

# Ultima Outlands Tamer Guide

*An adventurer's guide on becoming an animal master and how to manage your pets.*

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### i. Shelter Island, Tamer Builds and Weapon Information

So, you have decided to become a tamer. Whether this path was chosen to fight along your furry (or not so furry) friends, tame pets to sell or breed mounted pets to get rare species, all reasons are fair. How do you begin this adventure? Ask yourself, what kind of tamer do I want to be?

- Do you want to physically take down the enemy along side your pets or at range?
  - Sounds like you should choose a combat skill, such as fencing, archery or mace fighting.
  
- Do you want to let your pets do the hard work while you give them magical support?
  - It seems you would be best suited as a tamer who utilizes magery.
  
- Perhaps you would like to become an animal handler and breeder and sell high quality pets to others?
  - If money is not an issue, it's simple to get into taming high quality pets and breeding. But, be warned, this is an expensive hobby to start.

There are many ways you can start your taming adventure. Below are a handful of templates suited for beginner players with nothing or little money. Vet skill is included on these builds because of the affordability of bandages and healing is a very useful skill for the dexter for the same reason.

<p><b>Powerful Dexter Tamer</b></p> <ul style="list-style-type: none"><li>100 Animal Taming</li><li>100 Animal Lore</li><li>100 Vet</li><li>100 Weapon Skill</li><li>100 Tactics</li><li>100 Arms Lore</li><li>100 Healing</li></ul>	<p><b>Beginner Mage Tamer</b></p> <ul style="list-style-type: none"><li>100 Animal Taming</li><li>100 Animal Lore</li><li>100 Herding</li><li>100 Vet</li><li>100 Magery</li><li>100 Meditation</li><li>100 Wrestling</li></ul>	<p><b>Gatherer Tamer</b></p> <ul style="list-style-type: none"><li>100 Animal Taming</li><li>100 Animal Lore</li><li>100 Vet</li><li>100 Weapon Skill</li><li>100 Gathering Skill (i.e. Forensic Eval, Mining or Lumberjacking)</li><li>100 Tactics, Arms Lore or Tracking</li><li>100 Healing</li></ul>
<p><b>Tanky Dexter Tamer</b></p> <ul style="list-style-type: none"><li>100 Animal Taming</li><li>100 Animal Lore</li><li>100 Vet</li><li>100 Weapon Skill</li><li>100 Tactics</li><li>100 Resist</li><li>100 Healing</li></ul>	<p><b>Bard Tamer</b></p> <ul style="list-style-type: none"><li>100 Animal Taming</li><li>100 Animal Lore</li><li>100 Musicianship</li><li>100 Discordance</li><li>100 Peacemaking</li><li>100 Vet</li><li>100 Magery or Weapon Skill</li></ul>	

Some information about Weapon Skills, their specials and magery:

- **Fencing** decreases the enemy's defense, which increases your chances and your melee pets' chances to land hits. Using pets with low wrestling skill is no issue for this weapon user. This is the most recommended weapon choice for pvm tamers.
- **Mace fighting** strips armor, which increases the damage your melee pets do with each successful hit. This weapon skill also drains stamina of other players, a helpful tool against mages! It is best with pets that can't strip armor, bigger pets with high wrestling and for pvp.
- **Archery** stops your enemies in their tracks with a hinder effect which protects your pets from getting hurt and gives you a chance to run in to heal pets if needed. You can also get hits in at range, which is a very good way to prevent damage to yourself.
- **Swords** is not recommended as they do not benefit pets as well (or at all) compared to the other weapon choices.
- **Magery** users have an advantage while using casting pets as they can cast mana drain or mana vampire, which lowers the enemies magic resist which raises your pets casting damage. They can also use support magic to buff pets and can heal from a safe distance.

When you start your character be sure to choose the standard tamer template or the individual skills, Veterinary and/or Healing to start with lots of bandages. All of the skills above can easily be raised to the 70 skill cap at shelter island, preferably in Shelter Dungeon where you will get a massive skill gain bonus.

To raise animal taming and lore skill, simply use animal taming skill on a creature that you do not have an 100% chance to tame. From 50-60 skill you can tame colossal frogs in Shelter Dungeon and from 60-70 you can tame Cave Bears.

