



Pet maxing guide rotmg

People sometimes blame me without knowing what the new guy has started or recently (and completely) broke the man has to go to start over. While the fruits of my efforts are repaid and I am considered rich, I know what is needed and the suffering people suffer. I got bored a while ago and stopped playing RotMG for a while. After a while I started a new character from scratch and had a good time doing it. Yes, it was hard and a little painful, but it was beautiful. Now, I'm doing it again because we have pets with talents and a lot of people are having problems. I wanted to come up with a strategy to help people become an effective player quite quickly. I quickly, all relative of him, this takes many days or weeks depending on how often you play and the style of play. I already have a pet and I don't need to recommend my pet then scroll down to the section 30 levels now what pets, if not please read my pet page Pets - as our Guardian Angels have a lot of information there. Pets are now very important in this game. With the right pet that can heal yourself, you can restore MANA and have several other abilities to choose from. I think 2 of the most important pet abilities Heal and MP Heal and this is the order in which the pet should have them. Learn about pets on my pet page and you'll understand why. You need to decide what pet abilities you want and then either trade for eggs or find eggs. I'm going to heal, mp heal and find paralysis or bait. Third ability isn't that important, and if I can't find it, I can settle for something else. I don't care what kind of pet family I end up with right now, but you. I plan to open every egg to find out who did what I needed. If the pet wants a specific family, it may take longer to find it. Raising a pet to be useful will cost you fame or Gold as well as feed items. On my Bluenoser account I have already spent money to improve the account to be paints, backpacks, character slots or extra crates so I am going to play this new account without spending gold. If you want to spend real money on gold is your choice to raise my pet. Now I've decided on Pets abilities that I have to spend and eventually get fame to feed items. We need fame to raise our pets. A new character account has zero fame. We need feed items to feed our pets. Any item you get in a bag is actually pet food, AMA, we can feed your pet I want to maximize and have pet level as quickly as possible. I plan to feed items with at least 200 feeding power. It's a challenge again. My common pet will get its first ability max for 2080 feed The cost of feeding for common Pet is 10 Fame. Using 200 feeding power or better items 2080 feed power will take at least 10 items and 10 fame per item, which will be about 100 fame, for max, the first ability of the pet. To feed my pet, you will try to find these God's Realmeye.com and trade for items using a trading area. Trade, Purchase and order Selling. In see my trading page where I need stat pots. Damn, it's a vicious circle. No Fame, unpotted character, pet level 1 or too low, no pots of trade for items, but God can live on his land. I just summarized all the main problems that we started. You need to think about the future Pet Challenge right now if you are starting in this game you have to remember that there is only one character slot. This will pose a challenge for future pet upgrades. How do you ask? Glad, I now asked for the scary answer If there is no fame then the character cannot upgrade the pet without dying. Just for that reason, consider at least one other character slot about buying with gold. Usually a good deal is a nest and perhaps some crates have packaged packages from time to time to be together. Pet Upgrade fame for rare, rare or anything else becomes really expensive. We have to plan for this. For this guide I rarely upgrade my pet and plan to max out my second abilities in time. To make a rare pet you need 2 common pets at their maximum level. For more information, see my page Pets - Our Guardian Angels. If we feed pet items with at least 200 feed power then it will cost us 300 fame to make 2 common pets to insuse these 2 pets to make a rare pet together with 200 fame levels and our pet garden which costs 500 fame should be raised. This just means that you need a total of 1000 fames to reach the basic level of a rare pet. We are going max the second common pet has to be from the same family but its abilities do not matter, only the abilities of the first pet are important as mentioned above. The plan is to overcome our challenges in the first challenge, and easy, which character to use. If you're a new player, we'll go with the wizard. This class is so perfect. Probably the best class for growing pots. Remember, we will be looking for pots to buy feed items for the equipment. Use this if you've played other classes and have a favorite. I'll talk about the Wizard in this manual. First thing that brings the Wizard back to the early 20th century. If you are new to RotMG.Once level 20 we can find some recommendations page Tips, Tricks, Combat and other things we have farm for pots or pets. I'm going to give me a pot. farm and I want a pet that can help you survive better as a farm, so the farm will be famous Go to EUWest2, EUNorth, AsiaEast, or another server running Fame Trains. Depending on the time of day you play, these servers may not be too busy. In this case you just find a busy server and go there. You may not find a train of fame, but godlands. Your Level 20 Wizard must stay between the middle and the front but not the front and try not to stay behind get with a group of people struggling. If