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Ark wyvern taming mod

Tamed WyvernThis mod replaces wild Wyvern on moderated that can be tamed. Once you have tamed them, they will automatically convert them back to the vanilla Wyvern. This leads to the fact that even if you remove this mod, tamed Wyvern will still be saved because they are not modded. Dinos replaced with this mod:- Fire Wyvern- Poison Wyvern- Lightning Wyvern- Ice Wyvern- Rock DrakeI can't find Ice Wyvern inside DevKit, so at the moment it's not included. (All the same - 09.2018) Kibble / Taming FoodOnce Wyvern is non-effective, it will take only these two types of food:- Titanoboa Kibble (Affinity: 400) - Superior Kibble (Affinity: 400)- Fertilized Egg Wyvern (Affinity: 4000) After as Drake disapproving, it will only take this two types of food:- Titanoboa Kibble (Affinity: 400)- Upper Kibble (Affinity: 400)- Decorated Drake Egg (Affinity: 4000)Still can't be used for taming. So any kind of meat doesn't work. Базовые значения для укрощения- Обязательное приручение Affinity: 6500.0- Требуется Tame Affinity на базовый уровень: 200.0- Там Неэффективность по Affinity: 1.0Taming расчет:RTA - Требуется Tame AffinityRTABL - Требуемое приручение средство к базовому уровнюTamingMultiplier - УкрощениеMulti вашего INI ЭволюцияEventMulti ((RTA)) (RTABL - DinoLevel) / Food-Affinity) / укрощениеМультипле - Количество пищи, необходимой для укрощенияГлазы примечание: В настоящее время (17.09.2017) жесткий код EvoltionEventMulti, кажется, 5x, даже если веб-сайт / игра говорит, что это только 2x.(По крайней мере, на моем SinglePlayerGame с опустели НАСТРОЙКИ INI кажется, что это так.) Статистика при укрощенииВ тот момент, когда вы добавляете один из двух типов продуктов питания, принятых для укрощения, следующее произойдет:- Торгор Восстановление замедлится (-1.5, по умолчанию: -25.0)- Потребление продуктов питания увеличится (-0.007, по умолчанию: -0.000185)- Дистанционное использование (Потребление) допускается в инвентаре (по умолчанию: не допускается в то время как неукротимый)Если нет более приемлемой пищи внутри инвентаризации эти изменения будут возвращаться к дефолту. Instructions1. Add this mod to your server.2. Add ModID to your GameUserSettings.ini3. Reboot server4. Destroy all wild Dinos (This mod does not change the existing Dinos) INI-OptionsClick meModID1137556790Donation: www.PayPal.com From ARK: Survival Evolution Wiki It; Mod:Ark Perpetual This article is about content exclusively for fashion Ark Eternal.This content is only available if the mod is installed on a server or on a single player. Creature information (edit | edit source) is a little stronger than Alphas. Caviar in the wild, tamed. Prime Dragons are spawned by the murder of Alpha Dragons. 10% chance. Has a 10% Reduction in Damage Immunity to Normal Tranqs and Elementary Poison/Debuffs Can Only Be Knocked Out with Alpha Elementary Dinos and or Alpha Tranqs and above. After death has a 10% chance of spawning the Resurrected Dino! Allosaurus, Direwolf, Frog, Mantis and Pteranodons can be turned into electric and venom prime elementals. Prime Tier can only be knocked out by Alpha or Premier Elementary Dinos or Alpha or Elementary Tranqs and Higher Immunity to all others. Most have Evolutions or Caviar on the mechanics of death attached. This article about the fashion of The Ark Of Eternal.This content is only available by installing fashion on the server or on a single player. Ark Eternal is a modification of the overhaul that changes many functions from vanilla ARK and adds new creatures and items. MOD is now part of the Ark Sponsored Mods scheme. In order to get the best out of this fashion place it first on the list of active mods otherwise certain features, elements and creatures will not be available. Ark Eternal (Live Version) Mod ID: 893735676. Review Edit | The Ark of the Eternal adds 600 new dinosaurs to its current state, most of them can be tamed in different ways. Some of them can be turned from Creature A into Creature B. Eternal has about 30 bosses so far, some quite easily and some almost impossible to kill. This adds more complexity and variety. And the best thing about Eternal, is that it's WIP, meaning we still have a lot of new features we both think and work on. We will not, however, release content and start by adding more content while the previous content is working. The eternal can be the Core Mod, meaning it is designed for the first priority in your order load. It is also designed with PvE in mind. If you want to use it on a PvP server, you'll have to do some serious tweaking. It is balanced for vanilla difficulties and levels. (OverrideOfficialDifficulty-20 in GUS.ini, in other words Max Dino level 600 wild) If you change this, your experience may be different from what the Eternal is designed for. People have had success in launching this fashion second mods like Pugnacia, Annunaki and Extinction. We don't encourage it though, as it may block some of the Eternal Content. It can work now and then all of a sudden when we make some changes, it can't. We do, however, try to design The Eternal work as a second fashion overhaul. Settings settings edit | Editing source GameUserSettings.ini settings described in Ini Settings Tranquiliser and Elementary Dino Torpor Mechanics edit source | Edit Tranquiliser and Elementary Dino Torpor Mechanics explained in Tranq / Elementary Dino Thorpe Mechanics Explained here by Dino Icru codes and tags | edit source codes and tags and tags for dinosaurs can be found in the code Dino Spawn Codes and Tags Item Spawn Codes (edit | edit source) Caviar codes for items can be found in Item Spawn Kings (edit | edit source) Vanilla Creatures (edit | edit source) These creatures are the same as you find on any of the maps of the Ark, they have the same stats, Elite creatures 'edit | Source Just a little stronger than vanilla dinosaurs. Scales utility and cute! Tame enlightened OviRaptor and develop it into an elite OviRaptor put a saddle on it and you can use it to make kibbles in the Dino inventory. Eternal Creatures 'edit | Source Two-voice dinosaurs that can be dislodged and tamed. When They throw ancient balls. Mostly utility dinosaurs. Eternal Ankilo smells of metal in the inventory. This is activated when there is a saddle and you activate it from the radial menu when you hold E. Perpetual Therizino can craft tranq items and consumables related to taming in inventory. Eternal Jerboa has the ability to wander ships just to put Azulberry in his inventory and set it to wander, and he will craft all vanilla dyes. The same taming mechanism as the vanilla analogue. Same food priority. Adjusted affinity efficiency to x20 to match the level of 600 wild dinosaurs. It also includes mod food as well. Crafter - Better harvesting, big weight carry. Orange-brown/black or blue creatures. Earth - The ability to break stones, huge power and carry weight. Eternal - Creatures with special abilities. Fire - Damage from the fire over time. Red/ Black Creatures. Ghost veed - the root of the web, the torpor, the leakage of endurance. Green/ Black Creatures. Water is 200% faster. yellow/black creatures. Behemoth Creatures 'Edit | source a little stronger than vanilla. Mostly used for utility. Can carry a lot if you use a platform saddle. Made for local bases. Caviar in the wild, taming vanilla (x20). Also uses Mod Foods for taming as well. The same taming mechanism as their vanilla counterpart. Use the same nutrition priority. Adjusted affinity efficiency to x20 to match the level of 600 wild dinosaurs. Elementary Creatures (edited | source editing) Found in the wild. Dinosaurs infused with elements, poison, lightning, fire, ice and radiation. Some, in an attempt to become elementary instead became Cursed. The damned elements apply a positive effect that will last 10 seconds, which reduces speed, health, vision and adds a small amount of numbness. Poisonous elements also deplete food. Lightning Elemental will add the torpor for 10 seconds and stun within 5 seconds. Fire Elemental will prepare their victim. Ice Elemental will freeze the victim for 10 seconds. RadioKinetic dinosaurs are immune to radiation debuffs and damages and give the rider an anti rad buff. Please note the elementary poisons are immune to the elementary poison debuff and elementary lightning is immune to the elemental lightning of Debuff. The same taming mechanism as the vanilla analogue. The same food priority however with insta is the manual meat added. Adjusted affinity efficiency to x20 to match the level of 600 wild dinosaurs. Eats Mod Foods as well. Elementary reapers appear from the murder of elementary dimorphs. The more dimorphs you kill, the more chances you have to spawn an elementary reaper! Ice elemental and cursed elements must be turned in from other elementals with evolved potion (ice or cursed), you can't tame the wild. NOTE: Evolution is not realized in Pegasi dinosaurs or reapers. Note: Elementary TLC motorcycles still have major attacks. Left click for the main melee attack, hold the right click to attack the charge, and left ctrl to attack the lightning element. They can be developed into their TLC variants using TLC Evo Potion. (Currently, only elementary rex of this level level RadioKinetic Creatures 'edit | RadioKinetic creatures give, passive, anti-radiation positive effects when riding or nearby. Eternal Alpha Creatures 'edit | Source Stronger versions of vanilla dinosaurs. Caviar in the wild, tamed. Alpha Dragons are born of the murder of elementary dragons. 10% chance. Alpha Meat Affinity Efficiency x20 and 600 affinity. Perpetual Prime Meat Affinity Efficiency x20 and 1200 affinity. Immune to normal Tranqs requires an elementary level of dino or higher to KO or Alpha Tranq and above. Some are evolution to the prime version activated by putting 25 Prime Blood in their inventory of Horse Riding and Kick x, C, or Ctrl. Pteranodons, Rex, Toad (Frog) and Dire Bear can be turned into poison and electric alpha elementals. Use either green or blue aberration gems Riding and Kick X, C or Left Ctrl. To develop the creature place the required number of items in the creature's inventory, ride and click X. Be sure to remove all other items from the creature's inventory before the beginning of evolution and remove the saddle as soon as the key is pressed. Prime Creatures Edit | source A little stronger than Alpha. Caviar in the wild, tamed. Prime Dragons are spawned by the murder of Alpha Dragons. 