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&lt; Orqist . Jump to navigation jump to find character classes/gentlemen (pet level) Magic name Class Appearance HP Sing Bush-Lot Laftop Skills 1 (1) Kovertang Bones War Clang30 10 N/A n/A N/a N/a No 4 (5) Liarang War Kaanaj 90 12 N/A No 8 (9) Bones Walk War Cinkall 200 14 6 N/A N/A N/A N/A Bush 12 (11) Convoke Shado Jang Kaalakh 200 16 6 N/a N/A Bush 16 (16) Unsuated Bones War Kaanaqal 300 20 8 7 N/AN/A Bush, Cook 20 (19) Dead War Kaaanal 375 22 8 8 N/AN/A Bush Action, Lat, Double Attack 24 (22) Bhutan War Kaana700 26 8 8 N/A N/A Bush, Cook, Double Attack 29 (25) Demand Dead War Kaanal 775 28 9 9 N/A N/A/A Bush, Cook, Double Attack, Dundwiveduq (2 weapons must be assigned to Dundwiveduq) 34 (29 850 32 12 12) One and one Bush, Lat, Double Attack, Dundwiwadka Kak (Dundwived without weapons) (33) Illegally Dead War(1000 39 15 15 N/A N/A N/A Bush, Lat, Double Attack, Dundwiduq Cook 44 (37) Kakklong Bones War Kaanlag 1300 47 19 19 N/A ? Bush, Laat, Double Attack, Dundwiodka Laat, Lafitap 49 (41) Death War Cinkall 2300 55 25 25 N/A 100 Bush, Cook, Double Attack, Dundwiodka Kcook, Lafitup 53 (43) Shadow Decc. 1400 57 N/A N/A 110-165. Who is a man of backup, double attack, Dundwiveduq, Laftop 56 (44) Bones Monk(1700 59 N/A 71 N/A) ? Flight Cook, Double Attack, Dundwiodk Laat, Laftop 59 (47) Thangi's Spactree 2700 69 40 N/A N/A ? Bush, Double Attack, Dundwiodka Laat, Laftop, 61 Fear (60) Z War Spactri 3300 73 27 27 N/A Nearly 70 Bush, Laat, Double Attack, Dundwiodka Kak, Lafitap, Rasana, Fear (63) Sareeran? S S Saatya Dj Sapaktri 60 N/A N/A 2500 73 ? Immune 65 (60) Britaxholvos War Spactri 4200 78 59 59 N/A children to fear backup, quad attack, dunduvidak, laftop, rasana, murder? Bush, Laat, Double Attack, Dundwiodk Laat, Laftop, Rasana, Fear of 67 (65) Lost Spirit War Spactree 6000 90 32 32 N/A ? Bush, Laat, Double Attack, Dundwioduq Laat, Laftop, Rasana, 70 Fear (65) Black Hetaram Daj Spactri? 100 n/A of N/A 300 ? Immune to backup, double attack, dundivaduq, laftop, fear of project 1999 may not be strictly applicable for the most of its information in the original source p1999, so that every class should correct their knowledge. General pet information levels are on demand on 1999, under the change in the level of change in demand for all pets, meaning that a level within the specific range is randomly selected when you are a pet. Reagents are cheap and you should take more than one of these pot all the time, so always want to re-ask you until you get as many pets as you can, whether in it or in a group. Your maximum pet extra loss and HPs will be well worth it during your group life and especially if you are working. This is true for all pet classes. to To make sure that you have a maximum pet to see its loss production. On some levels you may be able to con pet, but later on, your pet will always be blue, so its maximum hit is just the real hint on its surface. If he's not hit for more, recycling it. Magic: Re-gaining energy is your friend. There are several classic objects in the game with this effect. The magi-focused items can be clicked from the inventory and are used by all such pet classes. Pets weapons if high enough damage are weaponised then the loss of pets increases. October 23, 2011 The pounder. This generally means that if the loss of weapons is more natural to pets, pets will grow more and more hit. This maximum hit level by standard damage tables below. For example, for a DMG limited to 21: 10 weapons at low level. Delay in attack by a pet is not affected