning Video
Achat Card	[★]% damage against Lightning property monsters	Saalus – Royal Mausoleum Mercenary - Catacombs mission	X
	<i>[Effect] Useless at the moment</i>		
Archon Card	[★]% damage against Fire property monsters	WB - Royal Mausoleum Storage Mercenary - Catacombs mission	X
	<i>[Effect] Useless at the moment</i>		
Bearkaras Card	Increases [★]% damage against Earth property monsters	Mercenary - Catacombs mission	X
	<i>[Effect] Useless at the moment</i>		
Centaurus Card (Sorcerer)	AOE Attack ratio +[★/5]	Mercenary - Catacombs mission	 Click to see
	<i>[Effect] Good for certain builds like SR or low AoE classes. [Sor] Very slow attacks make him useless to summon.</i>		
Chafer Card (Wugushi)	Increases [★]% damage against Insect-type monsters	Mercenary - Catacombs mission	X
	<i>[Effect] Useless at the moment</i>		
Chapparition Card (Sorcerer)	Magic attack +[★]% for 6 seconds when using SP potions	Mercenary - Catacombs mission R-Field Boss: Absenta Reservoir Karolis Springs Letas Stream Novaha Area Pelke Shrine Ruins	 Click to see
	<i>[Effect] Very good for high burst skills and mana hunger builds. [Sor] High basic attack damage and good skills to use, its overall useful to summon.</i>		
Clymen Card	Increases [★]% damage against poison property monsters	Saalus – Royal Mausoleum Mercenary - Catacombs mission	X
	<i>[Effect] Poison is the second most common property in the game. You will have Chapparition's effect all the time against this property. Can be somewhat useful for specific cases.</i>		

Corrupted Card (Sorcerer)	Increases [★]% damage against stationary type monsters	Mercenary - Catacombs mission	 Click to see
	[Effect] Useless at the moment [Sorc] Unable to move and terrible skills, useless		
Cursed Devilglove Card	Increases [★]% damage against Mutant type monsters	Mercenary - Catacombs mission	X
	[Effect] Useless at the moment		
Deadborn card	critical attack +[★ *20]	Saalus – Canyon Area Mercenary - Catacombs mission	X
	[Effect] Not that good since others cards can give a better amount.		
Froster Lord Card (Sorcerer)	When attacking has [★/2]% chance of applying Frostbite to target for 4 sec	Mercenary - Catacombs mission	 Click to see
	[Effect]Lost much of his control power because he no longer freezes the monsters. Only good for eletric type builds. [Sorc]All his attacks are extremely good. One of the best summons to have.		
Giant Red Wood Goblin card	[★/2]% damage increase when attacking cloth armored target	Mercenary - Catacombs mission	X
	[Effect] Not very good		
Giant Wood Goblin card	+ [★] % additional damage to enemies inflicted with stun status	Saalus - Canyon Area Mercenary - Catacombs mission	X
	[Effect] Very specific and difficult to maintain the conditions to be good		
Ginklas Card	[★/2]% damage increase when attacking plate armored target	Mercenary - Catacombs mission	X
	[Effect] Not very good		
Glass Mole Card	Physical Attack +[★]% for 6 seconds when using any type of SP potion	Mercenary - Catacombs mission	X
	[Effect] Very good for physical dps builds in general.		
Gremlin card	Physical Atk + [★*7] when wearing Slash type weapons	Mercenary - Catacombs mission	X
	[Effect] Value is too low to be good.		
Grinender card	[★]% damage Increase when attacking flying monster	Dungeon 180 - Cube Mercenary - Catacombs mission	X
	[Effect] Can be useful in some builds, especially for fletcher/ mergen, and is good against some World Boss like Rexi, Helga, mirtis, nualle since they are Flying type.		