10% chance. Has a 10% Reduction in Damage Immunity to Normal Tranqs and Elementary Poison/Lightning Debuffs can only be dislodged with alpha elementary dinosaurs and above or alpha tranqs and above. After death has a 10% chance of spawning the Resurrected Dino! Perpetual Prime Meat Affinity Efficiency x20 and 1000 affinity. Allosaurus, Dire Bear, Frog, Mantis and Pteranodons can be turned into electrical and poisonous elements. Robot Creatures 'edit | Source Similar stats to premieres. Caviar in the wild, tamed. Capable of collecting electronics and crystal from dead bodies! Has 10% Damage Reduction Spectral Creatures (edited | editing) a little stronger than prime. 10% chance for one to spawn when killing a wild premier. Tamed, same Affinity as Primes. After death has a 10% chance of spawning the Resurrected Dino! Has a 10% reduction in damage. Can be knocked out only through Alpha or Premier Elementary Dinos and above or Alpha and Premier tranqs. Ghost Creatures | The source of the editing spawned at the death of either Prime Resurrected or spectral dinosaurs with a 10% chance. Tameable, except For Ghost Saber, is just as premieres of their type usually. Has a 15% reduction in damage. Requires Prime Elemental Dino or higher for KO or Prime tranqs. Ancient Creatures 'Edit | source ancient beings that can only be summoned from the Eternal Boss of the Invocation. They give extra experience to their riders once tamed. Summons on random levels can be knocked out and tamed. Tamed with ancient orb on x15 affinity, and will eat raw Prime Meat after tame, as food. 15% Damage reduction. Training an effect that improves EXP to get within 1 hour when ridden. The same immunities as Prime/Spectral. Requires Prime Elemental or higher for KO. InDominus Creatures (editing | source editing) Slightly than Prime. Caviar in the wild, tamed. After death has a 10% chance of spawning the Resurrected Dino! 15% Damage reduction. Only Prime Elemental Dino or Above or Prime Tranqs can

be knocked out. Perpetual Prime Meat Affinity Efficiency x20 and 800 affinity. Armored Creatures 'Edit | Source a little stronger than Prime. Can be knocked out only Premier Elemental Dinosaurs or Prime Trànqs and above, Immunity to all others. Hell's Creatures 'Edit | source can be taken out of prime with a bottle of hellish potion. A little stronger than prime stats wise, and uses buffs, making them stronger than Indominus as well. 15% Damage reduction. Has a hell of a fire AOE Debuff that sets things on fire when you get next to them burning them for 5% of their overall health within 5 seconds. The same immunities as spectral dinosaurs. Unknown Creatures 'edit | Edit the source of The Evolution of Any Prime or Hell Wyvern in Unknown Wyverns, Indominus Gorillas can evolve before unknown gorillas and prime Therizinosaur can turn into The Unknown Therizinosaur. They have the same immunity as Indominus and have a 15% reduction in damage. There are three types. Fire (red) - Does more damage. Lightning (blue) - Very fast, makes Lightning damage poison (Green) - Has lower health points, but does significant numbness damage. Resurrected Creatures (edited | editing source) Using skeletal models from Fear Evolved, undaunted. Spawns when Prime, Spectral, or Indominus is killed. Can't be tamed. After death they have a 10% chance of causing mystical spawning! Has a 15% damage reduction as well. The harbinger of Creatures edit | is the same statistic as Mysticals. You can't tame. After the defeat, they will generate a harbinger of the beetle. These beetles can be passively tamed with. The adjusted affinity efficiency of up to x20 is equivalent to a maximum of 600. Once tamed, put Eternal Kibble on them and set them to wander and they will produce resources. Blue - polymer, electronics, organic polymer, silica pearls and hide-and-peek. Green - Mejoberry, Narcoberry, rare flower, rare mushrooms, raw meat, raw prime meat, Citronal, Longgrass Rockarrot and Savoroot. Orange is a fiber, thatch, wood, charcoal and a black pearl. Purple - Metal bar, Metal, Crystal, Obsidian and Pelt. Yellow - Stone, Oil, AnglerGel, Flint and cementing paste mystical creatures (edit | edit source) Strong intrepid dinosaurs that are caused. They throw Essences, which are used primarily to call reagents. Caviar at a static level of 1200. Be prepared! 20% damage reduction. These creatures used to be called Immortal Level creators. DarkStar Creatures 'edit | The strongest creatures in the Eternal Ark, which may be these creatures evolved through a long process of eight stages. Evolution to Armored Darkstar Craft Call Reagent Evolution Compy on Perpetual Boss Summoner. Consume the reagent in your inventory and this will give rise to you tamed Evo Compy. He will want raw prime meat to grow EvoFuel and a few other items to be able to grow into the next stage. 1 EvoFuel takes 60 seconds to craft (. Ini customizable craft speed) and it will autocraft EvoFuel as long as you have Raw Prime Meat in its inventory. Since then follow the recipes in each creature's inventory, and when you have enough of each ingredient, craft recipe, and it will evolve to the next link in the chain, it is best to do so away from other creatures and remove everything else from the inventory including saddles. Council! If your creature doesn't produce EvoFuel then try picking it up with a Soul Trap from Dino Storage v2 Mod or Cryopod then releasing it to see if it re-starts crafting. These are the current stages. Evolution to Evolution (Feathered) Darkstar Craft Appeal Reagent Evolved By Pego by The Eternal Boss summoner Hard. Consume the reagent in your inventory and this will give rise to you tamed Evo Pegomastax. He will want raw Prime Meat to grow EvoFuel and a few other items to be able to evolve to the next stage. 1 EvoFuel takes 60 seconds to craft (. Ini customizable craft speed) and it will autocraft EvoFuel as long as you have Raw Prime Meat in its inventory. These are the current stages. The Ultimate Creatures of the Boss (edited | source of editing) Very strong intrepid dinosaurs that are caused. These are the Bosses of the Eternal End of the Ark, they appear at 1200. Very afraid! Special Creatures Edit | Creatures with special powers and such. Tributes to Creatures 'Edit | Creatures made for Patreons and such. Items to edit | Source Ammunition edit | Edit Source There are several new types of arrows, darts and Tek rifle ammunition added to Ark Eternal, which give different effects/numbness. Armor to edit | The additional armor types provided by Ark Eternal are generally stronger and more durable than vanilla armor. Some can be created while others are obtained by killing high-level creatures. Different types of armor can apply some buffs such as speed, hp, carry weight, camouflage, etc. Tier Tier System for Armour Elemental - Entry Level Eternal Alpha Prime Hell Immortal - Higher Level Expendables (edit | edit source) Different types of consumables are available for taming, crafting or evolution of creatures. Costumes edit | Source Suits to Change the Look of Your Dino/Creature Crystals edit | Edit Source There are four different colored crystals found in the Ark Eternal used for crafting, etc. Items edit | Are not really a resource or expense, but found in the Ark Of Eternal and used for crafting etc. Item Loot Sets (edit | source of editing) Items that you can get from killing/harvesting creatures. Potions edit | Source There are a number of different potions on the Eternal Ark, some make you smaller or larger, while others can reset the mating, increase the experience, restore health, help with taming, wipe off the poison, etc. there are even potions to reset the stats or change the sex of your being. Resources (edit | editing source) Different types of types Resources. Saddles edit | Edit the source Some of the creatures of the Ark of the Eternal require their own saddles. There is also armor and armor Tek for griffins. Essences to edit | Source Eternal remains of long-dead creatures commonly used in the design or call of items, etc. from the conscription boss. Structures to edit | Source Ark Eternal provides a variety of structures, while some are better versions of their vanilla counterpart, there are new structures from design, different, elements in fashion to fast-food resources. Call reagents (edit | editing source) created in the Eternal Work bench of The Entities. Used to call the Ancients, Darkstar, and Harbinger creatures. Formally known as the Matrix Call reagent will name a version of this creature that can be knocked out and tamed. Unlockers 'edit | Source Elements that unlocks Tek, DLC Content, Achievements and Emotions. Weapons and tools to edit | Editing Source There is an assortment of different weapons and tools from ark variants tools that deliver four times the harvest and 40% more damage, spyglass, a device for counting levels applied to the essentially powerful admin rifle, which takes, up to, 1,000,000,000,000 damage. Tier System for Weapons and Tools Elemental - Entry-level Eternal Alpha Prime Hell's Immortal - Highest Level Ark Eternal Extra Fashions edit | Edit Source Other fashions associated with the Ark of the Eternal Ark Eternal Extra Spawning (Mod ID: 1787687640) edited | Edit Source Mod Just adds Eternal Dino spawning on Ragnarok and Valguero to the custom of non-vanilla generates each card uses other custom cards can follow as we gain access to the spawners. Ark Eternal Lite (Mod ID: 1693720889) | Edit the source of editing This is the patron requested version of fashion. Updated to work with DLC extinction!!!!!! Ark Eternal version of Lite (Meaning most if not all Emissives (Glowy Skins) are removed or deviated from tamed dinosaurs). Ark Eternal Trànqs (Mod ID: 1546674074) edit | Edit Source Trànqs is simply designed to give our players a