by delay on one weapon. However, the selection of weapon slots is set by delay (i.e. the less delayed item will replace one with a high delay). In the Double Welding Classic, pets will be given two 1H weapons for double. Pets get the natural double addition in level 39 (based on forum reports, need verification). Dual Welding pets will eventually be stopped accepting 2H weapons or the slope (in the late 20s or 30s, verification is required). Pet Coach Pets can equipped items in these slots: basic weapons, secondary weapons, weapons, shoulder, legs, chest, head, feet, hands, weapons, back, face, and neck. In addition, they can have a finger slot, a cleft slot, and an ear slot equipped. Note: Pets can not equipped any drop items. Do not follow race or class restrictions on pet items. Pets will get data from items, but note that the selection of coach slots is set by AC (i.e. 16 AC+ 0 HP item slots will overwrite a 14 AC + 50 HP item). Note: A simple HP ingoti test has determined that happy pets currently benefit from two ringings and are not limited to the same ingoti. [1] Pets and experience to get full experience for a killing solo, you need to do more than 50% of the damage to the crowd. If your pet has damaged you, then it will experience 50% of the killing away. This is a significant change from the previous system, in which you need to have a single approach of damaging the crowd to get full experience. If you're grouping, you and your group will get full experience from the kill, regardless of how much damage is caused to pets. (Apply: October 23, 2011) When doing less harm to a crowd than your pet, in solo games, 50% experience fine eliminating the crowd Before delivery can be saved by removing your pet from the crowd's aggro list. For example, it can be achieved in the following way: pets die or otherwise are removed from the game. Tonna: In the case of a happy pet, you can break the focus on pets before killing from the crowd. There is no need to actually kill the former happy pets in this case, but this is it General practice between the incantators to do so. Tonna: Casting memory clicks on the crowd. However, it is not easy to make sure that magic has succeeded (a technique: wait for the next talk and check how much HP is. A large HP restore indicates that the crowd is out of battle and spelling has succeeded like this). There are NPCs in the zone that can be used to check the pet detection/pet attack &lt;something&gt;command. If there is ANPC, the pet will attack the emoty &lt;something&gt;. If there is no NPC, no message is emoted. It's good practice to put pets back in the last line of your macro, so that if THE NPC comes in your pet range, then it will not actually attack it. This method does not necessarily tell you how many of them have an NPC, or just if they are in the zone. Tony a pet *52 required by green/chet i need damage on green in the classic cast 1-3 tinn. Class is a yadka. Double-level spouts, the benefits of the metal, double attack, and similar abilities. Sorcerer Pets Away/Server 1 4 8 12 16 20 + Classic/Green Malourt WT: 0.1 Size: Tiny Class: All Breed: All SingS Lajored WT: 0.1 Size: Small Class: All Breed: All Malloort: 0.1 Size: Tini Class: All Breed: All Velmalts/Blue Malloort WT: 0.1 Size: Tini Class: All Race: All professions and elements have been around EQ as long as, The Magi pet profession and cons have been a constant source of debate. Allow people to style their individual games and pets for a little bit as needed in terms of what you are looking for. Source earth has the most