EDUCATION

Rotmg Pet Guide

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Your Essential Rotmg Pet Guide: Mastering Companions in Realm of the Mad God

Navigating the chaotic world of Realm of the Mad God (RotMG) is no small feat. Whether you are charging into the Oryx Castle or farming Sprite Worlds for Potions of Dexterity, one element can dramatically shift the odds in your favor: your pet. A well-developed pet is not just a cosmetic accessory; it is a lifeline, a damage booster, and a game-changer. This comprehensive **Rotmg Pet Guide**is designed to take you from a novice pet owner to a master breeder, ensuring your companion is always fighting at its peak.

Understanding the Core of the RotMG Pet System

Pets in RotMG are persistent companions that follow your character around, providing automatic buffs and assistance. Unlike consumables or gear, your pet levels up permanently and can be transferred between all characters on your account. The system is deep, involving rarity tiers, abilities, and a fusion mechanic that can be confusing for new players. This **Rotmg Pet Guide**will break down every component so you can make informed decisions from the very beginning.

Every pet in the game falls into one of five rarity categories. Rarity determines the maximum level your pet can achieve and, consequently, how powerful its abilities can become.

- Common: The starting point. Max level 30.
- Uncommon: A step up. Max level 50.
- Rare: Where pets begin to feel truly useful. Max level 70.
- Legendary: The standard for end-game play. Max level 90.
- Divine: The pinnacle of pet evolution. Max level 100.

When you first obtain a pet from a Mystery Box, a drop, or the Pet Yard, it will likely be Common or Uncommon. The journey to a Divine pet is long and resource-intensive, but this **Rotmg Pet Guide**will show you the most efficient path.

The Three Pillars: Pet Abilities Explained

Every pet has three ability slots, but only the first one is active initially. The second and third abilities unlock as the pet reaches higher levels. Understanding these abilities is critical to building an effective companion.

There is a widespread consensus among the RotMG community, and any reputable **Rotmg Pet Guide** will confirm: **Heal**must be your pet's first ability. This ability periodically restores your HP automatically. In a game where a single bullet can chunk half your health, having a reliable heal pet allows you to survive situations that would otherwise kill you. The healing scales with the pet's level and rarity. A maxed Rare pet with Heal can save your life during a Tomb of the Ancients fight.

Your choice for the second ability largely depends on your playstyle and class.

• Magic Heal: This restores your MP over time. It is invaluable for classes that rely heavily on abilities, such as Necromancer, Priest, or Wizard. With high Magic Heal, you can spam your ability far more often, increasing your damage output or healing potential.

• Electric: This ability shocks nearby enemies, dealing damage and stunning them for a short duration. Electric is fantastic for melee classes like Knight or Warrior, as it helps control crowds and lock down dangerous enemies. It is also situationally amazing for rushing through dungeons.

The third ability is often the least impactful, but it still offers benefits. Common options include:

- Decoy: Summons a decoy to distract enemies. Useful in small bursts.
- Attack Close/Far: Your pet deals minor damage. Very negligible in the grand scheme.
- Savage: Increases damage to enemies below a certain HP threshold. Situational.
- Rising Fury: Increases your damage as your pet takes damage. Hard to control.

For most players, the ideal setup is **Heal / Magic Heal / Electric**. This combination offers unparalleled sustain and utility. This **Rotmg Pet Guide**strongly advises you to aim for this specific ability order for a long-term investment.

Feeding Your Pet: The Road to Power

To increase your pet's level, you must feed it items from your inventory. The Feed Power system determines how much experience an item gives. Items range from low-tier weapons (20 Feed Power) to rare UTs and high-tier potions (500+ Feed Power).