standalone version of our Ini customizable Tranq darts and arrows, as well as basic potions associated with The Taming of Dinosaurs. All potions and Tranq Ammo are made in the player's inventory after studying the relevant engrams. MOD uses the same Torpor Configs as Eternal does for prime darts/arrows. I'll be slowly adding the rest of our tranqs to this fashion as time goes on and maybe other potions/elements as well. Expansion Ark Eternal Structures (Mod ID: 1515475686) (edit | edit source) Expansion structures is an extension to the Ark eternal, which adds our versions of vanilla structures along with some of our Mod comes complete with a bench to work out when they called The Eternal Workbench. And the best thing about expansion is that his work is in progress, meaning we still have a lot of new features, we both think and work. We won't, however, release content and start by adding more content up The content works. This mod can be used offline as well. If it works by itself the workbench structure is created in the player's inventory. Ark Eternal Elementary Extension (Mod ID: 1163444471) edited | Edit Source Elementary Extension is an extension of the Ark of the Eternal, which adds approximately 27 new dinosaurs to the elementary level. As well as a few new elementary saddles and a new structure to the perpetual workbench. And the best thing about expansion is that it's WIP, meaning we still have a lot of new features we both think and work on. We will not, however, release content and start by adding more content while the previous content is working. Ark Perpetual Level Up Counter StandAlone Version (Mod ID: 1527820946) edit | Edit the source of the Ark Perpetual Level Up Counter Standalone mod based on the level up counter item used in the main fashion of the Ark Eternal. Thanks go to NanoDragon for coding this stuff for us when it was Eternal Virgin and Kyrearn who level Counter Mod inspired us to make our own version. Ark Eternal XBFerker Tribute Mod (Mod ID: 17765456555) (edited | editing source) Mod is a tribute to content creators xBCrafted and FIRECRACKR. All the elements of fashion are made in your inventory with vanilla or fashion resources. Engrams are learned on the same levels on which they were in the Ark of Eternal. Dinosaurs and all the items work just like they do in the Eternal Ark including the same. Ini Configs for Torpor AOE (hint to its PrimeLightning). Caviar codes will be listed in the pastebin here. MOD includes Tribute dinosaurs, most eternal potions, Rez Stone and Levelup counter. Ark Eternal Grace Buff (Mod ID: 1924308451) edited | Edit Source Adds Eternal Grace to Buff, who denies dropping the damage to a player in your gameworld as a standalone fashion. Page Ark Eternal Eternal Dino Armour (Mod ID: 1945916642) (edited by | Invisible Dino Saddle which will fit any creature with a saddle slot that is the parent of vanilla dino_character_BP. Manufactured in Player Inventory at level 35. Maude, also, includes Armour Stone created in the player's inventory at level 25, which will fit the costume slot of any creature of the vanilla dino_character_BP parents and provide him with 50 armor. Frequently asked questions (edit | source of editing) Here is a list of frequently asked questions or frequently asked questions as they are known. Links (edited | source of editing) Patch Notes (edit | editing source) Click here to expand or roll up the latest patch notes and hot fixes!! Ark Perpetual Patch Notes December 25, 2020 Fixed Stegos Animation. Fixed Special Dino Caviar Chance Record. Fixed lightning magmasaur projectiles only do direct damage to the final type of damage to the boss to do NO friendly damage. (no grid on the hard mode boss one is fixed yet). Corrected Ancient Stuttering DireBear. A special DinoSpawnChance Code has been implemented on most of our dinosaurs. Fixed midnight Shadow Inventory. FizzPanda Caviar's death chance is reduced to 50% by the dinosaurs that spawn it. Added vanilla vanilla TLC shotgun saddle on the bench of the AE Fixed Damaged Stego Remap to use pre-TLC skeleton/grid etc. updated Perpetual Feed, Forge, Crystal Converter have a th in their name so they won't get automatically pulled AA. The updated Titan God damage out put and made it undaunted (Tameable version in the future) Existing tamed versions will disappear 45 minutes after logging in and in to LEAD PLEASE to clear your stock so you lose nothing. added fish meat to the perpetual resource converter. Updated with all RadioKinetics to do radiation damage on impact. All RadioKinetic is being immune to the new RAD positive effect they have to deal with. Updated Eternal Bronto for harvest as Eternal Anky and increase the harvest multi to x4. An updated version of God's Titan boss to spawn a tame version of death. The increased size of Rex's robot. Added more chances for Bionic Giga caviar from robot dinosaurs, as well as an increased chance to tame versions of spawning from the boss version with a special dino config. Added all Sub Bosses related Boss Calls (Titan God, Ghost Saber, Treasure Turkey, Both Vers Graboids.) added Terra Nova Tribute Boss Caller as well. Hopefully fixed hard mode Bionic Magmasaur (Summon not fixed). Added a hard gorilla mode and Urso Major to the boss summoner. Added normal urso major mode to the normal boss call. Added mystical mode Ptero Hard in hard mode Boss Summoner. Rebalancing normal and rigid regime mysticism as well as Harbingers. Ark Perpetual Patch Notes November 12, 2020 Fully restored Midnight Shadow Tribute Dino to correct all bugs with it, and added an additional attack to read spyglass information about it. however this means that all existing Midnight Shadow Griffins will disappear, so make sure you empty their stock before the next update. You'll have to reame them. However I'll get them to spawn 100% of Prime Griffin's next patch to make up for that. Updated several dinosaurs to use the new config below, including all FizzPanda spawning dinosaurs. most of them are set at a 100% chance of spawning by default. Regular Spawn on Death Cases FizzPanda will now have a server ad when they spawn a Fixed Lightning Magmasaur dmg type, so it doesn't have to effect friendly dinosaurs/players anymore when tamed. NEW Ini CONFIG: Eternal SpecialDeathSpawnChance-10 Special Dino (Tribute Dino) Caviar Chance to Death Ark Perpetual Patch Notes November 4, 2020 Updated SpacedPanda to be able to use the stone of Resurrection. Revamped Eternal Alpha AO, DireBear,Rex and Indominus Rex to have a chance to spawn a FizzPanda Tribute to Dino at the death. Added Vanilla Balanced FizzPanda Tribute to Dino, Caviar to death by Vanilla Argent and Dimetrodon Remaps. Maybe turned into the equivalent of one with 25 Prime Blood Ride and Hit X. Added a new minion attack hard mode Phantasmal Gorilla BEWARE!. Thanks to Pikkon38. Updated caviar on the mechanics of death for all bosses, including Harbingers. Replaced by a model of the usual Urso major mode with a model used for the rigid mode Urso Major (spectral bear with so the boss is actually viable. Now you can trace the Essence of the Mystic Ptero Regime to the Essence of Any Other Mystic in the Eternal Resource Transformer. (Eternal) DisableOFFizz-false - Set on True so that the vanilla version spawned instead of the Prime level equivalent. Ark Eternal Patch Notes October 11, 2020 Changed all types of Equus/Pegasi Back Kick Damage to follow Tiered Elemental System now instead of making a numbness to anything. Resized Urso Basic Hard Boss Mode, Added Hard Mode Phantasmal Gorilla Caviar to the death of other hard regime bosses. The increase of Dmg Reduc. Loot and Meteor Attack Damage Ghost Saber and Treasure Turkey Made terra Nova also spawn to death from armored Darkstar, and the hard mode Mystic Giga brought Terra Nova up to par with the feathered Darkstar. Tweaks to dark Hierophant for pulse on some attacks to about 50% of what it was. Added Minion Hierophant Seeker for caviar along with DodoReaper Minion. The fixed rigid of the Big Green Snake, the depth of the dive and the speed of the voyage, as well as the collision. Fixed all gorilla's turn radius, dive depth and speed of swimming. Hell Spaceshale bomb ammo Lava Rocks Fixed Recovery death to have Ini config for Dino Dmg and disabling Eternal DeathRecoveryDinoDeng'false does not take Dino Dmg Set the truth to damage. Turn off the Golem-false set for the true one to disable the placement of the recovery of death. Added Super Secret Dino Everything will be revealed when the time is right. Ark Eternal Elementary Extension Hot Fix Patch Notes October 4, 2020 Altered Elementary Unicorn Back Kick Damage Types follow Tiered Elemental System now instead of doing the torpor to anything. Ark Perpetual Patch Notes September 27, 2020 Added Eternal Berries that will be given to death by killing the eternal level of herbivores, as well as vanilla remap herbivores. Fixed Eternal Egg AO spawning vanilla AO. Added Premier Bulldog, KO hand, caviar to death from elite Shinehorn, Vanilla Anky, Prime Bigfoot, Carno and Chalico. Extended Hierophant despawn timer to one and a half hours. The knock-back has been removed from the henchmen-heirs. Tweaked BionicGigaSpawnChance ini code to be more reliable. Added AOE Fire and Grounding aura of hieromerk. Ark Perpetual Patch Notes August 21, 2020 Error Fixes Fixed Eternal Ankylo Inventory. Possible Fix for Hell Spaceshale being invisible outside of the lunar biome on Genesis Added CannonBall Arrow. Added Ctrl attack to Robot BloodStalker, which makes web debuff from spiders. Fixed Egg Duping's Perpetual Collector item, a remote collection of egg switch from wheel, is being processed through a consumables switch in the wheel menu. Cannonball Arrow Engram learned from Lava Golem or Prime Karkinos. Fixed inventory error Andrew. Fixed Bionic Lightning Magmasaur Caviar to death to give birth to the correct Magmasaur robot. Ark Perpetual Patch Notes August 11, 2020 New Ini Configs (Eternal) LvlUpCounterTrue Error Fixes Fixed Dodorex Fire Breathing on Ancient Indominus and Resurrected versions. Fixed Spacedpanda's spyglass spyglass read the right tier of the torpor