hit points of any elementals for its surface Metalmanae a root magic considered a relatively high resistance to disease that is due to good option for tank capacity to connect tank you get slightly lower nuclear points towards water than a ground element of the same level while a relatively high poison resistance force is one of the ice loss Compared to the wind slightly lower hit points the best DPS pets for the group hold a 3-5 second same level compared to a water element (ref) a relatively high cold resistance is hidden when the latex and accidental aggro's low chance is a good alternative to invisible fire when hidden fire is one of the low hit points elemental to its surface For the sorcery of a fire loss is a relatively high fire resistance the metaliser is much stronger than a single self-damage shield that you can put to the best choice for a given level cook/bush monster symmunang due to a slightly less simile DPS one Pets you are currently in high hit points for an animal-to-be-saman mould with a random NPC model from the zone, approximately the focus of objects by the aperbaoity with same level pets as do not get the most unique attack or ability to appear. I have pet dd a natural fire you can ask a dragon named The Gabartalk. Who cares that you have to do this DS&lt;/something &gt; &lt;/something&gt; &lt;/something&gt; &lt;/something&gt; Usually there is a chance to give you a pet model from any unpaid breed crowd in the Monster Symmunang zone. In Civil A, for example, you can ask for a kalacoork pet, but you can't ask for an impossible one. Some models are extremely rare and can take many attempts to capture successfully. There are some Easter egg type models too which are very unpredictable. The Coldrone of Dagunaar has a faeddar model in which the zone is buried in the file. Other expected models, such as south Karana in Qulalamani in the south or in The Tirunatoal, start to become symmonotially or are unusually unseemly (more than 1,200 attempts). The sought-after Monster Pets are mostly a newity and help to get away with the sack when farming in low level zones. Who does not love to see an ice rabbit slaughterthe eastern Upshj Vishal Fort? For serious advanarang, you want to live with your position elemental pets. A combination of one of the epic basically Elemantulus upgrades and wrapped up so far the most hit points of any sought-after pet in the game are very difficult and fairly fast by the pushing shield a 143 DD magic (based on cold) sorcerer an 84 DD catch the epic pet will no longer leak into low health. Changes in changing the slight speed and magic resistance. [2] Casting the chain at some point in a magi's life, would not take the same kind of fluffy he used as such. Pets heal, although very good for solburse on low levels, do not keep pace with the production of the hps of fluffy or sheep damage. So it gets necessary for an alternative strategy: china casting, which is the symmunang of more than one pet in succession to kill a creature. At low levels, the price of pet's bean and the price of reagents is less than that possible (and your pets are strong enough to take a hit because of it unneeded). However, at the highest level symmunang pet drop-in value (except naturally falling relative to your manned pool as your level), make it more cost effective to reduce your pet instead of trying and remunerating it. Unfortunately, the method works currently on p99, this strategy is not very effective. When a pet dies, then all the spouts of hatred seem to apply directly (instead of lost). This means