






| Your pet is... | Use Against | | Don't Use Against | |
|--|---|--|---|---|
| | Bonus Strike +50% | Bonus Defense +33% | Weak Strike -33% | Weak Defense -50% |
|  Aquatic: Harmful DoT effects reduced by 50%. |  |  |  |  |
|  Beast: 25% extra damage when under 50% health. |  |  |  |  |
|  Critter: Immune to roots, stuns, and sleep effects. |  |  |  |  |
|  Dragonkin: Deals 50% extra damage with targets under 50%. |  |  |  |  |
|  Elemental: Ignore all negative weather effects. |  |  |  |  |
|  Flying: 50% extra speed when above 50% health. |  |  |  |  |
|  Humanoid: Recover 5% of max health with every successful attack. |  |  |  |  |
|  Magic: Cannot lose more than 35% of their max health at once. |  |  |  |  |
|  Mechanical: Comes to life once per battle to 25% health. |  |  |  |  |
|  Undead: Comes back to life for 1 round when killed. |  |  |  |  |