Once you have raised your animal taming and lore skill to 70, you should consider raising your other skills before leaving Shelter Island so you can start farming low difficulty creatures for some gold to replenish your bandage supply when it is low. To do this, tame a colossal frog, stand at the entrance of Shelter Dungeon, and attack your creature with a training weapon or barehanded if you're raising wrestling. Set a healing macro for your pet to heal every 12-17 seconds, depending on your dex skill. You may also cast harmful spells on your own pet with a healing macro to raise magery and vet skill. Before you know it you will reach 70 in your skills and you'll be ready to set off to more difficult terrain.

When engaging in combat you will want to set at least one of your pets to take aggro so mobs don't come after you instead. To do this use "animal lore" on your pet, click the box in the bottom right corner of the lore page and make sure the circled cross is set to the color red. Switch your other pets to the color grey if you don't want them to also take aggro.

Note: The only skill that will not be easy to raise to 70 will be magery, unfortunately. This skill requires approximately 30,000 gold pieces to get to 100, also. But the good news is that regs are often left on dead caster monsters in dungeons up for the taking. This is an easy and free method of raising magery, even as a beginner! Go around floors 2 and 3 of dungeons and use a skinning knife on yourself to skin all creatures around you to check for regs. Do not loot the blue bodies or you'll become a criminal, only loot the grey bodies.

## ii. Training Animal Taming Skill to 100 and Beyond

Now that you've raised your skills to 70, you're ripe and ready to start the harder path to 100 taming skill. You will notice a harsh decrease in skill gain in your skills once you leave Shelter Island. Do not fret, you WILL get to 100 skill and most likely 120 in time, but it will take some time and dedication.

[Khal Drocos taming guide](#) will help you find the creatures overworld and in dungeons to raise your skill, 5 points at a time. This is a good time to explain passive taming gains. For every .1 skill gain of taming, you will receive .1 passive skill gain in taming. This is good news. This means you only raise your skill by 2.5 points and then "spend" your passive gains by killing other creatures with your pets. Make sure that you "lock" your passive skill points on the animal lore page (use animal lore skill on your pet) until you are finished gaining 2.5 skill, or else you may regret it. After gaining your full 5 points (i.e. 75, 80, 85 taming skill...) move onto the next creature(s) listed in Khal Drocos guide.

Some will want to increase their other skills to 100 so they can hunt to gain passives and collect loot with ease. Remember how it was suggested to raise your skills with the colossal frog in Shelter Island? Use this same method in any town, home or rental room. The safest place would be a home or rental room so thieves cannot steal your bandages for a good laugh. You should reach 100 in any combat skills and vet overnight. To raise music skills you may use the zoo or your own pet. Gathering skills will have to be raised manually, which is part of the fun.

If you wish to go beyond 100 animal taming and animal lore skill you must obtain skill scrolls for each skill. Each skill scroll will raise your taming cap by 1 point, so buying in increments of 5 and training 5 levels at a time like previously is an easy way to get to 120 skill. The higher your skill, the more pets you can use with powerful unique abilities. Keep in mind, if you raise your animal taming and lore skill over 100 you must sacrifice points elsewhere. The starting overall skill cap is 700 and can be raised to 720 with the consumption of mastery skill balls. If you're short on cash just take points out of skills such as healing, arms lore or resist until you raise your skill cap.

## iii. Common Useful Pets and Teams (100 skill and below)

You've reached 100 taming skill (or close to it, somewhere in the 90's!) and you're burnt out from the taming grind. It's time to find yourself some pets that are strong and dependable. There are no right and wrong pets, of course. But some pets may serve you better than others depending on what [traits](#) your pets gain as they level up. Some are meant to defend; others have support abilities to help your team hit harder and some even have the ability to carry extra loot. The full list of tameable pets, their stats and abilities is [here](#). This is a helpful guide in finding the pets you'd like to run based on damage, spell damage, abilities or defensive skills. Below is a table of my personal favorites at 100 or below taming skill.