that a nine-demand pet would have little chance of closing the crowd of the resiner. It has been reported as a bug, but will be recognized as one yet (as 6/23/20). Focus Low Attention Items (Torch of Alna Magic Item Slot: No Drop Slot: Basic Skill: 1H Shoulder It Delay: 25 DMG: 6 INT: + 2 SV Fire: + 5 Effect: Energy Re-gain (Any slot, mineral-related time: immediate) Level 20 Focus Effect In: Minion Fire WT: 3.5 Size: Big Class: MAC Race: We REU Only DEF's Resonator, Pavons Magic Item Lower Item No Drop Slot: Basic Skill: 1H Kand It Delay: 25 DIMG: 6 STR: + 3 INT: + 2 Effect: Energy Again 20 focus effect on (any slot, mineral-related time: immediate) level: 3.5 3.5 Big Class: THE MAGIC RACE: WE ERU ONLY DEF, Travan Magic Item Sweep-Lower Item No Drop Slot: Basic Skill: 1H Shoulder It Delay: 25 DIMG: 6 INT: + 2 AG: + 3 Effect: Energy Gain (Any Slot, Mineral Time: Immediate) Level 20 In Effect Of Focus: 3.5 Size: Large Class: MAG Race: We ERU Only DEF GNM, And The Stean-Laur Item of The Oleus Magic Item No Drop Slot: Basic Skill: 1H Shoulder It Delay: 25 DIMG: 6 INT: + 2 SV Winter: + 5 Effects: Energy Recreating (Any Slot, Mineral Time: Immediate) Level 20 In Effect: 3.5 Size: Large Class: MAG Race: We are associated with the temple of ERU only DEF GNM , and provide magic level pets 4-49 with increased sizeand hit points. The rule of thumb is that a focused item will give the next most sustainable pet (Fire &gt; Air &gt; Water &gt; Earth), or hit points of a 25% increase of approximately. More focused items (elemental skills staff: Elemental expertise waterstaff: Water Magic Item Slot No Drop Slot: Basic Skill: 2H Shoulder It Delay: 30 DLG: 15 Effect: To re-energy (any slot/equipped can, Mineral-related time: Immediate) on level 40 Impact of attention: WT Servant: 5.0 Size: Large Class: Fire Magic Item Lower No Drop Slot: Basic Skill: 2H Shoulder It Delay: 30 DLG: 15 Effect: Energy Re-creating (can be equipped with any slot/can, Mineral Time: Immediate) Level 40 Attention Effect: WT Servant of Fire: 5.0 Size: Large Class: M.G Race: All, Elemental Skills Staff Elemental: Arthastiff: Earth Magic Item Lower Item No Drop Slot Basic Skill: 2H Cond It Delay: 30 DMG: 15 Effect: Energy Re-gain (any slot/equipped can, Mineral Time: Immediate) Impact focusing on level 40: Earth WT's Servant: 5.0 Size: Big Class: MEGA Race: All, Elemental Skills Staff: Air Staff of Elemental Skills: Air Magic Item Lower Item No Drop Slot: Basic Expertise: 2H Cond It Delay: 30 DLG: 15 Effect: Energy Recreating (Any Slot/Equipped Can, Mineral Time: Immediate) Level 40 Attention Effect: Air WT Servant: 5.0 Size: Large Class : In addition to the same change in THE MAGIC RACE APPEARANCE and hit points as their lower counterparts, their cho magic levels provide a +1 level bonus to all sought-after pets from 4-60. It allows for pets who can exceed the points of the maily, and is listed in tables. For example, a focused maximum level of Greater Voctarataone: Water pets will be killed for 70 and backup for 210. Except all levels in the table refer to the original level of pets, not of the resin. The limits in the table refer to the minimum and maximum pet level for columns. For example: 85-95 HP for almantalkan: The earth means that a surface 4 earth pet will have 85 HP while a level 6 will be 95 to earth's pets. All values and limitations are for girl pets. On the Green P99, I saw low levels Pets have far more hp regen is listed in the table here. I used a xera of elemental symmunang on my surface and it gave me a 10 level pet. I confirm this by its loss