to KO. Fixed most minions so as not to have multifunctional i.e. whistling only commands. Fixed Ghost Sabers meteors to not kill you from the mountain. Removed fertilizer from GodShrine. Fixed meteor attack on Ghost Saber and Treasure Turkey kills riders from the mountains. Fixed normal mode Bionic Magmasaur Actor Caviar. Removed fertilized eggs from the collector's item pick up. Remote Empowerment Station from WorkBench. Fixed empowerment artifacts that will only be manufactured at the Empowerment Station. Corrected God Mode Summoner Bionic Magmasaur Invocation. Fixed by Lava Golem Torpor Immunity. Dino Supplements Added Remapped Crystal Wyverns They can fly underwater, speed level and use our caviar on the death system as well as custom eggs. Robot Meck now has the same immunity and DMG reductions as all other Robot Tier dinos, KO manual Only Now, will take the Eternal Prime Meat or Prime Eternal Berries as well as an element to tame. Robot Mek now do not have to use fuel for anything else. Added Perpetual Robot BloodStalker. Tames Knockout or Passive Tame Same Immunities and Damage Reduction like Other Robot Tier, Caviar to death from all other mod bloodstalkers with a 10% chance. Added the BloodStalker robot to most dinosaur robots spawn to death. The increase in the number of Robot Dinosaurs Bionic Giga Boss can give rise to death by. Added PrinceAndrew Tribute spawning to death from the ghost of Thila, Rex and Dominus Ous. Dominus Ovis can no longer be carried by other dinosaurs. Added LevelupCounter Buff to most of our vanilla kids who don't have it as tamed by the default positive effect. Setting up the LvlUpCounter-True settings in the GUS ini settings will now also disable the level counter up from the item. Ark Eternal Elementary Extension Hot Fix Patch Notes July 18, 2020 Fixed Egg Crash Code on Dark Hierophant. Ark Eternal Elementary Extension Patch Notes July 17, 2020 New Ini Configs Perpetual DisableSandM'false disables the placement of spoil and mortar when set on True SandMSpeed 10 (uses the same formula as God Sanctuary CraftSpeed Ini) SandMSpeed Ini' 300 Control slot count to spoil and mortar. The bug fixes the bug that has been fixed. Fixed description on MagmaSaur God Mode. Fixed beer in Godshrin (removed). Removed Indomg Rage positive effect from all versions of Indom. Fixed all mod projectile damage types so as not to do friendly damage and ignore the rider. The Eternal Achatina Power Settings have been fixed, so the numbers are the same. The description of the Robot Magmasaurs spy glass has been corrected. Fixed Level 1 and 2 Bionic Magmasaurs do not use their AI. Fixed the eternal feeder of an invisible error. Dino Supplements Added Vanilla Remap for new Tropo Dino Tme just like vanilla, but also uses Meat also Gestates, can Swim Underwater does not take damage from the fall and can work while it swims can also learn Tropo saddle engram from killing it. Added Tropeo Remap for caviar from Anky, Ants and Ptero remaps. Added a hellish space whale. caviar to death from the ghost of Wyvern. Added Dark Hierophant Tier 3 boss of God Mode Boss Summoner. Adjusted Settings of the Harbinger Beetle class to tame only Eternal Mod products. Adjusted Titan Titan Tame food to Eternal Berry Prime. Added razor Dental suits created in the eternal bench Engram learned, killing all tiers of Yuties. Made Some Mysticals Harder, and Harbingers are now a positive immune effect. The Supplement Structure is added by Engram for Spoil and mortar drugs, so server administrators can manage development costs. Added empowerment of the station AE bench. The Boss elements from GodShrine Crafting have been removed. Added Boss Item GodShrine to make all the trophies and artifacts. Godshrine previously created including king of Titan Trophies, drops at the same speed as the regular GodShrine from the Eternal EndBosses Item Added Hand, held by the Bola chain, reused and indestructible exactly what he says is the tame Bola chain created in the Eternal WorkBench at level 50. Engram learned from the murder of Tropo Remap. Added hellish SpaceWhale Summon Item fell on Ghost Saber. Supplements of Zitar: Added the third tiered caller of the boss mode of God. Added God level Bionic Magmasaur. Caviar in the poisonous robot Magmasaur to death. Added engrams to empower artifacts, unlock from each appropriate level of Bionic Magmasaur. The description of the Robot Magmasaurs spy glass has been corrected. Fixed Level 1 and 2 Bionic Magmasaurs are not using their AI elementary blast attacks (this makes them much more dangerous). The modified Level 1 and 2 Bionic Magmasaurs give up futuristic balls to help tame their fellow robot Changed Empowerment Station is being installed from a pair of ID instead of player ID and check either ID when using to determine if you have a structure. Hopefully this fixes the issue with the odd player getting locked out of their own station after the server restart. Ark Perpetual Elementary Expansion Patch Notes June 7, 2020 - Added Elementary Fire MagmaSaur caviar to death from the elementary fire of Argent and vanilla Remapped Ankylo (purple anky). Changed Bionic Giga Call Requirements for normal and rigid mode no longer require an artifact, but prime blood instead. Gave vanilla manticore and dragon bosses from the boss calling for a new AI. so hopefully they will fight better. Added AmberGris and BloodPacks to the Eternal Feeder. The revamped Eternal Bogsrine has added some new elements to what it does including Titan artifacts and trophies from extinction. New icons are added for The Eternal Berry Alpha and Prime Featuring EezaGeeza for them. Making sure the Perpetual GodShrine Revamp gives more gasoline than it takes - The increased perpetual feed range should cover 50 funds or more easily. Note the Green Circle Show Range may not be accurate enough, so don't use it as a base, even if it's really close. Updated crafting costs for all poisonous to be more expensive. A fixed men's glider suit without having wings of the Eternal Feeder now feeds babies thanks to The Prom. Removed evolution from Alpha Corrupt Rex (they shouldn't have had them from the beginning). Wicked Gaming's Tribute added. All the requirements for crafting a poisonous bike have been fixed. All frog breeding has been fixed. Give the Settings Class Jugbugs and Buff Buff that vary depending on the level. - Edited Spectral Gacha include new timeless berries and prime-level dmg reductions. Made Elementary Fire MagmaSaur immune to most if not all the fiery buffs of the basic things of the game and the elementary level of fire from the eternal. Add AzraelKane: Added elementary fire, lightning and poisonous kangaroo. Supplements of zitar: Renewed health of all resurrected levels, so some of their health is not so low compared to others. No more giga with less health than Rex. Immortal Lootpools are modified so that the armor dropped has a different quality at the boss level. Immortal Lootpools are modified so that the lesser shrines of God drop the odds are different at boss level. Endboss Lootpools are modified so that the armor dropped has a different quality at the boss level. Endboss Lootpools are modified so that the eternal god of the shrine has a change difference to fall based on the boss level and added Bionic Magmasaur boss and hard boss mode. Bosses of the endgame. Opens the dedication station after death. Has a 10% chance of calling the Magmasaur robot you can tame. Fire, Electrical and Poisonous Options are available, each spawning from a certain level of boss and added empowerment of the station. Craft Empowering Artifacts and Place on the Structure to Get Boosts by Your Player and Your Traveled Dinosaurs. Endgame item, will take an increasing number of items to make artifacts depending on the level of empowerment, now level 1,2, and 3 give 5.10, and 15% stat momentum. Values can be changed if they are deemed to be incorrectly balanced. Ark Eternal Elementary Extension Patch Notes May 12, 2020 Fixed Engram for the Player Inventory Crafted Corpse Recovery structure to indicate the correct structure (i.e. one in the work bench) instead of the old version of WIP we used before the current one. Ark Eternal Elementary Extension Patch Notes May 9, 2020 -Remote engram requirement for corpse recovery in the bench now, engram unlocks the development of it in the player's inventory as well. If you need to disable this structure use the ini settings entered by the last patch. (Eternal) Turn off the Truly Gole-false set to disable the placement of the Eternal Restoration of the Corpse. Ark Eternal Elementary Extension Patch Notes May 6, 2020 - Fixed Elementary Griffins without having a saddle slot show, you will need to retame your griffin or shower ball/throw away etc to see this change. This will also cause a Level 1 bug, so you'll have to do the higher to fix it anyway. Ark Eternal Basic Mod: Patch Notes !!!! Ark Perpetual Patch Notes May 6, 2020 - Added Elementary BloodStalkers, Caviar to Death by Elementary Allos and Elementary Pegasus, as well as Alpha BloodStalkers. Thanks to AzraelKane for creating these guys. All BloodStalkers now have a saddle and costume slot and Alpha Wyvern saddle. Revamped Eternal Alpha Otters to make for KO manual as well as passive. Added engrams to restore the corpse, Perpetual Feeds and DLC cryopod bench so administrators can disable if necessary. New Ini Config: Eternal DisableGolem'false Set to the true to disable the placement of the Eternal Restoration of the Corpse. Fixed elementary tortoise turtle Products. Possible Fix for Gorilla stuttering on rock throws and chest pound. Bacon The Overlord no longer takes the fall of dmg. Fix for Primal Fear Destroyer to be overridden. Ark Eternal Patch Notes April 29, 2020 - Added evolutions of TLC to the Eternal, Eternal Alpha, Prime and Hell Spinols. All Spinols now provide rider with endless oxygen when underwater. Added Eternal Spear Trànq uses a poisonous ini Configs arrow for Torpor can knock up, but not including eternal Alpha. It takes the study of the eternal spear to learn and craft in the inventory. Added Eternal Arrow Stim, Arrow, created in The