Taming Skill	70	75	80	85	90	100
Tanks	Scarab	Aegis Slime				Aegis Scorpion, Devourer

						Beetle, Fire Crawler
Offensive	Searing Mantis, Asp		Devilbat	Blood Ape	Skulker, Flame Purger, Husk Crab	Komodo, Tidal Mantis
Pack Animals	Scarab		Antlion, Bullvore			Arctic Bullvore
Casting Pets			Searing Imp		Fire Minion	Wisp, Nightmare

Team building is an important part of becoming a master tamer. A general rule of thumb is to have one pet from the tank category to absorb all incoming damage and the rest of the team is usually from the offensive, pack animals or casting pets categories to pack a punch. You will get the hang of synergizing pet abilities with your own melee or magical abilities once you get to know your pets and what they can do.

Taming pets at your current taming level is difficult because you only have a 1% chance (or a tiny bit higher with a quality shepherd's crook and command aspect armor), so it's recommended to buy pets from other players in this case unless you want to tame them all yourself.

#### iv. How to Bond, Level and Raise Stats on Pets

Ok, so how do you bond your new, lovely creatures after taming a few? All you do to bond them is have them fight monsters until they have gained 100 experience points and have reached level 1. After this they will never leave your side unless you release them. Bonding is best done in a safe environment, which could be Shelter Dungeon or among guild mates and friends in another dungeon. Beware, if your pet dies before it is bonded then it is lost forever. Grievers love to kill unbonded pets, so Shelter Island may be your best bet for bonding. After you reach level 1 you will no longer gain experience at Shelter Island, so you must venture out to overworld spots or dungeons to continue to grow your pets.

Leveling pets' stats can seem complicated because it is a bit complex at times! Often, how you level pets' stats is for the situation you will be in. But, to make things simple I will lay out what works for most pets in most situations.

Most dexter pets, meaning close combat or range, benefit from full points in damage and attack speed on odd levels (1, 3, 5, 7 and 9). Pets with lower wrestling skill may benefit from some points invested in wrestling (4 per level taken from attack speed) if you are not a fencer tamer. Most mage pets benefit from 4 points in attack speed, 15 points in spell damage and 8 points in charged spell chance. There is variation to this stat distribution depending on the pets, abilities, etc.

On even levels you may choose a trait to buff your pet. Traits are categorized as defensive or offensive. If you want your pets to do more damage, choose an offensive trait. If you want them to be tanky, choose the defensive traits. There is a lot of variation to choosing the optimal trait for maximum damage output, but not to worry. You can reset your pet's level for free at the stablemaster in any town if you want to change traits or stats.

Some specifics about “breaking points” for pets with cooldown abilities such as “breath” and “burrow”. Cooldown abilities are on a 15 second cooldown, which means that maximizing melee swings or casts between the ability cooldown will give you optimal damage. Optimizing this stat distribution can significantly raise your damage, so do your best to reach these breaking points.

Melee Pets (Most, not all): For every .225 (7.5%) attack speed, you gain an extra swing per 15 seconds. The level 8 trait “swiftness” and spell “bless” decreases attack speed by .225, so you gain 1 extra swing for both enhancements. The main breaking points that matter are 2.50 attack speed and 2.27 attack speed if you can reach it. You will get 5 swings in between cooldowns at 2.50 attack speed and 6 swings at 2.27 attack speed. To reach 2.27 attack speed your pet must start with +4.2% attack speed, and you must put most points into attack speed per odd level. If you choose the trait “swiftness”, bless your pet, AND get attack speed down to 2.27, then you can hit the maximum of 8 times between cooldowns! Settling for 7 max swings at 2.50 attack speed and putting some points in wrestling is not a bad option, either.

Caster Pets: There are only two casters with cooldown abilities that prevent full speed casting, and that is the Eldritch Drake and Dragon. They have a different breaking point than the melee pets, being 2.47 (hard breaking point) + swiftness trait or bless for 6 casts between cooldowns and 2.29 (hard breaking point) + swiftness + bless spell to reach 7 casts between cooldowns. It is not difficult to reach the 2.29 attack speed breaking point, but it may not be worth it as it equates to very little extra overall damage. Best to stop at 2.47 attack speed and then invest the other points into charged spell chance.