production. It naturally has 22% of reganatry, its hp per-tre. With a health pool of 130 HP, it is approximately 29 HP per tick compared to 6 listed here. I don't know if it's unique to fire pets, but if it is then it makes them much more valuable when on the level before 39 when all pets get faster. Spelling Surface To Earth Pets Pet Level Pet Pet HP Maly Dmg Bush/Cook Dmg Root Dmg Regen (HP Per Touch) Capabilities Almantalkan: Earth 4 4-6 85-95 8-12 6 0 6 Bush &amp; Cook @ 6 Almantlang: Earth 8 6-9 235-275 10-16 7-14 0 6 Factor: Earth 12 10-13 29 12-18 12-15 0 6 Magic Leep @ 11 Min. Symmunang: Earth 16 13-17 400-550 13-20 13-16 0 6 Chakma, Par 17 Kim Summonang @ Double Attack: Earth 20 16-20 525-665 16-22 14-16 0 6 Double Attack/Weapon @ Pet Level 20 Double-Cook. Summonang: Earth 24 19-23 650-820 18-26 15-17 0 6 Greater Summonang: Earth 29 22-26 800-1000 20-28 16-18 0 6 Minor Readage: Earth 34 25-29 950-1150 26-34 17-17 19 0 6 Kum Padanth: Earth 39 29-33 1150-1450 32-40 19-21 0 30 Read: Earth 44 33-37 1450-1675 40-48 21-23 0 30 Natural Dual Laitra Dathanth: Earth 49 37-41 2600-2900 48-56 23-25 0 30 Double Cook/Bush Vocourati: Earth 51 41-45 2500-2800 50-58 23-25 51-55 30 More Voctarataon: Earth 57 44-48 3000-3200 62-70 2 6-28 54-58 30 Water Pets Water Water Pets Spelling Level Pet HP Maly Dmg Bush/Cook Dmg DD d Dmg Regen (HP Per Sign) Capabilities Almantalcan: Water 4 4-6 62-72 8-12 6 5-7 6 &amp; Water : Water 12 9-13 200-300 12-18 12-15 11-14 6 Magic ' @ 11 Min. Symmunang: Water 16 13-17 300-450 13-20 13-16 1 6 Chakma, Park/Double Attack @ 17 Kim Summonang: Water 20 16-20 400-540 16-22 14-16 17-21 6 Double Attack/Weapons @ Pet Level 20. Summonang: Water 24 19-23 525-675 18-26 15-17 20-24 6 Greater Summonang: Water 29 22-26 650-800 20-28 16-18 23-27 6 Minor Read: Water 34 25-29 775-920 26-34 17-1 9 26-30 6 Kum Padanth: Water 39 29-33 920-1200 32-40 19-21 30-34 30 Read: Water 44 33-37 1200-1350 40-48 21-23 34-38 30 Natural Double More Read: Water 49 37-41 2350 -2600 48-56 23-25 38-42 30 Double cook/bush vocourati: Water 54 41-45 2050-2350 48-56 144-168 (BA) 102-110 30 Back Stabs Greater Voctarataon: Water 60 44-48 2300-2 500 60-68 180-204 (BS) 108-116 30 Backstags Air Magic Level with Pet Air Spelling Pet Level Pets and Cook Dmg Hold Dmg Regen (HP Per Touch) Capabilities Almantalcan: Air 4-6 65-75 8-12 6 0 6 Bush &amp; Cook @ 6 Almantlang Air 8 6-9 160-175 10-16 7-14 0 6 Element: Air 12 10-13 175-250 12-18 12-15 0 6 Magic k @ 11 Min. Symmunang: Air 16 13-17 250-360 13-20 13-16 0 6 Parko Double Attack @ 17 Kim Summonang: Air 20 16-20 325-445 16-22 14-16 0 6 Double Attack/Weapons @ Pet Level 20 With 20. Summonang: Air 24 19-23 425-540 18-26 15-17 0 6 Greater Summonang: Air 29 22-26 525-700 20-28 16-18 0 6 Minor Read: Air 34 25-29 675-800 26-34 17-34 17-200 19 0 6 Kum Dahenant: Air 39 29-33 800-960 32-40 19-21 0 30 Padanth: Air 44 33-37 960-1125 40-48 21-23 0 30 Natural Double Read: Air 49 37-41 2200-2400 48-56 23-25 0 30 Double Cook/Bush Vocourati: Air 53 41-45 1800-2100 48-56 63-70 (Cook) 51-55 30 Max Voctarataon: Air 59 44-48 2400-2600 60-60 68 70-76 (Lat) 54-58 30 Fire Pet Fire Pets Magic Magic Level Related to Pet Level Pets-Maly Dmg Bush/Cook Dmg DD) Almantalkan: Fire 4 4-6 37-47 8-12 N/A 5-7 6-8 6 Almantallong Fire 8 6-9 113-128 10-16 N/A 7-10 8-11 6 Factories: Fire 12 10-13 130-185 12-18 N/11-14 12-15 6 Magic Lake ' @ 11 Minor Symmunang: Fire 16 13-17 18 5-275 13-20 N/a 14-18 15-19 6 Chakma &amp; Parry 13 Kim Symmunang: Fire 20 16-20 250-350 16-22 N/A Weapon @ Pet Level 20 with a 17-21 18-22 6 double. 