ForexTerminals — Fighting Pets Guide

Every pet in the game, where to buy it, and how to summon, level and heal it · Game version 4.06

Before You Start — How Pets Work

- **Where to buy:** the Pet Manager — the tavern mascot standing next to the quest board in the Medieval Tavern & Inn. Click it to open the pet shop: pet list on the left, a live 3D preview of the selected pet on the right.
- **Summoning:** every owned pet lives on its own summon card in your Inventory Bag (key I). Click the card to summon the pet into the world beside you; click it again to store it back on the card. You can also drag a pet card onto a hotkey slot — clicking the hotkey summons, clicking it a second time recalls the pet.
- **Pet stats:** a pet's HP, MP and damage all grow with its level. HP = 80 + 20 × level · MP = 60 + 15 × level · Damage = 10 + 5 × level.
- **Leveling:** a summoned pet follows its master and shares every XP point you earn, leveling on the same curve as you — but it can never level above you. Your pet's level rides your level.
- **Healing:** a summoned pet heals +2 HP and +1.5 MP per second while it is out. A damaged pet stored in your bag stays damaged until you summon it again. Sleeping in a bed *(tavern inn or your own bedroom)* fully heals both you and the pet that is out.
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- Drag a HP potion on your hotkey to your pet hotkey to heal too.
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- **Feeding:** drag an HP Potion / HP Meat (or an MP Potion / MP Cake) onto your pet's icon in the inventory to heal it instantly — Beyond-100 items scale for pets too. Tip: while a potion is hotkeyed and used, the summoned pet drinks along automatically (v4.03).
- **Fighting:** your pet fights beside you in the Queen's Quest cemetery hunts — it lunges at enemies, takes damage, and can even faint. A fainted pet leaves the field and heals slowly while summoned, or instantly if you feed it a potion. It keeps every ounce of XP it earned.
- **Memory:** each pet carries its own Hermes agent — a persistent experience log of what it has lived through (mirrored to disk so it survives restarts).

The Pet Catalogue — All 23 Pets

Pets unlock by YOUR level (you must be at least that level to buy the pet). Prices are one-time gold purchases; pets sell back to the Pet Manager for 50% of their price. "Big" pets use the large-rig skeleton.

Starter Companions — Levels 1–5 (100g–500g)

Pet	Price	Req. Level	Rig
Plant Warrior	100g	1	Standard
Toy Soldier	101g	1	Standard
Avian Swordsman	150g	1	Standard
Animatronic	110g	1	Standard
Robot 1	200g	2	Standard
Robot 2	202g	2	Standard
Werewolf	300g	3	Standard
Orc Raider	500g	5	Standard

Battle-Tested — Levels 10–40 (10,000g–650,000g)

Pet	Price	Req. Level	Rig
Orc Brute	10,000g	10	Standard
Skeleton Minion	25,000g	13	Standard
Skeleton Rogue	50,000g	16	Standard
Monstrosity	100,000g	20	Standard
Vampire	150,000g	25	Standard
Combat Mech	250,000g	30	Standard
Clanker	400,000g	35	Standard
Frost Golem	650,000g	40	Standard

Elite Undead & Arcane — Levels 45–70 (800,000g–5,000,000g)

Pet	Price	Req. Level	Rig
Skeleton Warrior	800,000g	45	Standard
4-GTN	1,000,000g	50	Standard
Skeleton Mage	1,800,000g	55	Standard
Tiefling	2,500,000g	60	Standard
Skeleton Golem	5,000,000g	70	Standard

Legendary — Levels 80–100 (10,000,000g–40,000,000g)

Pet	Price	Req. Level	Rig
Necromancer	10,000,000g	80	Standard
Black Knight	40,000,000g	100	Standard

Pet Progression Roadmap

Milestone	Pet to Buy	Why	
Level 1 — your first gold	Plant Warrior, Toy Soldier or Animatronic (100–110g)	Cheap, cheerful first companions from your very first tavern visits	

Level 1–3 — a little richer	Avian Swordsman (150g), Robot 1 (200g), Robot 2 (202g), Werewolf (300g)	Better fighters for early Queen's Quest cemetery runs	
Level 5–16 — serious gold	Orc Raider (500g) → Orc Brute (10,000g) → Skeleton Minion (25,000g) → Skeleton Rogue (50,000g)	Each step up doubles your kill speed in the cemeteries	
Level 20–40 — the big rigs	Monstrosity (100k) → Vampire (150k) → Combat Mech (250k) → Clanker (400k) → Frost Golem (650k)	Large-rig bruisers that soak and dish heavy damage on boss runs	
Level 45–70 — undead elite	Skeleton Warrior (800k) → 4-GTN (1M) → Skeleton Mage (1.8M) → Tiefling (2.5M) → Skeleton Golem (5M)	The endgame ladder for dedicated grave-hunters	
Level 80–100 — legendary	Necromancer (10M) → Black Knight (40M)	The crown pets of the realm — the Black Knight is the ultimate companion	