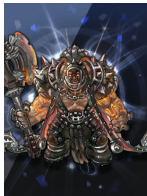
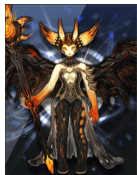
Helgascircle card (Sorcerer)	Magic Attack +[★*5]	Mercenary - Catacombs mission	 Click to see
	[Effect] Value is too low to be good. [Sorc] Good utility in pvp, since one of her skills can destroy magic circles. Not that good in pve.		
Velnia Monkey card	+ [★] % additional damage to enemies inflicted with poison status	Mercenary - Catacombs mission R-Field Boss: Aqueduct Bridge Area Baron Allerno Myrkiti Farm Tenants' Farm	X
	[Effect] Extremely good for classes like Wugushi and Plague Doctor since they can almost keep a permanent up-time on poisons		
Hydra card	+ [★] % additional damage to enemies inflicted with freeze status	Mercenary - Catacombs mission	X
	[Effect] Very useful for Cryo and RC builds		
Iltiswort Card	Increases [★]% damage against plant type monsters	Mercenary - Catacombs mission	X
	[Effect] Can be useful for specific class like Druids		
Ironbaum card	+ [★] % additional damage to enemies inflicted with sleep status	Saalus – Canyon Area Mercenary - Catacombs mission	X
	[Effect] Very specific and difficult to maintain the conditions to be good		
Kepa Chieftain Card	Increases [★/2]% damage against large size target	Mercenary - Catacombs mission	X
	[Effect] Not that good		
Mandara Card	+ [★] % additional damage to enemies inflicted with knockdown status	Dungeon 170 - Boss Mercenary - Catacombs mission	X
	[Effect] Not good even for Doppels since his skill already hits damage cap anyways		
Master Genie (Sorcerer)	Maximum secondary physical attack +[★ *3]	Mercenary - Catacombs mission	 Click to see
	[Effect] Value is too low. [Sorc] Unable to move and hard to land his attacks.		
Merge Card (Wugushi)	Increases [★]% damage against ice property monsters	Dungeon 170 - Boss Mercenary - Catacombs mission	X
	[Effect] Useless at the moment		

Mirtis Card (Sorcerer)	Increases [★/2]% damage against small size target	Mercenary - Catacombs mission	 Click to see
	[Effect] Not Good [Sorc] Her basic attack can knockdown enemies and has a good spamable skill. Overall is borderline.		
Moa Card	Increases [★]% damage against devil type monsters	Party Quest - The Enemy's Smell Mercenary - Catacombs mission	X
	[Effect] Devil is the most common race in the game. You will have Chapparition's effect all the time against them. Can be useful for specific pve cases and is very good against top rank world boss.		
Moldyhorn card	+ [★] % additional damage to enemies inflicted with petrification status	Mercenary - Catacombs mission	X
	[Effect] Very specific and difficult to maintain the conditions to be good		
Mothstem Card (Wugushi)	Magic Atk + [★*7] when wearing Strike type weapons	Mercenary - Catacombs mission Saalus Cube - Castle	X
	[Effect] Value is too low.		
Moyabruka card	[★/2]% damage increase when attacking leather armor target	Mercenary - Catacombs mission	X
	[Effect] Not Good		
Plokste card (Wugushi)	Physical Attack + [★ *5]	Mercenary - Catacombs mission	X
	[Effect] Value is too low to be good.		
Prison Cutter card (Sorcerer)	+ [★]% additional damage to enemies inflicted with bleeding status	Mercenary - Catacombs mission <u>R-Field Boss:</u> Investigation Room Solitary Cells Workshop	 Click to see
	[Effect] Can be useful to specific builds. [Sorc] Fun to use, but that's it...		
Rajatoad Card	Physical atk + [★*7] when equipped pierce type weapon	Mercenary - Catacombs mission	X
	[Effect] Value is too low.		
Reaverpede Card (Wugushi)	Increases [★/2]% damage against medium size target	Saalus – Canyon Area Mercenary - Catacombs mission	X
	[Effect] Can be used in pvp for extra damage on players and pve farming.		
Red Vubbe Fighter Card	Physical Atk + [★*7] when wearing Strike type weapons	Mercenary - Catacombs mission	X
	[Effect] Value is too low.		

Rexipher Card (Sorcerer)	Magic Amp. +[★*10]	Mercenary - Catacombs mission	 Click to see
	[Effect] Mag. Amp is useless [Sorc] Beautiful card to ride and for collection. Not good overall in pve.		
Sparnas card	Physical Atk + [★ *7] when wearing missile type weapons	Mercenary - Catacombs mission	X
	[Effect] Value is too low.		
Tomb Lord Card (Sorcerer)	Increases [★/2]% damage against Boss type target	Saalus - Cube Mercenary - Catacombs mission	 Click to see
	[Effect] Other cards with more general effects is more useful than this. [Sorc] Very good in pvp for its knockdown attacks.		
Unicorn Card (Sorcerer)	Increases [★]% damage against dark property monsters	Mercenary - Catacombs mission	 Click to see
	[Effect] Dark is the most common property in the game. You will have Chapparition's effect all the time against this property. Can be somewhat useful for specific cases. [Sorc] Terrible attacks and skills.		
Vubbe Fighter Card	Increases [★]% damage against beast type monsters	Mercenary - Catacombs mission	X
	[Effect] Not that good		



