

NuMnUmZz Guide to Tasty Card combo's

Do you want to do big dick DPS? do you want to survive and not be running in circles with your head cut off?

You've come to the right place. I will give you all the secrets to not fucking die and do all the damages!!!

Some basics, a lot of defensive Card combinations (Most) are tied to things like Armor, Garment and Shield card slots. Shoes have some and so do Accessories.

Offensive card compounds are tied to weapons, some are tied to accessory slots and headgear slots. But for the most part headgear card compound slots and accessory slots exist as sort of utility and provide options.

Basic Defensive Card Compounds

Here is a list of elemental compounds on armor

Card	Item ID	Armor becomes	Extra effect
Pasana Card	4099	🔥 Fire 1	DEF +1
Swordfish Card	4089	💧 Water 1	DEF +1
Dokebi Card	4098	🌀 Wind 1	DEF +1
Sandman Card	4101	🌱 Earth 1	DEF +1
Argiope Card	4114	☠️ Poison 1	DEF +1
Bathory Card	4119	🌑 Shadow 1	—
Evil Druid Card	4141	👁️ Undead 1	INT +1, DEF +1
Angeling Card	4054	☪️ Holy 1	—
Ghostring Card	4047	👻 Ghost 1	HP Recovery –25%

All these armor compounds change your element to the level 1 variant, which is approximately a - 75% incoming damage from that same element. So if you are fighting Roweens (Hyenas for the plebs), their element is Wind, and if you get a piece of slotted armor with the dokebi card on it, you

would take -75% damage from Roweens. So instead of getting your dick chopped off for 300-500 damage, you would only take 75-125 damage per swing.

Also some things to consider; those cards do not ONLY change your element. Things like ghosting cards also decrease your hp/sp recovery by 25% so be aware there are in some instances costs. I am not going to list those here, you can check the [wRO database](#) OR [Rate my server](#)

Here is a brief list of Garment compounds to help some more with not fucking dying.

Card	Compounds on	Damage reduced	Reduction	Other important effect
Orc Baby	Garment	Neutral	10%	Becomes 15% on +9 or higher garment; +Flee
Noxious	Garment	Neutral	10%	Also 10% ranged damage reduction
Harpy	Garment	Neutral	15%	+5% Napalm Beat damage
Raydric	Garment	Neutral	20%	No drawback
Deviling	Garment	Neutral	50%	+50% damage taken from every non-Neutral element
Jakk	Garment	Fire	30%	Flee +5
Marse	Garment	Water	30%	Flee +5
Dustiness	Garment	Wind	30%	Flee +5
Hode	Garment	Earth	30%	Flee +5
Myst	Garment	Poison	30%	Flee +5
Isis	Garment	Shadow	30%	Flee +5
Marionette	Garment	Ghost	30%	Flee +5
Orc Zombie	Garment	Undead	30%	Flee +5

Here is another list of Shield compounds to assist with also not fucking dying. Side-note, the left column is what it mitigates, the center section is what monster drops the card. ALSO Demi-human is just humans, so other players count as demi-human, if you are ever curious about a monster's race, check [Rate my server MonsterDB](#).

Shield Card Mitigation Compounds

Race	Card	Slot	Reduction
Demi-Human	Thara Frog	Shield	30%

Race	Card	Slot	Reduction
Brute	Orc Warrior	Shield	30%
Insect	Bigfoot	Shield	30%
Formless	Penomena	Shield	30%
Demon	Khalitzburg	Shield	30%
Undead	Teddy Bear	Shield	30%
Fish	Rafflesia	Shield	30%
Plant	Soldier Andre	Shield	30%
Dragon	Sky Petite	Shield	30%
Angel	Anubis	Shield	30%

BIG DICK DAMAGE or Offensive Card Combos

Now that I have covered how not to die like a bitch, let's get into how to do BIG dick damage. This can actually be really complicated, so let's simplify this.

First and foremost, the way the Ragnarok online calculates damage from cards is that each damage type will multiply with another type. So let's take the classic PvP combo "Double Bloody Double Boned" AKA (2) Skeleton worker cards (+15% damage on medium monsters) and (2) Hydra Cards (+20% damage on Demi-human.)

In this case, you ADD the 2x Skel-workers so it's $15\% + 15\% = 30\%$ 1.30 (130% damage)

And then ADD the 2xHydras $20\% + 20\% = 40\%$ OR 1.40 (140%)

Then you multiply them

So $1.30 * 1.40 = 1.82$

and if we convert it back to %, you would be hitting a whopping 182% damage on the target. Big wow!!! (insert Shamwow meme here)

TO BE FAIR, you are getting a whopping 2% extra damage by doing this compared to just doing 4 hydra cards, but this demonstrates what I am getting at.

