

■ NEW FEATURE: Magic-Type Cards

Magic Cards are a special utility-based card type focused on teleportation and strategic movement. These cards are available only through magical shops and cannot be found as random loot. They are not part of the collectible card set and cannot be stored in the player's collection.

Function	Description
■ Teleport to Known Locations	Instantly return to previously visited landmarks or areas
■■■■■ Teleport to Players	Travel to a teammate's location (restrictions may apply during combat)
■ Purchase-Only	Only found in magical shops with in-game currency
■ Not Collectible	These cards do not count toward collection progress
■■ Unlimited Use	Durability does not apply, but cooldowns may exist

■ NEW FEATURE: Collection Completion Events

Players who manage to collect a full set of cards from the same type (e.g., Flame-type, Wind-type, Blade-type) unlock a special challenge event. Completing this event grants powerful rare cards, while failure comes with harsh penalties.

Trigger	Collect every card in a specific category/type
Event Type	Solo or multiplayer mini-game, puzzle, or boss challenge
Reward	Rare card unique to that type
Penalty on Failure	Lose one random card or enter cooldown for unique item
One-Time Event	Each collection triggers the event only once