One more point to make about investing points into stats per level, it does matter how you do it. It is more effective to invest small amounts in a few skills rather than maxing out skills on odd level ups. See the comparison example below by Alerie\_Eve#5493:

#### Leveling Gradually in Attack Speed & Charged Spell Chance

Level 1: Max Spell Damage, 8 Click Attack Speed, 4 Click Charged (3.2% Attack Speed)  
Level 3: Max Spell Damage, 8 Click Attack Speed, 4 Click Charged (3.2% Attack Speed)  
Level 5: Max Spell Damage, 4 Click Attack Speed, 8 Click Charged (1.6% Attack Speed)  
Level 7: Max Spell Damage, 4 Click Attack Speed, 8 Click Charged (1.6% Attack Speed)  
Level 9: Max Spell Damage, 2 Click Attack Speed, 9 Click Charged (0.8% Attack Speed)

= 50 Spell Damage / 26 Attack Speed / 33 Charged

vs

#### Leveling Max in Attack Speed & Charged Spell Chance

Level 1: Max Spell Damage, Max Attack Speed (4% Attack Speed)  
Level 3: Max Spell Damage, Max Attack Speed (4 Attack Speed)  
Level 5: Max Spell Damage, 6 Click Attack Speed, 6 Click Charged (2.4% Attack Speed) (1 point unspent that can't be used in attack speed/charged)  
Level 7: Max Spell Damage, Max Charged

Level 9: Max Spell Damage, Max Charged

= 50 Spell Damage / 26 Attack Speed / 26 Charged

That's a difference of 7 whole points! Don't miss out on all of those lost points if you don't have to. Remember, the stablemaster in any town can reset your pet's levels for free.

#### **v. Pet Traits and Abilities**

When your pets gain experience and levels, each even level brings a new trait. You have a choice to make between two different traits. Traits can be offensive, defensive or a little bit of both depending on the pets' abilities and combat capabilities. If you want your pets to do more damage you will typically choose the offensive traits, and defensive if you want your pets to take less damage or receive higher healing amounts. Some pets even have a "mule" trait that lets them carry 50 stones per slot level!

Sometimes you will be faced with two offensive or defensive trait choices, so choose the one that makes more sense for your situation. This can change depending on if you are using a pet for PvP, PvM, bosses, etc. For instance, while using your pets for general farming you can give them the most offensive traits they have, but for bosses you will want to invest a little into defensive traits to resist bleed, disease or poison if possible. Some pets will benefit more from certain traits than others, so do not be nervous to ask UO discord for advice on specific traits and creatures.

#### **vi. Bestiary**

The bestiary is a new item included in the [taming overhaul](#) as of April 9<sup>th</sup>, 2021. This book is the single most important item to obtain as a new tamer and it is not that expensive! It gives major bonuses to pet damage and resistance, reg and bandage usage, a resurrection bonus, healing amounts, and curing chances.

As your taming skill grows and you switch pet teams you will gain experience towards your bestiary. Each unique pet (i.e. aegis slime, scarab or blood ape) will gain you 5 points in your bestiary after gaining max experience for that pet type. Keep in mind that lower level taming pets will require less experience to reach the max experience for your 5 points. Pet experience is based on the gold dropped by the monster you're fighting. It is a grind, but worth the effort.

#### **vii. Aspect Mastery, Wizard's Grimoire, Weapon Codex, Mastery Chain and Links**

For new tamers the special features of the shard additional to raising taming skills can be daunting. These special features and items include the bestiary above, aspect mastery, grimoire, weapon codex and many other items I will not mention here. My advice is to start slow, read about the item on the wiki if it is available and then focus on obtaining that one item that week. There is no rush, enjoy what you have right now.

[Aspect Mastery](#) is a great way to boost your base abilities, such as tactics, healing, pet damage and more. There are aspect cores and aspect extracts, both needed to activate aspect gear (weapon, magic

book and/or armor). Specifically, you will need to buy or find 12 cores, 6 extracts, a master crafting diagram crafted into an aspect kit and 50 magical essence to “unlock” level 0 of your aspect. As you fight with your pets and kill creatures you will gain aspect experience. A cheaper aspect great for dexter tamers is water, which runs about 5k per core, 7k per extract currently. A more expensive aspect which is best overall for tamers is command aspect, which runs about 50-60k per core depending on the month and 12-20k per extract. Many tamers, including myself, run water aspect because it is comparable to command in damage for general farming as a dexter tamer.