Inventory, which wakes things up when shot (Removes Torpor). Added Flame Breath Attack Eternal Alpha, Premier, Hellish and Spectral Rock Drakes are all linked to the left-of-the-button Ctrl, also polished by their dive bomb to pounce damage too. Included is gender, pregnancy and mating on Elemental Golems thanks to Tara auto and tbf. Fixed Arrow Stim to work on manual as well. Added Eternal Berry Alpha and Eternal Berry Prime, created in the Eternal Work bench at level 40. Changed all alpha herbivores only take Eternal Berry Alpha or Prime to tame. Changed all prime and up herbivores only take Eternal Berry Prime to tame. These changes will cause a Level 1 bug most likely, so you'll have to either retame or use a dino storage mod to fix it. The revamped Perpetual Resource Converter use Eternal Fuel as well as gas as fuel (no it is not infinite) and take energy from the perpetual generator. The description has been changed to reflect this. Updated TLC evo Potion Description to include Spino TLC evos. Renewed Frost and Eternal Ice Wyvern Buff immunities to be in line with hellish levels. Updated Eternal Alpha Grizzly Bears taming setting. Supplements: - Added Indominus DodoReaper. Caviar from Inomimus Dodorex and Dodowiverna. Added an Anky robot. Caviar from Eternal Anky and Robot Stego, Trike, and Theriz. Ark Eternal Patch Notes April 20, 2020 Switched to Windows only the fashion cook file. Fixed the eternal feeder Green ring error. Turned DinoLimits back on the default. Edited by our fish Remaps so that you don't have underwater dinosaurs spawning in the swamp on genesis when the fish is killed. Made most of our dinosaurs immune to AOE DMG you can get by being near the magmasaur. Removed Enrage positive effect from the hellish Indominus Rex. Added many more creatures that will give Bug Buff to all our Modded Sloths including SpacedPanda. The Ark Eternal Elementary Expansion Patch Notes April 19, 2020 Updated Rock Drakes to be in line with changes made to their Genesis parents. The deleted Primal Fear Dino spawned a message from caviar to death. Switched to Windows only the fashion cook version. Turned DinoLimits back on the default. Made most of our dinosaurs immune to DMG you can get by being near the magmasaur. Ark Eternal Structures Expansion Patch Notes April 19, 2020 Removed Manufacturer. Windows Only Cook Fashion. No Linux files. Ark Perpetual Patch Notes April 13, 2020 Fixed InfoBox on Ghost Wyvern to read the correct level of torpor needed Ko it. Added Eternal Genesis Engram Unlocker, Engram learned by killing the hard mode fantasmal Manticore. Added some eternal Dino spawns in the swamp, snow and volcano Bioma on Genesis. All Of Tila, Tiger, and Rock Drakes have been updated to be in line with changes made to their Genesis parents, meaning they won't cause more accidents. Removed the Ancient Mantikor from the game. The revamped Eternal Alpha Moth have a beam attack on C fly underwater, be able to align the speed, and increase its basic stats, also has a chance to breed prime moths to die among other dinosaurs. NOTE Stat changes will cause a Level 1 bug to either Retame or put in a Dino Storage shower ball and take back to fix. Added Premier Moth, born of death from the Eternal Alpha Moth with a basic chance of 10%. Added Eternal Alpha BloodStalker. Caviar to death from Alpha AO Prime Yuty and several other dinosaurs, can be knocked out and tamed, as well as tamed in a vanilla way, will take Mod Foods. Added all Genesis Tech gram unlocks Fantastic Broodmother and Manticore both normal and hard mode. Ark Eternal Patch Notes on April 4, 2020 was renamed the Eternal Grinder in Perpetual Resource Transformer to ease confusion about its true function in fashion. Added all vanilla damaged Remaps back to mod, as well as a few regular vanilla dino remaps. Read more vanilla Remapped Dinosaurs, as well as the MonsterIsland Spawner Remap (where the resurrected is used for caviar a lot). Ark Eternal Patch Notes on March 27, 2020, re-added Anky and Stego Remaps, including versions of Aberrant and Tek. Re-added Vanilla Flyer Remaps including Tek Versions if they are. Remapped Primal Fear Dino Spawned Message from PF spawn on Death Stuff was purely a test measure to ensure that the code is shot properly. The added Eternal Multi Tool works similar to the Gaia MultiTool (thanks Prom) except for the sickle part of the harvest as our crystal sickle and sword (club) part uses the same damagetype and torpor configs as a poisonous pike. Added a lot more vanilla remaps to fashion to get more of our dinosaurs on any map through caviar to death from them. This includes remapping pegomastax and ichtthyornis into other dinosaurs so they no longer have to spawn. Ark Perpetual Patch Notes March 5, 2020 Read the missing assets for DodoRexes. Read Eternal Grace. Install DisableDinoLimits to True by default in all dinosaurs. Added Perpetual Blood Package Jugbug; Produces packets of blood; Caviar to death from the Element JugBug. Removed Fear DireBear, TerrorBird and zombieWyverns from fashion. Hopefully this will help solve some of the accidents. Ark Perpetual Patch Notes February 26, 2020 Undeaf Wyvern Boss from Summoner is now on par with the normal Phantasmal mode in stats and damage wise. Ghost Tier Creatures now all give alive (tamed ones that are.) SkyRider no longer accepts the damage of the fall. Rebuilt and replaced by RadioKinetic Raptor. Fixed delay on Evolved Darkstar (Tamed) (Feathered Darkstar) Evolution back in 30 seconds for the bubble. Added Prime Blood JugBug Based to Death Perpetual pitcher jug error as well as Eternal therizinosaurus and more. Renamed Eternal Lava Golem Plan to avoid conflicts with Lava Ragnarok Golem BlackieDon now generates out more things. All JugBugs now spawn from more things. Fixed Information Box on Laophis Crotaloides (Big Green Snake) to read the proper level of Tranq required by knockout. Added Elementary Crystal JugBug Caviar to death from the Eternal Dodo and Prime Wyvern . Every time you take resources it will give you x number of all 4 mod crystals. (tamed just like all other JugBugs from Fashion TRANSS ONLY NO DINOS) Taming food changes : Eternal Alpha carnivores will no longer take anything other than alpha meat, Eternal Prime meat or instatame meat tame. Prime-level and above carnivores will only accept Alpha Meat, Eternal Prime Meat or Instatame Meat as a taming food now. Elementary and lower carnivores remain unaffected by this change. Prime Equus no longer supports passive Tame knockout only, the same with Alpha and above Pegasi Fixed Prime Diving Wyvern pickup animation thanks to the avant-garde. Premier Wyvern Evolution BluePrints now require saddles equipped to show no more developing babies!!! Or wilds. FrameWork for caviar to support death for primary creatures of fear (if it is loaded with eternal) is added. The new Ini Configs Eternal PFDDeathSpawnTrue allows caviar to die for PF dinosaurs if the PF is loaded. PFDDeathSpawnChance is a 10 percent chance PF dinosaurs breed at death by eternal creatures. Please note that PF Dino are not installing yet only frames so only 3 dinosaurs that will appear with these codes will be both nuka dodo and Kamikaze Dodo and Captain BlackBoulder Boss. Further implementation will take place in a later update. Added Eternal Saddle Wyvern Featuring Prom Removed Teleporter and Remote Spawn Administrator just until bugs are fixed Removed All Remaps to test Genesis update, as well as Eternal Grace Buff. This Fix is to correct the Genesis update error. Ark Perpetual Patch Notes January 11, 2020 Added Indominus Argentavis, has a charge of attack like rhino and cloaks like Indominus Rex, caviar to death from all other Indominus Tier Creatures or Prime and Spectral Argentavis. All Evolution timers, except Darkstars, will be reduced to 3 seconds to avoid Dupe Exploits. It's just enough time to grab your saddle if you do it right away. Updated Indominus BroodMother Torpid Animation and Materials. Updated materials Indominus DodoWyvern. Fixed spectral allosaurus, depositing spectral rex of the fertilized egg. The entire Indominus Tier (except Argentavis) has received new materials similar to BroodMother and DodoWyvern. Added Spectral Resurrected Carno, Spectral Resurrected Bronto, Resurrected Predator, Spectral Resurrected Dodorex and Spectral Resurrected Giga gave birth to death by normal resurrected creatures. Reskinned all the Harbinger bosses and beetles back to their proper coloring. Fixed Bionic Giga Tameable Version Info Box read the correct level of Torpor it takes to dislodge. All will destroy on stasis now, as well as all the henchmen thanks to Pikkon. Added 30 min de caviar timer Ghost Saber and Treasure Prom Turkey. Perpetual Spyglass now shows the Dino Name Tag in Info Box. Thanks to Reaper Updated Eternal Jerboa caviar in higher than the first level and increased its stats. Existing ones may need to be re-tamed or fixed using the Dino Storage v2 Mod if they suffer from a Level 1 bug. Ark Perpetual Patch Notes December 19, 2019 Fix for some bosses not having the right levels or stats for their level Removed damaged hearts from the eternal GodShrine Made Elite GlowBug immune flyer grounding Debuff Fixed bug with disabling engrams for the perpetual suit glider it needs to work on now. New Ini Config (Eternal) StructureDinoDmg'false - Eternal WorkBench does not accept any damage False default Perpetual Generator does not take any damage. Perpetual Teleport fixed /added. Thanks to Vanguard for fixing it. Read descriptions of the items on the eternal teleport and the eternal remote teleport otherwise you will be confused about how they work. Ark Eternal Patch Notes December 6, 2019 Eternal Alpha, Prime and Elementary Indominus Rexes now cloak in the wild once every 20 seconds as soon as they have a goal. Thank you for helping Vanguard. Wild spawning Indominus Rexes is now also a cloak in the wild without a goal with 1 minute cooling. DLC work bench stuff should not have quality associated with BP should no longer be just primitive. Perpetual WorkBench has had a slot count upped to 1200 for placement not using a stack of mods. Added the Elite Glow