26-18 415-325 23-19 24 آگ :سممونانگ N/A 20-24 21-25 6 28-20 510-390 26-22 29 آگ :گریٹر سممونانگ N/A 23-27 24-28 6 34-26 575-500 29-25 34 آگ :معمولی پڑھنت 26 @ ڈبل حملہ N/A 26-30 27-31 6 40-32 760-575 33-29 39 آگ :کم پڑھنت n/a 30-34 31-35 30 :پڑھنت 48-40 880-760 37-33 44 آگ N/a 34-38 35-39 30 56-48 1750-1550 41-37 49 آگ :فطری ڈبل زیادہ پڑھنت n/A 38-42 39-43 30 36-28 1600-1400 45-41 52 آگ :ووکاراٹی N/جھٹکا شعلہ جھٹکا بجلی کی طاقت O'Keils 48-40 1800-1600 48-44 58 آگ :گریٹر ووکاراٹااون شیلڈسکان 30 ایک جھٹکا تابکاری کے N/اسمانی بجلی کی جھٹکا شعلہ جھٹکا طاقت O'Keils پالتو سطح کی جانوروں پالتو جادو جادو کی سطح پالتو جانور مونسٹر سممونانگ پالتو جانور مونسٹر شیلڈسکان 30 تابکاری HP میلی Dmg بش/کک Dmg DD Dmg Regen (HP مونسٹر صلاحیتوں (فی ٹکر Summoning I 34 25-29 900-1100 26-34 17-19 26-30 6 رینڈم ظہور Monster Symmunang II 50 37-41 2500-2800 48-56 23-25 N/A 30 Random Appearance Monster Summonang III 60 44-48 3200-3450 52-60 24-26 N/A 30 Random Appearance Of Deafen Level pet level pet level Pet HP Maly Dmg Spall Dmg (AE) Damage Shield Regen (HP/Tick) Details Deafening Of The Deagen Deazaal 56 41-45 ~ 3100 38-45 39-46 43-47 30 cannot be weaponised; The Great Pet Epic Pet Magic Level Pet Hp Maly Dmg Bush/Cook Dmg Hold Dmg Proc Dmg Damage Shield (Regen HP/TICK) Manifest elements 46 49 4000 67 31 84 143 50 30 Level 4 Restoration: All magician pets start with 6 HP/talk restoration. Level 8 Level 12 Magic Attacks: Level 11+ If attack pets welding as magic weapon. Level 16 Level 20 Pet Skills: All 20+ pets are greasy and crossed, and 20+ non-fire pets also have double attack. Level 24 Level 29 Level 34 Level 39 Recovery: At This Level Start regenerating 30 HP/ticks instead of 6. Level 44 Pet Skills: All pets at this level need to equipped weaponlevel 49 pet skills without getting unnatural double-cook: All pets except fire pets get the ability to double-kill. Sorcery Pets Level Pet Level Pet Class Pet ~ HP Meli Damage (Max) Bush/Cook Damage Back Laptop Damage Appearance Pet Skills Overtang Bones 1 1-2 Yadka 20-30 8-10----70-90 8-12 4 3-5 Leering Yudka 8 7-9--. کک Convoke -14 375-325 یودقا 19-15 20 کیا ڈبل حملہ-------16-13 20-13 300-260 یودقا 16-12 16 ہڈیوں حد بے مارا جادو کو جانوروں پالتو کے سطح زیادہ سے زیادہ--15-11 16-11 200-180 یودقا 11-7 12 شیڈو کاککلانگ ہڈیوں 44 37-33 یودقا 1400-1100 47-39 -22-20 regen 22 16-14-دوہری کا تقاضا @ 19 (ہتھیاروں کی ضرورت ہوتی ہے) بھوتیا مردہ 24 22-18 یودقا 700-650 26-18 17-15-دوہری (ہتھیاروں کی ضرورت ہوتی ہے) طلب مردہ 29 25-21 وارير 775-675 28-20 18-16---34 , فاسٹ 11 ڈبل کک (فطری), لافیٹاپ پکارتے موت 49 41-37 یودقا 2300-1900 55-47 22-24-42-منیتا کے سائے 53 44-40 دج 1400-1200 56-49 (59 *)-171-147 (177 *) 45 بیک اپ ، کوئی کک/کی ہڈیوں کے غلام 56 41-43 (؟) راہب 1700 59 (؟ ؟ *) 45-69 پرواز کک ، تھانگی کی کوئی بش نہیں 59 43-47 (؟) وارير 2700 61 (62 *) 48-26 پالتو 8 بعد کے جانور پالتو (تمام ہیں ہوتے لاگو پر جانوروں پالتو میں بعد تمام ہیں ڈرتے سے خوف کے صلاحیتوں کردہ درج میں کالم مہارت Will be on the surface and, for example) unless otherwise warned. All the daj pet inward backup. All monk pets cook inward flight. All yadka pets start with 19+ level pets (the highest level you can kill the demand) when given 2 1-hand weapons. The ability to kill all the yadka pets from the bones walk (catch/interrupt) and cook. All pets from inner laftop to the kaklong bones. His inner ness goes from fear to fear . Note This post was posted to Velious Pre-Luxlin. Ref Nekromancers is a pet-focused item, accessto encyclopedia nekrutivara. It includes 1 level 49, 53, 56 and 59 pets. * Focused with encyclopedia nekrutivaraa. A Pet Shadow Knight Pets