[Wizard’s Grimoire](#) is a new feature as of March 5<sup>th</sup>, 2021. This book is very helpful as a mage tamer, as it can increase healing amounts, cure effectiveness, increase spell damage and more as you gain experience from casting harmful spells. If you are a new tamer mage this is a great item to buy after your bestiary.

[Weapon Codex](#) is a new feature as of December 1<sup>st</sup>, 2020. This is a special item to enhance combat abilities. If you’re a dexter tamer with some combat skills, then this codex is worth investing in. You can unlock 5 tiers per codex and must have a combat skill of at least 80 to unlock 1 tier of the codex. 5 combat skills at 80 or higher is needed to fully unlock the codex. (i.e. 100 skill in fencing, tactics, healing, resist = 4 codex points). Each tier requires experience from killing creatures to unlock melee benefits.

[Mastery Chain and Links](#) are endgame items as they require very large amounts of experience, gold, and time to acquire. These chains can be crafted by a skilled tinker in many styles and the links to attach to the chains that give various bonuses can be found through specific game mechanics and events. Best advice is to get a chain as soon as possible to start gaining “free” experience as you play Ultima. It takes 5 master crafting diagrams and 250 iron ingots to get one made.

#### **viii. Advanced Tamer Builds**

Once you have reached your skill cap of 720 and of 120 animal taming and animal lore, you can use all pets out in the world. This opens the doors for many different types of tamer builds and playstyles. You may still want to play similar builds listed above, but with slight variations. Keep in mind there is no right and wrong what skills you choose to run, below are simply some examples of tamer builds that meet the taming skill cap.

**Glass Cannon Dexer Tamer**

120 Animal Taming  
120 Animal Lore  
120 Herding  
100 Vet  
100 Weapon Skill  
80 Arms Lore  
80 Healing or Magery

**Tanky Dexer Tamer**

120 Animal Taming  
120 Animal Lore  
100 Vet  
100 Weapon Skill  
100 Tactics  
90 Resist  
90 Healing

**PvM Mage Tamer**

120 Animal Taming  
120 Animal Lore  
120 Herding  
100 Magery  
100 Meditation  
100 Wrestling or Tracking  
60 Camping or Inscription

**PvP Mage Tamer**

120 Animal Taming  
120 Animal Lore  
100 Magery  
100 Meditation  
100 Wrestling  
100 Eval or Tracking  
80 Resist or Eval (if tracking is chosen above)

**Gatherer Tamer**

120 Animal Taming  
120 Animal Lore  
120 Gathering Skill (i.e. Forensic Eval, Mining or Lumberjacking)  
100 Vet  
100 Weapon Skill  
80 Arms Lore  
80 Healing

**OR**

120 Animal Taming  
120 Animal Lore  
120 Gathering Skill (i.e. Forensic Eval, Mining or Lumberjacking)  
100 Magery  
100 Meditation  
100 Wrestling, Tracking or Eval  
60 Camping

**ix. Basic Combat Tips and Tricks**

Some simple ways to become better at combat is to set up some hotkeys for your pets under "misc" -> "pet commands" in the client. The main ones being:

- Say: All Follow
- Say: All Guard
- Say: All Kill
- Say: All Stop
- Use Bandage
- Spells: Greater Heal
- Spells: Cure

Some macros to consider making:

- Double click (wall shelf (6496)) -> This is for your veterinary supplies which area heals any pet within 2 tiles.

- Say: [Tank's Name] Guard -> You can name all your tanks the same name to make this command work for all of them. Just input the name where the brackets are and you're good.
- Say: All Move -> This command doesn't exist in hotkeys, but it can be helpful in many situations that you want your tank or offensive pets to reposition themselves.