bug. Caviar from Elite DragonFly to death is a 10% chance. Added Engram for the perpetual glider costume. Ark Perpetual Patch Notes November 20, 2019 Fixed the recovery of death in full. Thanks Manalo!!! Fixed vanilla Remap Anky and Stego to give birth instead of using eggs (only Stego needs to change) New . Ini Configs: EternalDR DelayTimer15 DisableDecayTier DecayMultiplier0.142857 MaxLifeSpan-120 DisablePickup-false UseOnce=true ThereCanOnlyBeOne=true UseGlobalTimer=true ExclusionList PrimalItem_WeaponGPS, PrimalItem_TekRifle These. Ini options work just like .ini Death Recovery Mod options are looking for descriptions for each entry.ini until I get our update. Added the Eternal Glider costume. The added Unbreakable Desert Fabric Armour Set is made from one item from player inventory. Ark Perpetual Patch Notes November 14, 2019 Fixed all Griffins are unable to use Ress Stone. Added Snow Owl and Gasbag Vanilla Remaps. Perpetual Tranq Bola no longer requires Hide craft. The eternal stone sickle now collects fiber more often. Owl and Gasbag remaps do not take damage to the fall. The Alpha Wyvern saddle will now fit any dino that can be covered by the saddle slot. Fixed death recovery errors. Added remaps extinction. Added internal code to vanilla remaps that don't have it. Corrected the Elementary Eye Glow of DireWolf and added the Resurrection code to them. Titan God no longer takes the damage of the fall, gets tougher and destroys corpses now. Added Kangaroo Remap, who has a chance to chance BlackieDon caviar to death as well as The Fertile Rabbit. Added Diplodocus Remap, which has a chance to spawn eternal Alpha or Prime Diplo at death. TESTING Remaps of OSD/Element Vein Dinosaurs and Loot. Fixed Elementary Fire Damaged Carnotaurus's Dino Name Tag. Ark Perpetual Patch Notes November 1, 2019 Fixed some vanilla Remap Flyers at a speed level that didn't. Fixed Alpha Sarko to have a resurrection code. Removed the Stat Mod code from most Dinosaurs. Added 1 Dino Dino for most dinosaurs knocked out inventory when wild. Added Premier Diving Wyvern Evolution Premier Wyvern put 25 Prime Bloods in his inventory, ride it and hit X to develop. Restoring death is back to its present. Ark Perpetual Patch Notes October 25, 2019 Premier Diplodocus generates to death from the eternal Alpha Diplo or Prime Allo. Optimized DummyProof and DisableHarvestAnky/Doed Code, so the code will run more smoothly depending on which switches are called, the default is still true for DummyProof and false for DisableHarvest. Added Aggeravich mushrooms to the eternal harvest of Anky from the trees (previously it was not enough). NanoDragon's Supplements Added Recovery of Death. Added AE Teleporter - Both are admin spawnable only for now as they work in progress. Ark Perpetual Hotfix Notes October 3, 2019 Hotfix for Perpetual Ankylo and Doed versions that ride on E Interaction to make craft switching work again. The timeless versions of Ankylo will have to be re-tamed. Ark Eternal SpacedPanda Tribute Mod Patch Notes October 2, 2019 added the functionality of Stone Resurrection to SpacedPanda and Prime Sloth. Added the Resurrection stone created in the inventory. Added Perpetual Tranq Bola created in the player's inventory. The added Armour Stone suit provides a 50 armor band to nothing with the Dino Wise slot suit. Manufactured in the player's inventory. Added Eternal Stone Tools Enduring and Sickle-shaped harvests eternal berries. Added meat instatame and timeless berries, like Taming products for prime Sloth and SpacedPanda Instatame meat has a chance to be harvested from prime sloth or SpacedPanda corpses. The added Panda Grace fan nullifies the damage from falling on the player's caviar or re-caviar. Ark Perpetual Patch Notes October 1, 2019 Added Eternal Alpha Diplodocus Caviar to death from the eternal Alpha DireBear, uses vanilla saddle and knockout hand using eternal berries. Yes, it's actually damaging. Has the right click and C attack too. Perpetual Alpha Diplodocus also has a Rhino Charge attack. Upgraded Eternal Otton to prime level, currently has a real assault charge under the rhino and uses the Alpha Wyvern saddle and costume slot for stone armor as well. The new Ini Config Eternal DummyProofTrue provides perpetual doed and Anky caviar with a smelter switch, like E Interaction. This is the default. on the false versions of caviar that have Ride-like E interactions instead. Added Small BogSrin Aberration gems. Added 5 more entries to Behemoth Brachi caviar in the death list all eternal Dinosaurs now have the option to have to choose one of the 10 list for caviar at death rather than choose one of the 5. Fixed Fixed Damaged type of lightning damage Carno. Supplements of zitar: Fixed Prime Teresa and the Ghost of Rex Eggs. Added Unknown Dodo. Added Unknown Theriz and Dodo nonpartisans skins. Unknown human skins have been added. Ark Eternal Structures Expansion Patch Notes September 21, 2019 Upgraded Perpetual Auto and heavy turrets to do more harm and have more health to be on par with the Ark of the Eternal Dinosaurs. Upgraded Eternal Tech and Heavy Tek Turrets have more health and do more harm to be on par with the Ark of the Eternal Dinosaurs. Ark Perpetual Elementary Extension Patch Notes September 4, 2019 Made Elementary Rock Drakes Immunity to AE, Gaia and Dino pickup mod pickup relics. Ark Perpetual Patch Notes September 4, 2019 Added Speed Stone created in the inventory equips in the Dino costume slot halves speed of movement after equipment. All Indominus Rexes, Reapers and Rock Drakes are immune to pickup buffs from Eternal, Gaia and Dino Pickup Maud now. Fixed Elementary Glowtails inventory they will now equip saddles and suits as well. Fixed Alpha and Premier Gigantopthecus re-equip helmets as well as suits and saddles. Updated damaged Remaps include our lovers of default immunity to things. The revamped RadioKinetic dinos have proper amateur immunity, and added elementary crystals to their death drops and the same lootset as other elementals. Added Elementary Golem they spawn to death from elementary ice dragons and elementary poison DeinoNychus. Fix for Prime Therizinos colors. Fix for the unknown and prime Therizino cleaning stats (re-tame to avoid problems with existing). Ark Perpetual Patch Marks August 24, 2019 Added BlackieDon Tribute Dino spawns to death from other giraffe and fertile rabbit. Live DiveBomb Damage when landing from a mega jump does not scale with melee - thanks Vanguard. Spectral attack on the left click. Torpor's attack on the right click. Harvest of berries and meat. Has a craft inventory that when the item is in it will craft vanilla tops drops every 10 minutes by default. Making a switch added to the Blackiedon Radial Menu (hit and hold E) crafting is off by default. The new Ini Config ApexSpeed works like EvoFuel or Godshrine speed speed suit so 10 for 60 seconds 100 for 6 seconds and so on. Prime level as far as damage reduction goes. Takes an unknown level to THE KO. Dino Blood doesn't spoil anymore. Elementary reapers no longer have to impregnate players tamed or wild. Fixed Prime Tier Robot Tier Unknown level for all have proper immunity positive effect. Fixed Fertile Rabbit to be knocked out only by Prime Trànqs. Fixed immnosies Jugbug so that only alpha or prime Trànqs can knock them out. Fixed all Tapejara a few caviar on the system of death and resurrection of the stone. Elementary DragonFly will now spawn to death from all the elementary Tier Tapejara. All instances of Poisonous Arrows positive effect have been replaced by poison Darth buff. All Rock Drakes and IndomRexes are now immune to our pickup heirloom lovers so they can't be picked up. Resurrected no longer poop, stronger and Trike is now a ray of attack. Attack. Ghost and Most Tribute or Special Dinosaurs will now take Unknown Dinosaurs by knockout or above to read their information boxes. Most of the eternal structures and Rahnus Dodo have increased the time of corruption for all types of elements now. The resurrected Rock Drake added to the game. Added to monster island caviar. Caviar to death by Spectral Rex, Idomina Broodmother, Indominus Gorilla. Added skeletal rock Drake skin. Doubled resurrected therizino damage. Added prime-Terezino. Caviar to death from Eternal and Alpha Therizino. Alpha Therizino can develop with prime Blood To Prime Therizino. Prime Therizino can turn into unknown options. Added Fire, Lightning, Poison, and Harvester Unknown Therizino. Ark Perpetual Patch Notes August 12, 2019 Fixed so that the plus can push and pull the feed out of the egg N feed collector and fertilizer maker. Gun stone is no longer stacks. Corrected Alpha Kibble description of the Wombat toy. Replaced by Rideable Dodo's Running sounds with something much quieter. Added Elementary Evolutions to the Eternal Alpha Griffin. Fixed Torpor the ability to be aligned to tamed Darkstars note this can bug existing tame and require you to get them again. New Ini Config. (Eternal) DarkStarBreeding-True/False By default is a true set of false disable