[Blue Group Card - Defensive]

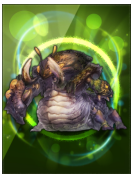
Card name	New Effect	Drops (iToS)	Summoning Video
Armaos Card	10% chance to create [★ * 100] shield for 10 seconds when you get hit.	Mercenary - Siaulai mission	X
	[Effect] This is a very good complementary protection option and very strong, but only if you have high defense status.		
Bramble Card	Earth property resistance + [★*10]	Mercenary - Siaulai mission	X
	[Effect] Not good		
Colimencia Card	Poison property resistance + [★*10]	Mercenary - Siaulai mission	X
	[Effect] Not good		
Zaura card (Sorcerer)	Physical Defense +[★]%	Mercenary - Siaulaii mission	 Click to see
	[Effect] The best card that gives defense, very useful [Sorc] High damage, fast basic attack and good skills makes it a excellent card to use in pve farm.		
Denoptic Card	Magical def +[★*10]	Saalus - Royal Mausoleum Mercenary - Siaulia mission	X
	[Effect] Good to use If you don't have Nuaele		
Flammidus Card (Sorcerer)	Fire property resistance + [★*10]	Dungeon 180 Cube Mercenary - Siaulai mission	 Click to see
	[Effect] Not good [Sorc] Can be good is some situations, but overall is not.		
Glackuman Card	Slash resistance +[★*10]	Mercenary - Siaulai mission <u>R-Field Boss:</u> Akmens Ridge Gateway of the Great King King's Plateau Overlong Bridge Valley Ramstis Ridge Rukas Plateau Tiltas Valley Zachariel Crossroads	X
	[Effect] Not good		

Golem Card	Physical Defense +[★]% for 10 seconds after using HP potions	Mercenary - Siaulai mission	<div>X</div>
	<i>[Effect] Not good</i>		
Gorgon Card <i>(Sorcerer)</i>	Strike resistance +[★*10]	Mercenary - Siaulai mission	<div></div> <div>Click to see</div>
	<i>[Effect] Not good</i> <i>[Sorc] It's a worse version of Netherbovine</i>		
Gray Golem Card	Physical def +[★*10]	Mercenary - Siaulai mission	<div>X</div>
	<i>[Effect] Good to use If you don't have Zaura</i>		
Nuaele Card <i>(Sorcerer)</i>	Magic Defense +[★]%	Mercenary - Siaulai mission	<div></div> <div>Click to see</div>
	<i>[Effect] The best card that gives mag. defense, very useful.</i> <i>[Sorc] Nice basic attack, but overall not good in pve.</i>		
Progola Card <i>(Sorcerer)</i>	Magic Defense +[★]% for 10 seconds after using HP potions	Mercenary - Siaulai mission	<div></div> <div>Click to see</div>
	<i>[Effect] Not good</i> <i>[Sorc] Beautiful skills to use, but it's totally worthless</i>		
Varle King Card	Healing + [★ *5]	Lanko Lake - Dungeon 330 Cube	<div>X</div>
Saltistter Card	Ice property resistance + [★*10]	Mercenary - Siaulai mission	<div>X</div>
	<i>[Effect] Not good</i>		
Scorpio Card	Pierce resistance +[★*10]	Mercenary - Siaulai mission Saalus Cube	<div>X</div>
	<i>[Effect] Not good</i>		
Sequoia Card	Physical def +[★*5], Magical def +[★*5]	Mercenary - Siaulai mission	<div>X</div>
	<i>[Effect] Can be used if you need both types of defense and don't have Nuaele and Zaura</i>		
Shnavim Card	Lightning property resistance + [★*10]	Mercenary - Siaulai mission	<div>X</div>
	<i>[Effect] Not good</i>		
Sparnasman Card <i>(Sorcerer)</i>	Dark property resistance + [★*10]	Mercenary - Siaulai mission	<div></div> <div>Click to see</div>
	<i>[Effect][Sorc] Totally worthless</i>		

