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Pet Fusing is an action which takes place in the Pet Yard, wherein two pets of the same family and rarity are combined to create one new pet of the next rarity level. Your pet yard must be at least one tier above the pets you intend to fuse, in order to be able to attempt a fusion with those pets.

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When fusing your pets, make sure that you get the message that the fusion is MAXED before completing the fuse; both pets must have the highest level possible for their rarity level for their first ability (30 for common, 50 for uncommon and 70 for rare), as the resulting pet's first ability level will be the average of the first abil-

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Fusing pets is quite simple. There are a few things you need to take note of: You should only fuse pets with their first abilities maxed. The abilities of the pet on the left side will stay, the abilities of the pet on the right are lost. You can only fuse pets of the same rarity. You can only fuse pets of the same family

Comprehensive Pet Guide for F2P players : RotMG

To ensure that a post-fuse pet can be improved to its theoretical max level, it is critical that the pre-fuse pets first abilities have been completely improved. While it is not mandatory to improve the pre-fuse pets second/third abilities to their max level as well, it is often considered desirable to do so since the per-feed costs (in fame or gold) roughly triple from one tier to the next.

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To get your first legendary, you need to spend 25600 fame + 88 life to build two rare pets from scratch, 25000 fame to get a pet yard and 4000 fame to fuse two pets. It costs 54600 fame + 88 life to obtain a legendary pet from scratch. This is raised to 57100 fame, if you consider the first two pet yard upgrades. E- Mxing a legendary pet

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Hold [Left Mouse] to play the pet's attack animation (if it has one). Press [C] to toggle stats. Latest Update: 2017-03-11 Got feedback, suggestions or any questions? Use this or shoot me a message on RealmEye!

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Fusing Pets. If you have two common, uncommon, rare or legendary pets of the same type (two farm, aquatic, e.t.c.) you can fuse pets. When you fuse two common pets, they become an uncommon. It is recommended that you do this when your pet's abilities are at the maximum level. If not they may end up with less power than they are capable of. Why ...

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This simulator will show the result of fusing 2 pets of a rarity type and the level cap of the new rarity type. Try it out before you fuse if you are not planing to fuse pets that are maxed on their levels. Level your pets damn it! I see people all the time running around with pets that aren't leveled but they have tons of account fame to use.

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Common pets have access to their first ability, and a max level of 30. After that, max levels can differ due to fusing, but more on that later. Typically, Uncommon pets have access to the first two abilities, and a max level of 50 (normally) Rare pets have access to the first two abilities, and a max level of 70 (normally)

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If we feed the pets items that are at least 200 feed power then it will take us 200 fame to make 2 common pets that are maxed to level 30. Now to fuse these 2 pets together to make an uncommon pet it will cost 300 fame and our pet yard has to be upgraded which costs 500 fame.

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