When you are trying to figure out how much damage you want to do on a specific type or Element monster, we need to reverse engineer what cards we are looking for. ALSO consulting the elemental Attributes table is very useful because there are different tiers to elemental damage and defenses. You can find that at [Rate my server](#)

Let's take a Roween a popular leveling monster and work from there. To determine how much damage we want to do, and how much we want to mitigate, we need to look in this section, which I

have "circled" in red.

Roween (ROWEEN) Mob-ID#1782					On Maps		Elements	
HP	5716				ice_dun01(5) - Ice Cave F1 ra_fild03(10) - The Plain of Ida ra_fild04(60) - Audhumbla Grassland ra_fild07(50) - Od Canyon ra_fild10(10) - Od Canyon		Neutral	100%
Level	31						Water	50%
Race	Brute						Earth	150%
Property	Wind 1						Fire	100%
Size	Medium						Wind	25%
Hit(100%)	90						Poison	125%
Flee(95%)	173	Base Exp	16690		Mode - Looter - Assist - Change Target (Attack)		Holy	100%
Walk Speed	Slow	Job Exp	12660				Shadow	100%
Atk Delay	0.84s						Ghost	100%
Attack	298-377	Base Exp / HP		2.92:1			Undead	100%
Def	0	Job Exp / HP		2.215:1			Skill Analysis Renewal	
Magic Def	7	Delay After Hit		Short				
Atk Range	1 cells	Str	51	Int	18			
Spell Range	10 cells	Agi	39	Dex	67	Drops Animal Skin (100%) Wind of Verdure (2.5%) Combo Battle Glove [4] (0.1%) Roween Card (0.05%) Rotten Meat (100%) Monster Skills Multi-stage Attack [Lv4] Wind Attribute Attack [Lv2]		
Sight Range	12 cells	Vit	48	Luk	19			

We know its Race, elemental property, its size, and we now how much hit rate it has to hit at 100% and how much Flee (dodge rate) it has. This gives us everything we need to not die, and to do lots of damage. Also, if we look on the RIGHT side, we can see its elemental weaknesses.

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 Animal Skin (100%)		 Wind of Verdure (2.5%)		 Combo Battle Glove [4] (0.1%)		 Roween Card (0.05%)		 Rotten Meat (100%)	
Monster Skills									
 Multi-stage Attack [Lv4]					 Wind Attribute Attack [Lv2]				

Now that we know what this monster is, we can start looking at card compounds. The simple way to do this is 2x2, or 2 cards of one damage and 2 of another damage. We are going to assume you have a four slot weapon (I will explain less slots in the next sub section.) Let's list all the weapon compounds you can use and work from there.

Weapons that increase damage via Size

Target size	Card	Prefix	Effect	Item ID
Small	Desert Wolf Card	Gigantic	+15% damage vs Small, ATK +5	4082
Medium	Skeleton Worker Card	Boned	+15% damage vs Medium, ATK +5	4092
Large	Minorous Card	Titan	+15% damage vs Large, ATK +5	4126

Weapon card compounds that increase damage via Element

Target Property	Weapon Card	Damage Increase	Item ID
Neutral	— None	—	—
Water	Drainliar Card	+20%	4069

Target Property	Weapon Card	Damage Increase	Item ID
Earth	Kaho Card	+20%	4065
Fire	Vadon Card	+20%	4049
Wind	Mandragora Card	+20%	4030
Poison	Anacondaq Card	+20%	4062
Holy	Orc Skeleton Card	+20%	4085
Shadow	Santa Poring Card	+20%	4005
Ghost	Mao Guai Card	+20%	4202

Weapon card compounds that increase damage via Race

Target Race	Weapon Card	Damage Increase
Demi-Human	Hydra Card	+20%
Brute	Goblin Card	+20%
Insect	Caramel Card	+20%
Formless	Peco Peco Egg Card	+20%
Demon	Strouf Card	+20%
Fish	Flora Card	+20%
Plant	Scorpion Card	+20%
Dragon	Earth Petite Card	+20%
Angel	— None	—

Now that I have given you a list of options, some key notes: The categories for **Race damage** and **Elemental damage** are usually easy to distinguish, but there are a few confusing exceptions. An example is ***Undead***, which has two separate categories. There is **Undead Element** and **Undead Race**, so when you look at a card, you may need to double check whether it specifies "element" or "race" to correctly understand the math.

ALRIGHT Let's kill Roweens! First, we want the highest Percentages in both of our 2x2 categories. We know it's Wind T1, Brute, and medium type. Let's consult my handy dandy graphs because bitches love graphs.