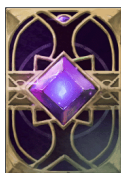
WoodSpirit Card	10% chance of recovering [★*70] HP when you get hit.	Mercenary - Siaulai mission	X
	<i>[Effect] Not good, there are better options.</i>		
Yonazolem Card	Holy property resistance + [★*10]	Mercenary - Siaulai mission	X
	<i>[Effect] Not good</i>		



[Green Group Card - Status]

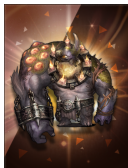

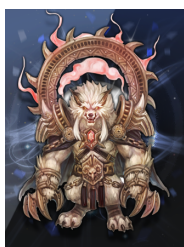

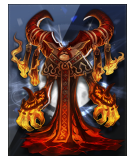
Card name	New Effect	Drops (iToS)	Summoning Video
Abomination Card (Sorcerer)	DEX +[★/2], CON +[★/2]	FB - Guards Graveyard Mercenary - Seven Valley Mission	 Click to see
	<i>[Effect] Not good</i>		
Blut Card (Sorcerer)	CON +[★]	Mercenary - Seven Valley Mission	 Click to see
	<i>[Effect] Best card that gives CON [Sorc] One of his attacks can poison and its pretty strong, but extremely random. Overall its ok.</i>		
Ellaganos Card (Sorcerer)	DEX +[★]	Mercenary - Seven Valley Mission <u>R-Field Boss:</u> Downtown Inner Enceinte District Roxona Market Ruklys Street Verkti Square	 Click to see
	<i>[Effect] Best card that gives DEX [Sorc] Not really good</i>		
Gorkas Card (Sorcerer)	Loot Chance +[★ * 5]	Mercenary - Seven Valley Mission	 Click to see
	<i>[Effect] Useful for farming builds [Sorc] Really good basic AOE attack with strike type, one of the bests for farming. The skills are lackluster.</i>		
Kubas Card	INT +[★/2], SPR +[★/2]	FB - Crystal Mine Lot 2, 2F Mercenary - Seven Valley Mission	X
	<i>[Effect] Good for hybrid sorcerer builds.</i>		
Lavenzard Card (Sorcerer)	SPR +[★*1.5] for 10 seconds when using SP potions.	Mercenary - Seven Valley Mission	 Click to see
	<i>[Effect] It gives more SPR than Linkroller, but you will need to use a SP potion every time to get its bonus. Maybe not worth it [Sorc] Weak...</i>		
Linkroller Card	SPR +[★]	Mercenary - Seven Valley Mission	X
	<i>[Effect] Best card that gives SPR. Very good for buff pardoner and summoner classes</i>		

Minotaur Card (Sorcerer)	DEX +[★/2], SPR +[★/2]	Mercenary - Seven Valley Mission	 Click to see
	[Effect] Not good [Sorc] His basic attack can knockdown, have high damage and can be buffed with lethargy. Has some uses in pvp		
Mummyghast Card (Sorcerer)	STR +[★/2], DEX +[★/2]	Mercenary - Seven Valley Mission	 Click to see
	[Effect] Good card for physical damage dealers who want more balanced increase stats in crit and damage		
Netherbovine Card (Sorcerer)	STR +[★]	Mercenary - Seven Valley Mission	 Click to see
	[Effect] Best card that gives STR, perfect for physical dps like doppel. [Sorc] Extremely fast and strong basic attack, has a good AoE skill to spam and a CC. Good for farm.		
Pyroego Card (Sorcerer)	INT +[★]	Mercenary - Seven Valley Mission	 Click to see
	[Effect] Best card that gives INT, perfect for magical dps like Elementarists. [Sorc] Huge AoE attacks that can obliterate large number of mobs. The only problem is that it is immobile, but still a good summon for CM or Uphill.		
Rafene Card	STR, CON, INT, SPR, DEX +[★ / 3]	Mercenary - Seven Valley Mission	X
	[Effect] Not good		
Simorph Card	STR +[★/2], CON+[★/2]	Mercenary - Seven Valley Mission	X
	[Effect] Nice for dps tank builds		
Stonefroster Card	STR +[★*1.5] for 10 seconds when using HP potions.	Mercenary - Seven Valley Mission	X
	[Effect] Need testing..		
Templeshooter Card (Sorcerer)	STR +[★/2], SPR +[★/2]	FB - Royal Mausoleum Workers Lodge Mercenary - Seven Valley Mission	 Click to see
	[Effect] Not good [Sorc] Best card for overall situations. Long range attack and good aoe skills. Its a Meta card with nerco builds.		
Unknocker Card (Sorcerer)	SPR +[★/2], CON+[★/2]	Mercenary - Seven Valley Mission	 Click to see
	[Effect] Nice for support tank builds [Sorc] Terrible...		
Wood Houngan Card	INT +[★/2], CON +[★/2]	Mercenary - Seven Valley Mission	X
	[Effect]Not good, you can get con from equips easily.		