Another great combat skill to learn is positioning. Some monsters that deal area damage can kill you and your pets easily and can also be avoided by positioning yourself in the monster's blind spot. Many mobs have blind spots directly behind them or in a 180-degree area (side to side, behind the monster). So, use a macro to send your tank in first (either "tank guard" or "tank kill") and bring the rest of your pets to the back of the creature as it attacks your tank, then say the "all guard" command. This will help you avoid unnecessary healing or death. Also, careful with the kill command because you will likely get hit by the first cast or ability from the monster. Guard command is the safer bet if you let the monster attack first.

One last tip for dexter tamers before moving onto the next section: BUY VETERINARY SUPPLIES. They will make your life easier. You double click the supplies to heal your entire team within 2 tiles by 50% of your normal vet healing amounts, with a chance to revive fallen followers, too. Tailors with 100 skill can craft these vet supplies.

#### **x. Favorite Pets Post-Pet Overhaul**

The [taming overhaul](#) on April 9<sup>th</sup>, 2021 brought us a whole lot of fun by boosting the power of low level pets with the use of the bestiary and total revamp on pet abilities, traits, stats and mechanics. I've developed a list of pets that stood out compared to others for various reasons. Not all are equal DPS, but some have advantages over others defensively.

#### PvM Pets

##### 1 Slot

90 Fire Minion (set up to cast as fast as possible, focusing on their ability spellburn.. Outperforms other minions)

90 Skulker (stealth hits are big, applies disease often)

100 Komodos (armor shred, bleeds)

105 Aegis Whelps (very tanky against caster mobs and high damage)

110 Sphinx (tank)

115 Blood Hunters (very fast, great with disarm, bleeds)

120 Lemura (tank)

120 Shadow Minion (applies weakness which reduces incoming melee and spell damage from monsters)

120 Fiery Leapers (flamestrike and powerful cooldown ability at range [burst damage])

##### 2 Slot

105 Eldritch Drake (strips magic resist and incredibly strong spells paired with spellsurge ability)

105 Earth Drake (earth shield increases melee damage and breath is very powerful burst damage)

##### 3 Slot

80 Deep Crawler (strips armor and causes bleed) [Note: I've not used this one but have heard it does massive damage at bosses compared to the other crawlers for some reason]

100 Fire Crawler (strips armor, flamestrike and causes bleed)

115 Eldritch Dragon (same as eldritch drake, except stronger)

115 Earth Dragon (same as earth drake, except stronger)

115 Temple Guardian (huge stealth hits, tanky, low maintenance)

### PvP Pets

Most PvP pets listed will do well, but those with disease or spellburn seem best. Disease does a lot of damage over time and spellburn is an ability that does a lot of burst damage and bypasses armor.

#### 1 Slot

80 Devilbats (applies weakness and bleeds often)

80 Fire Imp (spellburn, range)

90 Fire Minion (spellburn, range)

90 Skulkers (disease, stealth)

100 Komodos (hamstring with cooldown ability and very high damage)

105 Aegis Whelps (high resist, damage and decent wrestling)

115 Blood Hunters (reaches their max 10 dmg per 3 seconds for their high swing speed, so may want to invest in wrestling so they don't always do 2 swings within 3 seconds)

115 Sandmucks (armor break, teleport, high accuracy, regen)

120 Fiery Leaper (flamestrike and powerful cooldown ability at range)

#### 2 Slots

100 Nightmare (spellburn, range)

105 Earth Drake (earth shield increases melee damage and breath is very powerful burst damage)

105 Eldritch Drake (strips magic resist and incredibly strong spells paired with spellsurge ability)

120 Blightmare (disease, range)

#### 3 Slots

110 Bonfire Wisp (spellburn, range)

115 Eldritch Dragon (same as eldritch drake, except stronger)

115 Earth Dragon (same as earth drake, except stronger)

115 Volt Wisp (hamstring, range)

As a mage I currently rock a lemura as my tank and 2 eldritch drakes as my offense, which is way too powerful, but it's a lot of fun in the meantime. As a dexter I like to run a lemura, 2 komodos and a radiant burrowbug, which all together strips armor and can allow me to carry 100 more stones.

There are other pets out there that work well in PvM and PvP, you will have to explore them all and find what you enjoy. I hope this guide has and will continue to help you on your taming journey and good luck!