Weapon	Race	Element	Size	Flat ATK	Multiplier
2 Goblin + 2 Mandragora	+40%	+40%	—	—	1.96x
2 Mandragora + Goblin + Skeleton Worker	+20%	+40%	+15%	+5	1.932x

Weapon	Race	Element	Size	Flat ATK	Multiplier
2 Mandragora + 2 Skeleton Worker	—	+40%	+30%	+10	1.82×

WOW numbers! Honestly, just look at the multiplier on the right and turn it into a % which looks like

2xGobby+2xMandro = 196%

2xMandro +Gobby+Skel-Worker=193.2%

2xMandro=2xSkel-Worker=182%

Clearly, we want the two highest percentages multiplied against each-other, but there is the break down to show it. I didn't feel like showing you all the math this time.

Now let's look at a three card combo and a 2 card combo option.

3 Card Weapon

3-Card Weapon Combo	Race Bonus	Element Bonus	Size Bonus	Flat ATK	Damage Multiplier
2 Goblin + 1 Mandragora	+40%	+20%	—	—	1.68×
1 Goblin + 1 Mandragora + 1 Skeleton Worker	+20%	+20%	+15%	+5 ATK	1.656×
1 Mandragora + 2 Skeleton Worker	—	+20%	+30%	+10 ATK	1.56×

2 Card Weapon

2-Card Weapon Combo	Race Bonus	Element Bonus	Size Bonus	Flat ATK	Damage Multiplier
Goblin + Mandragora	+20%	+20%	—	—	1.44×
Goblin + Skeleton Worker	+20%	—	+15%	+5 ATK	1.38×
Mandragora + Skeleton Worker	—	+20%	+15%	+5 ATK	1.38×

Clearly, the **OPTIMAL** strategy is getting a 4 slot weapon, but there are the multipliers for the other weapon options.

These are **JUST** the basics. There are many more card combinations available to be played with in our dope ass wRO server. This **HOPEFULLY** will give you the tools to not fucking die and do big dick damage. Be aware that I haven't told you everything. I want you to explore and find things! I have given you some fish, hopefully you have learned to fish, good luck happy hunting. See you in the dungeons.

Addendum

Weapon Cards that increase Hit

Weapon Card	HIT Bonus	Other Effect	Item ID	MVP Card?
Stone Shooter Card	+10 HIT	ATK +10	4225	No
Fur Seal / Seal Card	+10 HIT	FLEE +3	4312	No
Mummy Card	+20 HIT	—	4106	No
Howard Alt-Eisen Card	+30 HIT	ASPD −5%	4362	No
Phreeoni Card	+100 HIT	—	4121	YES

Weapon Cards that increase Crit

Weapon Card	CRIT Increase	Condition / Target	Item ID	MVP Card?
Lunatic Card	+1 CRIT	Always	4006	No
Wolf Card	+1 CRIT	Always; also ATK +15	4029	No
Soldier Skeleton Card	+9 CRIT	Always	4086	No
Gryphon Card	+7 CRIT	Always; also FLEE +2	4163	No
Bow Guardian Card	+5 CRIT	While using a Bow; also HIT +5	4428	No

Weapon Card	CRIT Increase	Condition / Target	Item ID	MVP Card?
Sword Guardian Card	+5 CRIT	While using 1H/2H Sword; also HIT +5	4427	No
Drosera Card	+15 CRIT	Long-range physical attacks only	4421	No
Mobster Card	+4 CRIT	Thief-class only	4317	No
Seal / Fur Seal Card	+9 CRIT	Acolyte-class vs Demon & Undead	4312	No
Eremes Guile Card	+10 CRIT	vs Demi-Human	4360	No
Assaulter Card	+7 CRIT	vs Demi-Human	4246	No
Cruiser Card	+7 CRIT	vs Brute	4297	No
Bloody Murderer Card	+7 CRIT	vs Insect	4214	No
Goblin Steamrider Card	+7 CRIT	vs Formless	4156	No
Panzer Goblin Card	+7 CRIT	vs Demon	4310	No
Goblin Archer Card	+7 CRIT	vs Undead	4157	No
Rotar Zairo Card	+7 CRIT	vs Fish	4192	No
Kobold Archer Card	+7 CRIT	vs Plant	4292	No
Dullahan Card	+7 CRIT	vs Dragon	4176	No

Accessory Cards that increase Crit

Accessory Card	CRIT Increase	Condition	Item ID	MVP Card?
Kobold Card	+4 CRIT	Always	4091	No
Heater Card	+3 CRIT	Always	4331	No
Zhu Po Long Card	+3 CRIT	Always	4272	No
Ragged Zombie Card	+5 CRIT	vs. Demi-Human	4436	No
Ifrit Card	+1 CRIT per 10 Job Levels	Up to +5 at Job Lv. 50	4430	YES