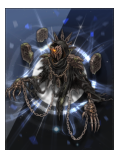


[Purple Group Card - Utility]

Card name	Effect	Drops (iToS)	Summoning Video
Basilisk Card (Wugushi)	Critical Resist +[★ * 2]	Mercenary - Crystal Mine mission	X
	[Effect] Not good		
Bebraspion Card	Atk Speed + [★] when equipped with two-handed type weapon	Mercenary - Crystal Mine mission	X
	[Effect] Only works with skills that have that symbol of “Speed of Attack” in it when u are using two-handed type weapon, it doesn't raise your basic Atk Speed in general.		
Biteregina Card (Wugushi)	When attacking has [★/3]% to apply poison status for 6 second	Mercenary - Crystal Mine mission	X
	[Effect] Now only useful with multi-hit classes like SR combined with Velnia Monkey card..		
Canceril Card (Wugushi)	[★]% chance of recovering 2% HP when hit by Medium-sized monsters	FB - Royal Mausoleum Constructors' Chapell Mercenary - Crystal Mine mission	X
	[Effect] Good for farming since most of the mobs in farm spots are Medium. If you have a large HP pool like 42k+, only one copy lv10 is enough, if you don't have, will be needed more copies to become effective. Not useful in pvp at all.		
Capria Card	[Sleep] State Resistance +[★ * 2]%	Mercenary - Crystal Mine mission	X
	[Effect] Not good		
Carapace Card (Wugushi)	[★]% of recovering 5% SP after defeating Ice property monsters	Mercenary - Crystal Mine mission	X
	[Effect] Not good		
Cerberus Card (Sorcerer)	[★]% chance of recovering 1% SP when hit by Medium-type monsters	Dungeon 200 Cube Mercenary - Crystal Mine mission <u>R-Field Boss:</u> Mokusul Chamber Underground Grave of Ritis Valius' Eternal Resting Place Videntis Shrine	 Click to see
	[Effect][Sorc] Not good		
Crabil Card	[Stun] State Resistance +[★ * 2]%	Mercenary - Crystal Mine mission	X
	[Effect] Not good		

Cyclops Card (Sorcerer)	Stamina+[★]	Mercenary - Crystal Mine mission	 Click to see
	<i>[Effect] Can be useful to some classes</i> <i>[Sorc] Really, Reeeally slow...</i>		
Deathweaver Card (Sorcerer)	[★]% chance to recover 3% HP when hit by a Large size monster	Mercenary - Crystal Mine mission <u>R-Field Boss:</u> <i>Demon Prison District</i> 1~5	 Click to see
	<i>[Effect] Not good</i> <i>[Sorc] Terrible AoE attacks</i>		
Marnox card (Sorcerer)	Critical rate +[★ * 1.5]		 Click to see
	<i>[Effect] Can be useful</i> <i>[Sorc] Absolutely one of best card at the moment for sorceres. Extremely fast and powerful basic attack, good AoE skill and is able to be very mobile with his dash skill.</i>		
Dullahan Card (Sorcerer)	[★]% chance of being resurrected with 10% HP when becoming incapable of combat	FB - Roxona East Building Mercenary - Crystal Mine mission	 Click to see
	<i>[Effect] Very good for pvp/TBL players</i> <i>[Sorc] Not good</i>		
Fire Lord Card (Sorcerer)	Fire property attack +[★*10]	Dungeon 200 cube <u>R-Field Boss:</u> <i>Mage Tower 1~5f</i> Mercenary - Crystal Mine mission	 Click to see
	<i>[Effect] Not good</i> <i>[Sorc] Fun to use, but overall not good.</i>		
Ferret Marauder card	Provocation per attack +[★]%	Mercenary - Crystal Mine mission <u>R-Field Boss:</u> <i>Dina Bee Farm</i> <i>Spring Light Woods</i> <i>Uskis Arable Land</i> <i>Vilna Forest</i>	X
	<i>[Effect] Need testing</i>		
Gaigalas Card	Earth property attack +[★ *10]	Mercenary - Crystal Mine mission	X
	<i>[Effect] Not good</i>		