you are a good Fame Train you will get a lot of fame, if low then gets nexus. Always make sure you have HP Pots located on the beach or /Tutorial. See my Basic Game Information page for using private chat commands. If you are on a Fame train not behind. When rubber banding can end in the middle of a group of gods and die, it is best to find another server right now. Try for at least 200 fame, I will probably go for 300 which will give you some buffer to feed 2 pets discussed above. I bet you've died a few times, which has further increased your reputation. Don't sweat dying, this game is all about dying and trying to survive. Everyone dies ... Repeatedly. Once you have at least 200 fames, now you pass through the Godlands in agriculture. Take a look at my Agricultural Guide when you are ready to farm for pots. Believe me, you're going to die many times now. Godlands agriculture is easy and difficult depending on the number of gods around you. Fight in groups if possible, there's some security in numbers. Like I said, don't worry about death, just restart, level up and keep farming. A long part of this is now, farming pots for pets and looking for eggs to make a pet. Some days eggs fall easily, some days they are not so easy, perseverance is required when farming. Most eggs can be traded for a DEX or 2 in the Realmeye trading section. For each stat pot you get, look Realmeye.com and see if you can find an item offered for the stat pot your pet. If you have decided on a family then also set up your own offers to buy eggs for that family. At some point, you may want to equip some better items to help your character, as healing your pets change the way you raise your main character and put it in your pot, or at least the way I now farm. You have to make some mues to store pots. When Godlands grows his pots in the safe and Mule. Please note that pot your DEF it is not easy to get rich in this game but once you take the basics outlined here and keep track of them, you will follow the richness. See my page The Trick to Getting Rich... Don't forget to look out for your pets!!!!!! RotMG jambola2 Was created by this guide to help you find the perfect pet when starting an Overpowered Pet Guide and assess how much fame and pots you will get to get there. However, this guide initially contains some bold text that is a summary of the section This includes the base and the rest of the additional information , and how information was found. All this information is taken from the wiki , or information is taken from the wiki , or information is taken from the wiki , or information is taken from the rest of the additional information was found. All this information is taken from the wiki , or information was found. 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If you are ever thinking of getting a legendary pet (55k fame and 90 living pots), your goal should be only for the first two skills, Heal/Mheal or Mheal/Heal Before we compare these skills, two of which let them divide :-Skills centered around damage and skills with other uses. The attack is far away, the savage, the rising anger centered around the damage and just no harm done. Mheal is focused towards healing and paralyzing the feed on no harm and further damage to the electricity. Savage and Rising fury don't have well-defined statistics. The attack. Maxed legendary level (90), no damage of 325 per second, 130 shots of damage. This means only 275 DPS deals against an enemy with 20 defs. Maxed makes a rare level (70), 133 DPS and 20 def against an enemy, one insufficient 100 DPS deals. The attack is very level 70 and level 90 also does only 33 DPS against only 140 DPS. Attack has significant damage to the near level, but SB does not contribute and requires intermittent classes, the enemy must have the most range to get within the 3.5 tiles. Now, given their non-aggressive skills. At level 70, you get 20 hp/s or 8.9 mp/s. This is equivalent to 167 Vit or 150 Wis increase. Whether level 90, 46 hp/s or 23.5 mp/s. This is equivalent to 383 Vit or 393 Wis increase. There is increased damage to electricity, reducing the range, chances and duration of paralysis and waiting time between attacks. Low-range ability of electricity, only Great for being used for safer bosses but rushing as melees. It is dangerous to make Lemon as an unmaxed class of electricity, as you can cause lemon shotgun 70 levels, paralyzed by 70% chance, every 1 second, 2 seconds lasts. This also causes a highly reliable paralysis, which does not exist around the same DPS as close, but the 1.5. At level has a lower range of 90, paralysis has a 90% chance, every 0.5 seconds, which lasts 3 seconds. This does 242 damage, causing 484 DPS (444 DPS against 20 def). It is better to close to the DPS attack and also no paralysis, with a fairly high chance of permanently. The only drawback is the large DPS and small range with paralysis, which is very likely to ruin electrical graves. The attack is more preferable to frequent grave bosses with armored condition2- How to obtain a pet with these skills? Open all eggs except vending machines, insects and spooky eggs. Humane eggs are the most preferred eggs. Some pets never have these skills. Vending machine domestically always start with Rising fury, attack medium or attack close. Humane eggs, on the other hand, always begin after receiving a pet with Heal. After perfect opening, as described in the first chapter, from the egg and the whole egg of the same families, as they are not required. 3- Feeding and raising your pet garden and related costs A – When feeding your first common pet, you can feed and maximize the commons and feed almost any item. But when you need to feed items with 150 feeding power. 