reproduction on both types of Darkstar. Tek's eternal armor and rifles are no longer shredded. Eternal Tek Armour no longer consumes an item when using (endless ammunition). The eternal feeder, feeder and eternal collector have all moved from EXP structures to eternal fashion. Fixed so S Plus cant pull out of the Eternal Feed. Added Eternal Alpha DragonFly Evolution from Elementary Dragon Fly using 25 blue crystals (fashion crystals) riding and hitting X. Added Premier Elementary DragonFly Evolved From Eternal Alpha DragonFly via 50 Prime Blood Riding and Hit x. - All DragonFlies use alpha-riever saddle. Added more Mod Loot to the spectral crystals of Gach. The revamped Sex Changing Potion will not only change the sex, but also give sex too and allow the mating of dinosaurs that have no sex and usually cannot mate. (works only on tamed.) Huge XP potions now also apply a 5x XP positive effect that lasts for 10 minutes when consumed on top of XP usually provided. Large XP potions now also apply a 4x XP positive effect on top of the XP usually provided that lasts for 10 minutes Added Dino blood, DNA and heart is a very rare chance for spectral Gacha to produce as a resource Tweaked Perpetual Alpha Ravager Evolution Bubble Size for its Elementary Evos. Ursa Major can no longer be pushed back by anything. The added TLC Argentavis saddle will work on all of our TLC Argentavis Evolutions created in Perpetual WorkBench the same cost as the Alpha Argentavis saddle. Eternal Armor Helmet should make you immune to numbness. The eternal chest armor piece should now make you immune to Knockback. Thank @Promo. Green Eternal Tier dinosaurs will now use the poison Arrow positive effect to numb and share their configs that allows them to do well but not include The Eternal Alpha. Updated all frogs to be able to attack while and jumping. Eternal and eternal alpha frogs (not elementary) stupor follows a poisonous arrow. Eternal robots-siloviki can no longer be covered with leaflets. Dino blood dino heart and DNA are considered resources, no consumables now so they can not store in some refrigerators anymore. Ark Perpetual Patch Notes August 6, 2019 Fixed Dodorex Bugs. Corrected resurrected Spino animation. Fixed turkey animation. Corrected The Resurrected Giga wrong name. Reducing the AOE range on Turkey Ghost Saber and Titan of God for the pilot debuff. All flyers that do not have a range of attacks are now immune to grounding the debuff. Added all in one potion injector, created from the perpetual workbench, the level 100 required engram learned from the murder of Phantasmal Gorilla Boss he sets healthy food and endurance to 100 percent and removes all numbness. Ark Perpetual Patch Notes July 29, 2019 Fixed 50 50 caviar issue with the establishment disableharvestanky to true, doed as well. Fixed dodoRex beam attacks sounds. All Maud Dodos lay the Eternal Dodo egg undolized now wild or tamed. Perpetual Alpha Rock Drakes will now breed a fertilized egg at 75% health in the wild. If female, if male they will spawn a female, then the female will spawn an egg for 75% health. (This is to help with getting their eggs tame eternal Alpha Vasiliskisk) Thank you Pikkon for the code. Texture fixes for Robot Griffin and Trike Added Vintage Point Resets on Dino Mind Wipe and MindFlash for Vanilla and Fashion Teri and Vanilla Moschops (thanks to Prom) Readded Terra Nova Tribute to Dino Feathered DarkStar Option, Caviar to death from feathered Darkstar boss or from an item that has a chance to fall into The Darkstar boss. Triple amount of time things can be stored in Rafus Dodo before it spoils. Perpetual Spyglass info is the Auto Resizes Fit text window now, and it has a passive or KO hand marker now as well through the icon. Thanks Reaper!! Ark Perpetual Patch Notes July 23, 2019 Added Eternal Saddle Giraffe created in the eternal cost of the work bench and stats match Alpha Rex Saddle. Fixed Diving Premier Wyvern AI he is attacking in the wild now. Added Perpetual Pickup Relic works just like Dino Pickup Maud New INI Configs. (Eternal) DisabledPickup-Rock Drake, Indominus Rex, etc. works just like a blacklist from Dino Pickup Maud to use a dinos descriptive name followed by a comma. i.e. the name you see it in the game. Upped Apex Loot points drop speed from dinosaurs Added new saddles to drops, as well as loading stone and armor stone. Added armor stone, a suit that when equipped provides the Dino 50 armor base it for tapped from griffins and such. Fixed Feathered Darkstar to be able to have the potions used on it again. Buff Counter Level Up now survives the server reboot. Added Eternal Alpha Lion and Caviar on Death from Each other and Eternal Alpha Saber and Tila. Added Prime Lion and Tiger Spawn on Death from each other and Prime Thyla and Saber, as well as their timeless alpha variants. Fixed Elementary Damaged Paravores do not accept dmg. Elementary lions spawn to death from Dilo. Feathered Rex replaces Dodorex Evo Dodorex is the administrator just now. Resurrected Spino is born to death by Premier Spino, Evo DeinoNychus takes the place of Evo RockDrick. Remote MeleeStone from Resurrected Lootset added several new items to the same set. Added chalk stone to the mystical Lootset. Added XB and FireCracker Tribute items of hard mode EndBoss Loot 1% drop chance removed from Boss Summoner. Altered by Graboid, Graboid queen cleaning to give Graboid parasites when you harvest a corpse. Changed Lava Golem and Bacon Lord give Lava Rock and elementary crystals when you harvest their corpse. Hard Mode Bosses now have an AOE positive effect with a range of 7500 that the base flyer slows everything down by 50% and damages 25% of your health over time. Nerfed FireCracker Velo machine gun and thrash attacks. Fixed Phantasmal Manticoe AI so that it must remain grounded anymore and not fly away as much, if at all during the battle. Added Little GodShrine tokens produces InDominus tokens. Added Raw Premier and Raw Premier Fish Meat Conversion Eternal Grinder Resized some of the bubbles on the feathered DarkStar Evo chain so they're not that great. Added Perpetual Alpha Grizzly Bear spawns on death from the eternal Alpha Direbear and some other stuff as well. Added Elementary Fire, Lightning, Poison, Ice Tigers. (Caviar from Elementary Turtles) Added Elementary Fire, Lightning, Poison, Ice Lions. Added Elementary Fire, Lightning, Poison, Ice Giraffes. (Spawned by Elementary Idom Rex) Resurrected Spino appears after death from the skin of the spine. Added Therizino Jazz Hands robot. Ark Perpetual Patch Notes July 10, 2019 Deinonychus can now actually level the speed. Perpetual Anky and Doed now spawn with their particle effects off, so you don't have to hit the craft switch twice to get them back under off/off. New Ini Configs: Eternal DisableHarvestAnky>false replaces the Eternal Anky duplicate, which does not collect additional resources if set up for True. DisableHarvestDoed=false replaces The Eternal Doed with a duplicate that does not collect additional Resources.if Set to the truth. Increase sarco skin drops on vanilla remap and Eternal Alpha Sarcos. Updated End of Boss Info Boxes for Awesome Spyglass they have different descriptions now. Normal Mode Phantasms now drop Common Essences as well when killed. The normal Mode Ursa Major now also has a chance to spawn any of Fantasmal bosses, as well as Ursa Major's tough regime to death. All Normal Mode Phantasms now has a chance to spawn a normal Ursa Major mode at death. Added Kibble Rework Kibbles to the inventory of elite Oviraptors to be developed. The DodoRex animation has been fixed. Added Another InDominus Tier giraffe for immunity spawns to death from several dinosaurs and uses the Alpha-Weivern saddle. thanks to Sitar. Dinos Parented to our custom base class no longer have to dismantle you when immobilized. Back to the spectral rabbits they will mate now. Added Premier Diving Wyvern is just like Prime, but a dive bomb attack like griffin and less. Less. Caviar to death by premiere and eternal Alpha Wyverns thanks to Vanguard. Ark Perpetual Patch Notes June 26, 2019 Potential correct for spear does not appear after throwing a projectile. Read Mystical Giga Normal and Hard Mode for both bosses. Read Giga Essence is used to make Invocation reagent drops from mystical Gigas Added Mystical Giga caviar to the death list for all resurrected. Added some caviar to the custom disseizers of the Valguero card. Scrap Metal can now be melted by Eternal Anky it will cause a level 1 bug, so your anky must be re tamed or soul ball / Cryo podded / Loaded and loaded. Fix. Added Eternal Alpha DeinoNihus. Added prime deinoNihus. Added Elementary Fire, Lightning, Poison, Ice Deino. DeinoNychus caviar on the island, center, extinction, Valguero , scorched Earth and Ebenus Astrum naturally otherwise kill eternal predators for the chance of spawning them. or prime rappers. Elementary Deino will spawn to death from the eternal predators alpha from Elementary and Prime from Alpha. Only Elementary will generate naturally. Reenabled Spectral Bunny lay random fertilized eggs again when bred. Resurrected Dodorex: - Spawns after the death of Indolimus Dodorex and Dragon. Calls mystical Weaver, Mammoth, Rhino and Snowman to death. Added to the island of monsters spawn. Dodorex added a bone suit. Ark Perpetual Patch Notes June 19, 2019 Alpha and Up Tiers are now largely resistant to F1reCrackr quill attacks from the tail whip. Melee Stone Buff is reduced from 10x to 2x or 2%. Remote area music from the tamed feathered Darkstar so it doesn't play boss music anymore. Added armored spino Spawns on Death from Eternal Alpha and Prime Spinoss, as well as armored Giga. Once again thanks to the Godzilla Imprint bar should appear right away at Dino when using Dino steroids. Thanks to Vanguard. Robot Griffin to dismantle fixed. The spectral code of the dragon's evolution has been removed. Added prime evolution dragon Eternal Alpha Dragons worth 25 prime blood. uses X. The Added Eternal Evolution of alpha dragon to Elementary Dragons costs 25 Elementary Blood dropped from Elementary Dragons. Uses X. Added elementary drops of blood just like crystals from elementary dragons and in all Elements Of Lootset at the same rate as ancient drop balls. Remote redefined music from the God of Titan. YW smh. Added Elementary Fire, Lightning, Yad Chalice. Added Elementary Fire, Lightning, Poisonous Carno. Elementary damaged Karnos caviar to death from the eternal Anky. Elementary damaged Chalice caviar to death from the eternal doed. Added Perpetual Spoil and mortar spoils raw meat quickly, and crafts narcotic automatically when drug creams are added. Engram Learned at level 5 costs 10 Cementing paste to make and created in inventory Ark Eternal Ark Eternal Main Maud: HOTFIX!!!! June 11, 2019 Updated Harbinger bosses will be a little harder to beat and gave them a resurrected lootset . The harbinger of Anky has a new model thanks to Godzilla. MeleeStone Chance of Falling has dropped to a 5% chance so much lower than before. Fixed Griffin overspawn. The Ark of the Eternal Ark Main mod: HOTFIX!!!! June 10, 2019 Evo Line fix for Darkstar please roll back servers until about 8am ET. Ark Eternal Patch Notes June 10, 2019 Added a feathered