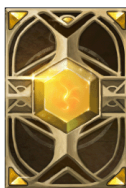
Gazing Golem Card	[★]% chance of using Lv1 Pain Barrier upon being hit	Mercenary - Crystal Mine mission	X
	[Effect] Best card for almost any class and build. Will prevent you to be knocked down or back, saving you to be stuck in large group of mobs. Obs: the effect will NOT refresh until the previous proc duration has finished.		
Harpeia Card (Sorcerer)	[★]% of recovering 5% SP after defeating Lightning property monsters	Dungeon 230 Cube Mercenary - Crystal Mine mission Saalus Cube <u>R-Field Boss:</u> Alemeth Forest Barha Forest Elgos Abbey Main Building Elgos Monastery Annex Nahash Forest Vera Coast	 Click to see
	[Effect] Not good [Sorc] Has one of the highest basic attack damage of the summons, but, its extremely slow and only hit once making her not that good.		
Honeypin Card (Wugushi)	Poison property attack +[★*10]	Mercenary - Crystal Mine mission	X
	[Effect] Low Value		
Kirmeleech Card (Wugushi)	Block Penetration +[★ * 1.5]	Mercenary - Crystal Mine mission	X
	[Effect] Maybe useful to pvp, needs testing.		
Lepus Card	Atk Speed + [★] when equipped with one-handed type weapon	Mercenary - Crystal Mine mission	X
	[Effect] The skill Quicken lv1 gives you +50 attack speed, a single Lepus cards lv10 gives +10. Is better buy the scroll in the market		
Lithorex Card (Sorcerer)	Lightning property attack +[★*10]	Mercenary - Crystal Mine mission	 Click to see
	[Effect] Low value [Sorc] Its quite good for farming		
Magburk Card	[★]% of recovering 5% SP after defeating Mutant type monsters	Mercenary - Crystal Mine mission	X
	[Effect] Not good		
Mallet Wyvern Card	[★]% chance of recovering 3% SP when hit by Large-type monsters	Mercenary - Crystal Mine mission	X
	[Effect] Not good		

Mantice Card (Wugushi)	Movement Speed +[★/5] for 10 seconds after using Stamina potions	Dungeon 270 cube Mercenary - Crystal Mine mission	X
	[Effect] Has some use, but have better options.		
Marionette Card (Sorcerer)	When attacking has [★ /3]% to apply slow status for 3 second	Mercenary - Crystal Mine mission <u>Field Boss: Roxona Reconstruction Agency West Building</u>	 Click to see
	[Effect] Maybe useful in pvp, need testing. [Sorc] Noisy, unable to move, very slow and knockdown on every attack		
Merregina Card (Sorcerer)	Ice property attack +[★*10]	Mercenary - Crystal Mine mission	 Click to see
	[Effect] Not good [Sorc] Unable to move and very weak		
Mineloder Card	When attacking has [★/3]% to apply shock status for 3 second	Mercenary - Crystal Mine mission Dungeon 230 cube <u>R-Field Boss:</u> Altar Way Apsimesti Crossroads Forest of Prayer Pilgrim Path Starving Demon's Way	X
	[Effect] Off-meta card that can be useful for AA builds.		
Molich Card	Block +[★ * 2]	Dungeon 300 cube Mercenary - Crystal Mine mission <u>R-Field Boss:</u> Tevhrin Stalactite Cave 1~5	X
	[Effect] Maybe useful in pvp, need testing.		
Mushcaria Card	SP Recovery +[★ * 6]	Mercenary - Crystal Mine mission	X
	[Effect] Not good		
Naktis Card (Sorcerer)	Accuracy +[★ * 1.5]	Mercenary - Crystal Mine mission	 Click to see
	[Effect] Not good [Sorc] Fun to use, but not good		
Necroventer Card (Sorcerer)	Dark property attack+[★ *10]	FB - Fallen Legwin Family Dungeon 120 Cube Mercenary - Crystal Mine mission	 Click to see
	[Effect] Not good [Sorc] Excellent for soloing bosses. Fast multi-hit basic attack that can be boosted by lethargy and nice single target multi-hit skill.		
Neop Card (Wugushi)	HP Potion Effects +[★]%	Mercenary - Crystal Mine mission	X
	[Effect] Has potential for solo players and builds with no recovery methods.		