Feeding items directly can be expensive in terms of Gold or Fame (for the feed cost). Here are some tips to maximize your resources:

1. Farm Fame: Use a maxed character to farm Fame in the Realm or dungeons. Fame is the primary currency for feeding items.
2. Use Feed Power Items: Some items are specifically designed for feeding. For example, “Amulet of Dispersion” or high-tier rings (like the Ring of the Covetous Heart) offer excellent Feed Power relative to their Fame cost.
3. Avoid Feeding Good Gear: It might be tempting to feed a duplicate UT, but often it is better to keep it for trading or another character. Always calculate the Feed Power per Fame cost before feeding.
4. Event Items: Participate in events. Many event-specific items have inflated Feed Power and can be obtained in bulk.

Fusion: Creating a Stronger Pet

Fusion is the process of combining two pets of the same rarity to create a single pet of the next rarity tier. This is how you evolve your pet from Common to Uncommon, Rare, and beyond. However, fusion is not a simple "push button to win" mechanic.

To get the highest possible level for your new pet, you must fuse two max-level pets of the same rarity. For example, to create a max-level Rare pet, you need to fuse two max-level Uncommon pets (level 50 each). If you fuse two level 1 Uncommon pets, you will get a Rare pet that starts at level 1, severely hampering its potential and costing you more resources in the long run.

The Golden Rule of Fusion: Always max both parent pets before fusing. This ensures your new pet starts at the highest possible level for its new rarity. A common mistake in any **Rotmg Pet Guide**is rushing fusion. Patience is a virtue here. Farm the Feed Power, max both pets, then fuse.

Pets come in different families (e.g., Feline, Canine, Reptile, Avian, Humanoid, etc.). When fusing, the family of the resulting pet is chosen randomly from the two parents. Appearance is cosmetic but important to many players. If you care about how your pet looks, consider collecting specific skins before fusing. However, ability order and max level potential should always take priority over appearance.

End-Game Pet Management: Beyond Level 90

Once you have a Legendary or Divine pet, the costs increase exponentially. Feeding a Divine pet can cost over 1000 Fame per item, making efficient feeding critical. At this stage, you should focus on:

- Maxing your pet's first ability (Heal) to 100: This provides a massive 90 HP heal every few seconds, making you virtually unkillable in most situations.
- Boosting Magic Heal and Electric: These secondary abilities become significantly stronger at high levels, providing immense sustain and utility.
- Using Ambrosia and Rare Eggs: These high-value items from the Nexus shop or events provide enormous Feed Power (500 and 1000+ respectively). Save them for your highest rarity pet to get the most value.

Common Mistakes and How to Avoid Them

Every player makes errors early on. Let this **Rotmg Pet Guide** save you from the most painful ones:

1. Fusing too early: As mentioned, always max both pets first. Fusing a level 30 and a level 1 Common pet will ruin your potential.
2. Ignoring ability order: A pet with Electric as its first ability is a trap. It offers no sustain. If you pull a pet with a non-Heal first ability, do not invest heavily in it. Use it as fusion fodder for a better pet.
3. Wasting Fame on low-tier items: Do not burn through your Fame feeding Common rings or weapons. Farm for high Feed Power items or buy them from other players.
4. Not using Pet Yard upgrades: You can upgrade your Pet Yard in the Nexus for Fame. A higher-level yard allows you to feed pets more times per day. This is a wise long-term investment.
5. Abandoning a good pet for a bad one: Once you have a Heal / Magic Heal / Electric pet, stick with it. Do not be tempted by flashy skins that have poor ability sets.

Conclusion: Your Pet, Your Partner

Mastering the pet system in Realm of the Mad God is a marathon, not a sprint. A well-raised pet will pay for itself tenfold in survivability, efficiency, and enjoyment. Whether you are solo farming or raiding with a guild, your pet is your most loyal ally. Follow the advice in this **Rotmg Pet Guide**—prioritize Heal as the first ability, fuse only at max levels, and feed wisely. With patience and strategy, you will soon have a Divine companion that makes the Realm a far less dangerous place. Happy hunting, and may your pet always have your back.

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