Spell Surface Pets Level Pets ~ HP Max Miscellaneous Pet Level Attack 9 3-5 Yadka 70-90 8-12-4 Bones Walk 15 7-7 9 Yadka 180-200 9-14 Advantage Bush and Cook 8 Convoke Shadows 22 9-11 Warrior 180-200 12-16-12 Welding for The Unsure a Magic Weapon) 16 Killed Dead 39 15-19 Yadka 325-375 14-22 Benefits Dual Letit @ Pet Level 19 (Weapons Required) 20 Demand Dead 49 22-25 Yadka 675-775 20-28-29 An unconstitutional dead 52 29-33 Yadka 800-1000 31-39 (no weapon needed) and fast regen 39 Kakklong Bones 58 39-47 Benefits Of Laptop Time 44 Dravida Pet Magic Level Pet Class ~ HP Max Hit Cook/Bush Dmm Nature W.Ma 55 ? Yadka 300 28 28 This pet is not very useful as a standard pet. Some Druids use it as well as each other as a way to get back to the objects of the classical energy. (This is a good guard pet in low level zones while afk) Follow the Pet Command Command:/Pets, or/Follow Me UI Button: Effect: Pets keeps in follow mode. This is the initial mode of a new sought-after pet. This command/pet will sit/pet even and force pets to follow its owner. Command: /Pets Here UI Button: Guard Effect: Keeps Pets in Guard Mode. Description: Pets will become standing in its current loutaon, unlike the words of the command it will not automatically attack any crowd, unless the crowd said attacks on its master. Special Note: A pet under the protection of pets will face nearby NPCs, including hidden sheep, networks, horses, and zooms eye. Command: /Pets Sit down UI button: Sit effect: Pets sit in sit mode. Description: Works perfectly/pet guard commands here with some minor exceptions, low level pets will be a little faster. This extra regen of less than 30 becomes minor once pets get an increase in their natural regen. The command/pet will be sat down and written to the command/guard, meaning that a crowd will then follow its owner instead of killing it, to return to the point where/the pet sat. Special Note: Pets sitting and sitting pets will tinge the state, while pets will force pets to sit. Order:/Pet Attack UI Button: Attack Effect: Owners places on the current target pet hate list, and ends/pet hold. Description: Pets will temporarily forget all the first orders and will try to attack the target at the top of their hate list. /Pet attack does not target pets at the top of the hate list, it only attacks the pets at the top of their hate list crowd. Pets will not forget the goals of it already hates. Don't forget that the movement states, such as follow-up or guard, it will only temporarily ignore them as they try to attack their target. After the mob dies, pets will return to the perspective of their previous guard, follow it or sit down, as previously ordered. Pets may be them however if another mob is uncouth its target before it starts to attack or another mob pet switch pets to create enough aggro to make targets So that's doing more damage. Special Note: You can also use the alternative version of this command/pet kill PVV Note: Unless the player vs player is active, you cannot add a player or player happy NPC to the pet hate list. Command:/Hit the effect of the pet name: Whatever is selected by the command/target name and placed at the top of the pet hate list. Description: For example, King Tormax tormax you/target King Tormax Tormax /Kill pets King Tormax will order pets to attack King Tormax regardless of what you have targeted at this time. Actually a zone wide command, it was reduced to only work within the same range of target commands. Command:/pet UI Button of Pets: Back Effect: Empty Pet Hate List, due to prevent attack on