14 feedings will be required to maximize a common pet from 30. It will cost 140 fame and items will be cheap and easy to get. B- Nutrition and uncommonsMaxIng To get your first rare pet, you need to spend 280 fame on two common pets max, 500 fame to insuse your pet to get the rare . This pet will have two skills with 50 max for each. The cost for the first rare pet is 1080 fame. The next pet garden is not required, since each subsequent pet will cost only 580 fame. 580 fame will always save you due to a rare pet egg. It rarely items with approximately 250-300 feeding power Recommended. Assuming you feed items with 300 feeding power, 50. It's going to cost 870 reputations. Assuming you buy items for 1 def, such as exa rings, pets This is also about 5-6 life when previous costs are included, it will be wasted in the long term of 5-6 lives in total cost to build a maxed rare pet from scratch spent maxing the second skill of commonsAny items or fame, Strongly the first skill is recommended to stop feeding after maxedC- To get the rare first rare pet of feeding and maxing, you need to spend 2900 fame and 10-12 lives to build two uncommons from scratch Max. Then it is needed to spend 2k more in the pet garden and 1k more for fusion. At this point, you get 70 max for both skills!*This is the first rare and 3900 fame + 11L costs 5900 fame + 11L total for each nadir. Therefore, each rare egg records 3900 fame and 11 Life. * During a rare pet feeding, there are treasures of 450 feed power of the best items to feed. You can also feed ring pops and UT's that you don't want with over 450 Feeds. Assuming treasures with 450 feeding power, the first skill will get max 89 feeds. This is going to cost you 8,900 reputations. Assuming you buy every treasure for each of the 2 def, it will also cost 30-36 lifeAny items are wasted considering the previous costs of feeding the second skill max, maxed rare animal cost 3900 fame + 11L base + 8900 fame + 33 lifetimes for maxing, leading to a huge total of 12800 fame + 44 lives. Having so much wealth can allow for a rare insta-max. 2500 fame for the entire garden is not included in the cost once, but if included 15300 fame + 44 lifeD- to achieve legendary status Reaching insurance 4000 fames. It costs 54600 fame + 88 lives to get a legendary pet from scratch This 57100 fame is upgraded, if you are thinking of the first two pet garden upgrades. Since the legendary pet This of E-Maxing is not so simple, it is put in a separate section. Most players prefer to feed their pets only their TT or gold-purchased pet food at this point, as it is the only thing worth it. Buying regular treasures and feeding them as pet food, but feeding treasures with 550 feed power, 3 def is not worth fameworthy as you feed treasures and reding treasures with 550 feed power, 3 def is not worth it. Buying regular treasures and feeding treasures with 550 feed power, 3 def is not worth fameworthy as you feed treasures with 550 feed power, 3 def is not worth fameworthy as you feed treasures with 550 feed power, 3 def is not worth fameworthy as you feed treasures with 550 feed power, 3 def is not worth fameworthy as you feed treasures with 550 feed power, 3 def is not worth fameworthy as you feed treasures at every cost. 700 feeding power, costing every 1.5 lives. We're going to need 265 feeds. This first skill will cost max 92,750 fame and costs about 400 life potsMaxing in a hurry and an enormous amount of fame , this is the most to feed excess UTs with 800+ feed power , and when it is found.4- Gold use if you have spare gold to spend, and you need to make progress, here is yours Options :-1:- Use 1200 gold to upgrade to a legendary pet garden. It records 25,000 fame for a fairly low amount of gold.2:- Buy Ambrosia. Buy another pet food is a bad idea. Also for each of the 1200 gold, it is a bad idea to buy Ambrosia one by one. (\$10 each) If you want to spend only \$10 (1200 gold) on pet food, buy 5 sandwich cookies, 5000. Buy Ambrosia instead of 5555 Packs giving feed power, where 700 gold each (for \$50 for \$10) Ambrosia should preferably feed the legendary pet, and if necessary, for rare pets. A legendary pet, you can record several thousand fames (up to 4k) per Ambrosia. For a legendary pet max, 37 Ambrosias (and a little bit of items) you need 10 Ambrosias packs 4, costing 28000 gold. This will cover the cost of a legendary max and also upgrade in the pet garden for Legendary.SSS : I have a maxed rare pet of type X, but type Y has a rare egg. What am I supposed to do? A : The feed power of a rare egg is in large quantities, 700. A humane pet has a 1/8 chance with excellent first two skills and it can be worth it. Most other classes have lower rates, as low as a 1/24 chance. Do not open rare eggs, use them for feed, unless they are from the same family. You can open humane eggs, but there is only a 1/8 chance and to carefully evaluate before openingQ : I have a pet with a lower max than possible , what should I do now? A : Start from scratch. Q: In which layers do pets unlock more talent or be higher than the maximum? A: As a partner, there is a maximum skill of 30. Rare, there are two skills with a maximum of 50. Rare, there are 70 maximum two skills. Legendaryly, there are 90 maximum three skills. Divinely, there are 100 maximum three skills. Q: I have a question, but it is not listed here. A : Comment and ask me, or useful redditors will help you :D Good luck, search for the ultimate pet and please excuse any typos or errors, it took a long time to write. This.

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