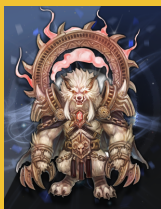
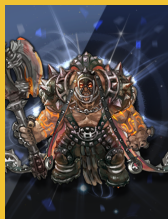
Nepenthes Card	Max HP +[★ * 90], Max SP +[★ * 15]	Mercenary - Crystal Mine mission	X
	[Effect] Low Values		
Nuodai Card (Sorcerer)	Stun resistance +[★], Sleep resistance +[★]	Mercenary - Crystal Mine mission	 Click to see
	[Effect] Low Values [Sorc] Very interesting skills that can frozen the enemies, but its stationary. Has some uses.		
Poata Card	HP Recovery + [★ * 30]	Mercenary - Crystal Mine mission	X
	[Effect] Can be combed with Aukuras, squire foods or other things like that to increase your HP regen to high values.		
Rajapearl Card	When attacking has [★/3]% to apply bleeding status for 6 second	Mercenary - Crystal Mine mission	X
	[Effect] Same mechanic as Biteregina, but bleeding has a more slow ticks than poison, so is better stay with Bite.		
Ravinepede Card	Stamina Potion Effects +[★]%	Mercenary - Crystal Mine mission	X
	[Effect] Not good		
Rikaus Card (Sorcerer)	SP Potion Effects +[★]%	Mercenary - Crystal Mine mission	 Click to see
	[Effect] Has potential, but not worth it spend a slot in this. [Sorc] Terrible...		
Riteris Card (Sorcerer)	[Blind] State Resistance +[★ * 2]%	Dungeon 260/300 Cube Mercenary - Crystal Mine mission	 Click to see
	[Effect][Sorc] Not good		
Rocktortuga Card	[★]% of recovering 5% SP after defeating Earth property monsters	Mercenary - Crystal Mine mission	X
	[Effect] Not good		
Salamander Card	[★]% of recovering 5% SP after defeating Fire property monsters	Mercenary - Crystal Mine mission	X
	[Effect] Not good		
Shadowgaler Card (Sorcerer)	[Silence] State Resistance +[★*2]%	Dungeon 50 cube Mercenary - Crystal Mine mission	 Click to see
	[Effect] Not good [Sorc] Weak...		
Specter Demon Lord Card (Sorcerer)	[★]% of recovering 5% SP after defeating Dark property monsters	Mercenary - Crystal Mine mission	 Click to see
	[Effect][Sorc] Not good		


Specter of Deceit Card (Sorcerer)	Max SP +[★ * 30]	Mercenary - Crystal Mine mission	 Click to see
	[Effect] Not good [Sorc] Really Weak...		
Stone Whale Card	When attacking has [★/3]% change to reduce damage by 10% for 5 seconds	Mercenary - Crystal Mine mission	X
	[Effect] Can be really good, needs testing		
Succubus Card (Sorcerer)	When attacking, you have a chance to decrease Aggro by [★]%	Mercenary - Crystal Mine mission** <u>R-Field Boss:</u> <u>Mochia Forest</u> <u>Feretory Hills</u> <u>Sutatis Trade Route</u>	 Click to see
	[Effect] Need testing [Sorc] Not that good.Her sucking skill is not so potent to be good, but maybe useful in pvp		
Tetraox Card	Bleeding State Resistance + [★*2]%	Mercenary - Crystal Mine mission	X
	[Effect] Not good		
Throneweaver Card (Sorcerer)	[★]% of recovering 5% SP after defeating Poison property monsters	Mercenary - Crystal Mine mission	 Click to see
	[Effect][Sorc] Not good		
Tutu Card	Carry Weight +[★]%	Mercenary - Crystal Mine mission	X
	[Effect]might be good for a trading/crafting character		
Velnewt Card (Wugushi)	[★]% chance of recovering 0.5% HP when hit by Small-type monsters	Mercenary - Crystal Mine mission	X
	[Effect] Not good		
Velorchard Card (Sorcerer)	Evade +[★ * 2]	Mercenary - Crystal Mine mission Saalus Cube	 Click to see
	[Effect] Atm is underwhelming. [Sorc] Not good		
Velpede Card (Wugushi)	When attacking has [★ /3]% chance to increase move speed by 4	Mercenary - Crystal Mine mission	X
	[Effect]Useful for AA classes to farm.		
Werewolf Card	[★]% chance of attacks being registered as Rear Attacks	Mercenary - Crystal Mine mission	X
	[Effect] Excellent for Rogue builds to use with Sneak Hit Skill		
Yekub Card	Holy property attack +[★*10]	Mercenary - Crystal Mine mission	X
	[Effect] Not good		