Darkstar evolution line, starting with Evo Pegomastax, created from hard Mode Boss Summoner. Added the original Essence hard mode falls from all the hard mode bosses needed for Feathered Darkstar Evolution Crafting. Added Elementary damaged Paracer caviar to death from Elementary Fire Argent and HippoPotis Paravars. Added left attack Ctrl robot Griffin (ONLY running in the air). Added Elementary Corrupt Fire, Lightning, Poison Paraser. Added robot Griffin. Caviar is natural, like other creatures Tek and on the death of the robot Ket. Added spectral DireBear caviar to death from Premier DireBear. Updated crafting costs and healing percentages of H.O.T. Potion, Hp Potion Injector and HPPotionInjector 100. H.O.T. The zelier now heals at 50% learned at level 25 and costs more, but gives 10 per ship HPPotionInjector currently treats at 75% learned at the level of 50 and costs 10 H.O.T potions for craft as well as other things, gives 5 per ship. The HPPotionInjector 100 is cured at 75 treats for 100% and costs 2 craft injectors potions plus other materials to make. Gives five for the ship. Premier Dragon is laying a proper egg now. Robot Griffin spawns from prime griffin to death now, as well as some other robots. The revamped Buff Immunity to Robot Level now includes tranq Bola. The Therizino robot now has a special egg for breeding. Ark Eternal Patch Notes June 4, 2019 - Please note the wild sly. Added Resurrected Therizino Monster Island spawning. Changed spawning elementary dragons, so there is a 15% chance the prime dragon will spawn instead, think like vanilla tek dinos caviar instead of normal. Added Therizino robot to be able to spawn instead of normal Therizino using the same mechanics mentioned above. Statmods are now disabled by default on most dinosaurs .ini to the disableStatMods=False configuration for re-incorporation. Fixed the problem of Managarmr Stat, where their stats were low for the level and level they are. The old ones will disappear must be re tamed. Fixed Elementary Dragon and all Karkinos Stats it is likely to cause a level 1 bug, so please reame. Added Managarmr and the anther, as well as prime dragons even more material for caviar to die. Premier Darth Icon Fixed. DarkStar HardMode added back to HardMode Boss Summoner. Some Boss Tweaks for caviar-to-death stuff and minion timers. DodoRex and DodoWyvern Meshes are copied into mod to combat the invisible error. Added xBCrafted and F1RECRACKR tribute to Dinoss Created in regular Perpetual Boss Summoner mode. Tech Therizino update. The model has been updated to reduce the gaps between the joints. Changed wrist, make it flow better. Fixed UV on the face to flatter the texture. The Dragon Hover animation has been updated, now the wings flaps correctly and the body rests in a more believable position. Bones Therizino's costume was added to the craft bench. Ark Eternal Hot Fix May 28, 2019 MeleeStone rebalancing rebalancing the increase has been reduced to 10%. BearBoss gets a new mesh with a saddle built in thanks to zitar. Started doing over the resurrected Therizino. Direwolf saddle adjusted to better fit models. Ark Perpetual Patch Notes May 27, 2019 Corrected Fantastic Gorilla Level and Stats (hopefully). Made the armored Darkstar stronger. Removed all duplicates of The Eternal Files, so the game will hopefully stop confusing and poofing dinosaurs on the restart server. Fixed Hell's Dragon Rex and Wyvern breath on a scale with melee the same for Darkstar variants of breathing weapons Perpetual Robot Enforcer Harvest Damage and the amount is significantly reduced to combating the harvesting backlog with these dinosaurs. Fixed Phantasmal BroodMother in missile attacks to scale with melee properly. Clean up the code on Dino mindwipe and mindflash positions. Added Phantasmal Gorilla and Armored DarkStar to the hard call of the mode boss, and until The Correct Versions are implemented Boss summoner code is cleared so they are really immune to the damage by default must set settings .ini the truth to allow them to be corrupted. Remote Kill music from the ultimate bosses. Added the right Boss Fight music for all boss type creatures. Unknown Fire Wyverns don't have to kill players anymore from mounts. Added Ursa Major Boss Rework (the original is still in) generates to death from the hard end of the bosses. The new saddle is found only on the new bear recycling boss and only equipped for prime bear and options. Readded evo compy item for both bosses appeals Added Evolution Armored Darkstar to replace the old developed Darkstar. The eternal cross can be renamed. Added MeleeStone Equips in the suit slot falls from Sunday in their lootsets so random chance and can only be equipped with unknown dinosaurs it increases the melee percentage by 300% off current. Added Therizino robot. Added saddle Tek Weivern. Added Phoenix/Perlight Saddle. Ark Eternal Patch Notes May 18, 2019 Fixed DodoRex Beam, so it no longer has to damage players. Remapped Tuso spawning and Tuso only spawn Eternal Kraken, as well as a limited % chance, weight and limit of 0.05. DarkStar, BionicGiga and Ghost Saber all teach Dino steroids Engram. Re-parent End Bosses so that perhaps they won't glitch in the middle of the fight anymore. Added Phantasmal Gorilla Endboss is in The Boss summoner, as well as caviar to death from other phantasmal and mystical. Added AOE debuff to the hard regime of bosses who will juice 15 percent of your overall health over time while in range. Fixed the Dominus Ovis camera settings for the third and first person. Fixed value quality imprint on dino steroids. Ark Perpetual Patch Notes May 15, 2019 Upgraded Indominus Gorilla Rock fire to do more harm Fixed all Indominus tier to break stones/trees Moving. Completed are all Dino name tag Blueprint class name and Info Box Tier names for Indominus Tier dinos. All eggs have been renamed to the right names. Increased damage to base breathing for Indominus DodoRex. Added fire beams attack to the C InDominus DodoRex Weights with Melee. Fixed Fixed Radius on InDominus DodoRex to be much tougher when ridden. Added an armored version of the darkstar boss ONLY. in the eternal boss of the call. Anki Kibble is added to the Elite Oviraptor development inventory. Elite Oviraptor now uses the saddle Alpha Waiver. Enlightened oviraptor elite evolution Oviraptor now uses DINO blood and perpetual Kibble instead of Oviraptor eggs. Fix so that people can recover their old dinosaur storage dino that got with a change of way in the latest big update. Added Alpha Elementary caviar to death by alpha-off and elementary level silov. Fixed by Bacon Overlord TPV. Minions from Tribute to Pegasus have been removed. Gave The Unknown Lightning dinos proper Debuffs on offense and proper buff immunity. New GUS INI Records ElecUnknownDisableMeleeMulti=False ElecUnknownUseInitialTorpor=True ElecUnknownInitialTorpor-2500 ElecUnknownTorPerporSecond-2500 EIUnknownOnTamed-True ElecUnknownOnPlayer-False Ark Patch Notes May 9, 2019. All the Engrams that Darkstar boss will teach at the death are being taught the Killing Of Ghost Saber. No more server messages when Mysticals are generated from the resurrection murder. The Mystic Giant is removed from the caviar-to-death rotation for the resurrected. The spectral rabbit no longer has sex and cannot reproduce until we find out what exactly caused the mating accident. Ark Eternal Patch Notes may 6 May 2019 Dominus Ovis will now use the Alpha Wilder saddle. Resurrected level and several Tributes dinos, as well as treasure of Turkey received proper immunity positive effect based on the level. Some Dinoss that don't have spyglass tags now do. Midnight Shadow Now uses Griffin Armor/Griffin Trc Armor for saddle. Corrected radiokinetic discrepancy of Raptor texture. Elementary damaged Tricles now spawn to death from elementary Allos and Dilos. Turkey's treasure has a new attack and is currently immune to all buffs. Hell ptero now has a Rhino Charge attack. The updated Spectral Banny Firth Egg styling doesn't include anything higher than the Prime/Tier/Tier for most of the frost/ice wyvern and the ancient quills are still there. But all the bosses/evolution of the dinosaurs are out. Updated several Tributes dinos have proper Buff immunity. Fixed Dominus Ovis Material glitch from the gray scale sometimes. The Perpetual Robot Enforcer now collects metal ore from the rocks with a left tap, and breaks rocks and trees at launch. DinoAgeSpeed has changed at EvoFuelSpeed in GUS.ini. DarkStar and some other call dinos will be temporarily removed while we recover them. Jaws are now an Indominus shark. Different name and material changes to fit the new purified version of the fashion. Dominus Tier is now called InDominus Tier. Dino's harbinger had a transformation. All Matrixes are now called Summons or Summon Reagent. Alpha Kibble is now called Alpha Kibble. Terra Nova retired for a time. The End of bosses is remade. Immortal Giga is back to normal Giga Look. Immortal level makeOver. Ancient level of make-up. Dinoss evolution for the old DarkStar line now ends in DodoRex DodoRex The new top evolution is done they also got a makeover. InDominus Tier got a makeover. Some Eternal Dinoss got a makeover. A few items got the makeup icon wise. Eternal WorkBench and Boss Summoner Folder Names have been changed to suit new item names. Fallen and Divine Removed and replaced by Fantasmal Mantikor and Brood Mother. The ghost of Saber now drops the Mysterious Element. Removed by the vivern Evos zombie. Renamed darkstar dinos in EVO Buddy. The soul of the current original Essence includes icon changes as well. Immortals are now Mystics. Elementary dragon cosmetic to make more. The timeless JugBugs are added to the Wasteland of Medium Extinction spawning just to make sure they spawn on the map. Click here to roll up the list! Disclaimer! It's always wise to back up your world before upgrading. Upgrading mod bugs, such as Ark Eternal, can cause problems by corrupting the download. For more information, please visit the discussion page for fashion updates on the server side. Information.

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