it. Description: It will clear the pet hate list, while a mob has re-itacusthepet after this order will start attacking the crowd again. This crowdcasting is a particular problem in areas with large AE. The Temple of Weshan is the most common example. Command: /Pet Address of UI Button: Tantaneffect: Disabling Tontang, it will not be able to make a change during a pet fight. Description: This command is very helpful on raids or other group encounters where symmunang swells. However, in solo situations you should usually leave active solutions. Special Note: If you give up the off part of the command, it will toggle the pet's tanadmode (i.e. if it's on it, and vice versa) command:/UI button on pet captions: The tantaneffect: The pet makes the tontang capable. Description: Usually recommend edited only for solo situations. Special Note: If you give up the part of the command, it will toggle the pet's tanad mode (i.e. if it's on it, and vice versa) Command:/Pet Leader Effect: My guide to pets is Da'Magi. Description: This command can be used by any player to target a pet and identify its owner. Command:/Get Lost Pets UI Button: Go Away Effect: Kill Your Pet Immediately. Description: This will kill your pets immediately, and is one of the necessary commands for technology known as China's execution. Special Note: This command zone is wide and will kill your pet anywhere in the zone, regardless of the distance it owns. Command:/Pet Health UI Button: Pet Window Self-Effect: Shows your pet's current health percentage and leather list in the chat window. Description: This command shows your pet's current status immediately, showing its HP percentage and current lying in the current lying/deboffs. Special Note: This command shows pet health related to what can update the UI, and is very useful when time is important. Command: /Target effect of pet: Target your pet. Description: This command clears your current target and replaces it with your pet. It's very useful for macros. However, it is often faster to hit the F1 key to target your pets. Special Note: This command will target special pets who borrow about their own omens (i.e. pets) in the name (Flurfy Daaragh, Johnartak, etc.). Use with caution when using such pets. Command:/Pets as you were the effect: your pet The list of commands clears the detail: it tells your pets to return to a free state. If pets follow the/pets at this time, or/protect pets, it will return to a/pet seating state. If it's chasing an NPC, and and As you were, after this/pet continues back, pets will continue in this direction of travel. This command does not let the pet hold break. Command:/Pets Special Note: Not available on P99. This command is only available for level 59 or higher pet classes which have achieved alternative capacity in pet discipline. Al-Ass was introduced with The Luplin Shadow in expansion and p99 is not on the development timeline. Effect: Pets cause to be held, meaning it ignores its hate list and goes into free mode, its regular movement (either follow, guard, or sit) startup. Description: This command does not clear the pet hate list, pets will be held until you will order it to attack when it attempts to attack the target at the top of its hate list. It is recommended that you include the following line after hold in a macro:/Pet list of your pet hate to ensure is clear. A pet hate list is frozen while it is held, which means that it has not added any or mobtoits to its hate list even if the attack has been done. Attack.

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