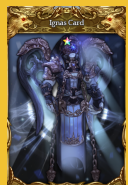
Yeti Card	Max HP +[★ * 180]	Mercenary - Crystal Mine mission	X
	<i>[Effect] Filler card to use if you don't have any other option.</i>		




[Legendary Group Card]

Card name	Effect	Drops (iToS)	Summoning Video
Demon Lord Marnox Card (Sorcerer)	Increase Minimum Critical chance by [★ * 2]%	<u>S-Field Boss:</u> City Wall District 8 Inner Wall District 8 Inner Wall District 9 Jeromel Park Jonael Commemorative Orb Outer Wall District 9	
	[Effect] Needs testing		
Demon Lord Blut Card (Sorcerer)	Reduces damage received in PVP by [★ * 3]%	<u>S-Field Boss:</u> Emmet Forest Mishekan Forest Pystis Forest Syla Forest	
	[Effect] 30% reduction is really a high amount		
Demon Lord Zaura Card (Sorcerer)	Physical Defense +[★ * 10]%	<u>S-Field Boss:</u> Emmet Forest Mishekan Forest Pystis Forest Syla Forest	 Click to see
	[Effect] An extremely buffed Zaura card. Can be useful for the new buffs coming for Peltastas.		
Demon Lord Nuae Card (Sorcerer)	Magic Defense +[★ * 10]%	<u>S-Field Boss:</u> Emmet Forest Mishekan Forest Pystis Forest Syla Forest	
	[Effect] An extremely buffed Nuae card		
Demon Lord Helgasercle Card (Sorcerer)	Recovers [★ * 20] SP per monster killed	<u>S-Field Boss:</u> City Wall District 8 Inner Wall District 8 Inner Wall District 9 Jeromel Park Jonael Memorial Outer Wall District 9	
	[Effect] Very useful for pve content for builds that drains a lot of sp like BM, SR, SM		

Demon Lord Rexipher Card (Sorcerer)	Movement Speed + [★]	<u>S-Field Boss:</u> City Wall District 8 Inner Wall District 8 Inner Wall District 9 Jeromel Park Jonael Memorial Outer Wall District 9	
	[Effect] +10 mov speed!!! Just that		
Demon Lord Mirtis Card (Sorcerer)	[★ * 10]% Penalty reduction due to attribute bonus.	<u>S-Field Boss:</u> City Wall District 8 Inner Wall District 8 Inner Wall District 9 Jeromel Park Jonael Memorial Outer Wall District 9	
	[Effect] Needs testing, since the attribute bonus has undergone a huge rework.		
Kugheri Balzermancer Card	Experience gained +[★]%	Raid: First Sheter	X
	[Effect] Just More EXP		
Heretic Pantorex Card	Damage to beast type monster+ [★ * 7]%	Guild Mission Lv17	X
	[Effect]Needs testing		
Velcoffer Card	Damage received by monsters reduced by [★ * 3]%	Velcoffer Cube	X
	[Effect] Very good for pve builds in general.		
Froster Lord Legend Card (Sorcerer)	When equipped, the Summons of the user have their Maximum Attack and Minimum Attack difference decreases by [★ x 10%]. At lvl 10, Minimum Attack will be equal to Maximum Attack	Former Fantasy Library	

Ignas Card (Sorcerer) (ktest)	[슬롯 장착 효과] 치명타 공격시 [★ * 5]% 확률로 6초 동안 은신합니다.	Astral Tower Closed Quarters	

Boruta Card (ktest)	야수형 몬스터에게 데미지 [★ * 5]% 증가	Borutos Kapas	

Glossary	
Name	Description
R-Field Boss	Regular Field Boss
S-Field Boss	Superior Field Boss
(Sorcerer)	<p>Este card pode ser usado para a habilidade "Summoning" de Sorcerer. Clique no link para ver o vídeo de demonstração da invocação.</p> <p>This card can be used for the skill "Summoning" of Sorceres. Click in the link to see the video of the boss.</p>
(Wugushi)	<p>Este card pode ser usado para o Poison Pot de Wugushi.</p> <p>This card can be used for Poison Pot of Wugushi</p>
**	<p>Apenas no Ktest</p> <p>Ktest Only</p>