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## Rock drake nest ragnarok

This article is about content that is exclusively available in the version on Steam, Xbox One, PS4, Epic Games.This creature, object or feature has not yet been released in the version on Nintendo Switch. Rock Drake or Dark Dragon is one of the creatures of Aberration-DLC of ARK: Survival Evolved. Basic Info[edit | edit source] Dossier[edit | edit source] This section is intended to be an exact copy of what survivor Helena Walker, the author of the dossiers, has written. There may be some inconsistencies between this text and being in the game. Wild Draconis obscurum is a magnificent example of a predator that has flawlessly adapted its surroundings. It is surrounded by hollow walls, so it developed powerful claws to scale them and colorful plumage on its anterior limbs that let it slide from perch to perch. But most dangerous of all? Its active camouflage, which lets it fade into the shadows and pursue its prey undetected. It has even adapted to nameless and The Reapers. Draconis' feathers will travel in warning when they are nearby, and this massive elegant lizard seems to be the Reaper's only natural enemy. Domesticated With its unique mobility and undeniable power, Draconis obscurum is a highly sought after mount. Survivors who successfully bring one back from its nesting grounds will suddenly find these caves much easier to cross and that their enemies have become their unsuspecting prey. Even the saddle and rider are influenced by its active camouflage, so a survivor's enemies will never see them coming. ~ Helena Behavior[edit | edit source] Found primarily in bio-luminous and radioactive areas, Rock Drakes are aggressive and very dangerous to anyone who does not have ownership of a strong mount. By seeing a player (Using a tamed Rock Drake's camouflage ability will prevent this unless in possession of their eggs, or unless you stand very close to them.), they (and any nearby Drake) will immediately attack them and are able to pursue themselves up walls and in the air. On top of this, they are very often found in large spread out groups, which makes them hard to escape. Appearance[edit | edit source] The Rock Drake is a relatively large lizard-like creature covered in rough skin with in large round spiny scales. They look like their distant relative Wyvern. Rock Drake's most distinctive feature is its feathers. These support in its glide ability, and are most likely used as a screen for rivals or possible helpers. In the presence of Reapers, these feather frills and their iridescent tips will glow. On top of their heads, Rock Drakes wear a small bat wing-like crown. This can help their hearing in darker cave areas where they can't see as well. Drakes wear a thick layer of colorful osteoderms running down their entire top side. This colourful arrangement may be related to mating and/or In their camouflaged state, all that can be done out of a Rock Drake is a shimmering effect with a faint blue line going around its edges. Color scheme and Ranges[edit | edit source] The color assigned to the third range did not exist until 304.1. This section shows Rock Drake's natural colors and areas. For demonstration, the regions below are colored red over an albino Rock Drake. The colored squares shown under each region's description are the colors that Rock Drake will randomly spawn to provide a total selection of its natural color scheme. Hover over a color to display its name and ID. This information can be used to change Rock Drake regions by entering cheat SetTargetDinoColor &lt;&lt;ColorRegion&gt; &lt;&lt;ColorID&gt;;in cheat console. For example, cheating SetTargetDinoColor 0 6 color rock drake's body would main magenta. Region 0:Body Main Region 1:FeathersMain Region 2 is not used for this creature. Region 3:Feather Highlight Region 4:Scales Region 5:Belly Drops[edit | edit source] Base Stats and Growth[edit source] Note that creatures will have different statistics in Survival of the Fittest Movement Base Speed Speed Stamina Wild Tamed Wild Tamed Walking 650? 1820 2047.5 6 Swimming 600 ? Attack Values Bite Stamina Cost Attack Range Description Base Minimum Activation Use of (PC), (PS4), (Xbox One), Rock Drake bites the target. 20 1100 0 0 Attack Type Damage Projectile Values Torpor Values Status Effect: Stamina Status Effect: Torpidity Life Impulse Radius Base Mult Duration Damage Mult Amount Duration Damage Mult Amount Melee 60 On/Off button Climbing Stamina Cost Range Attack Description Base Minimum Activation Use by (PC) Rock Drake will climb up/down walls/rocks/overhangs. 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Green values at a high level creature are very good for breeding. If you have already tamed your creature, try restoring the breeding statistics with an external [1] Rock DrakeThe DrakeThe does not work in mobile view, see here for alternatives: Apps Note that after being is tamed it gets bonuses on some statistics depending on taming efficiency. This makes it difficult to retrieve the levels of a tamed creature, so this tool is only for wild ones, but gives a first impression how well the statistics are distributed. Press C to turn camouflage on/off. Combat[edit | edit source] General[edit | edit source] Wild Rock Drakes are almost always found using their mantle ability and will reveal themselves after being attacked. If you are on a rock drake yourself, using the mantle ability will stop anything (except Nameless if you don't have a charge source) from attacking you and you are able to get in very close proximity before anything would attack. Like Griffin, Rock Drakes will do damage to nearby creatures when they hit the ground in a quick enough stop. If it lands on the creature itself, the creature will be drastically repulsed, which can be fatal in rocks. If pursued by a Rock Drake when with a dino, a good method of escape would be the use of a Glider Suit. Despite the fact that they can still pursue through air, it is much less refined and offers your best chance to escape as a last resort. Drakes are not capable of fully sustained flight, fairly fast slipping from surface to surface, which is ideal in the cave environments they inhabit. Strategy[edit | edit source] Attacking a Rock Drake will aggro every second within an immediate vicinity, which can be fatal if you are riding on a low level/weak mount. Powerful mounts, such as Karkinos are proposed. They are susceptible to Chain Bola, which you can use on an isolated Rock Drake and then kill it. When a wild Rock Drake takes damage, its cape will fall and make it easier to see. Be wary battling those near molten element as it is easy to get knocked in, which will most likely be fatal to you, your tame and your light pet. Weapons [edit | edit source] It is possible to use all tools and weapons from the back of a Rock Drake. This, paired with its wall-climbing and cloaking ability, can make for a useful ambush set up. Note that when you activate a tool or weapon while riding a Rock Drake, you are no longer covered in camouflage capability and can aggro nearby creatures. Dangers[edit | edit source] The biggest danger associated with Rock Drakes is how hard they are to escape. They can climb after a player up a wall faster than climbing picks, and can even follow as you glide. Their camouflage ability means they can easily walk unseen by you. - be wary of weak blue lines when you are in the red/radioactive zone. If stealing a Rock Drake Egg from the nest, be warned that there are usually dozens of Drakes - meaning you can get swarmed very quickly. If you know your tame will not survive to be attacked 10+ drakes at once, the best method method would Be grab an egg and run, or wait until you have a stronger tam (at least 10k health) and go back. If you are on a drake and stealing eggs, note that you will be stalked after grabbing an egg even if you use the mantle ability. Weakness[edit | edit source] Even when camouflaged, Rock Drakes give off a blue sparkle, which gives their position away. Wild Rock Drakes can't actually fly, and they only dive bomb at the nearest landable target while they climb. This can make it easy to escape if you have a Zip-Line Motor Attachment and a nearby zipline. Be careful when using it yourself, as Rock Drakes can destroy the zip line in one or a few bites. Drakes has a reasonably slow attack speed, which gives you time between bites to get away if you need. The dive bomb attack is quite inaccurate when used by drakes who tend to walk in a straight line. Simply move a little forward and they will sail a good distance over your head Taming [edit | edit source] Similar to Wyvern on Scorched Earth, Deinonychus on Valguero, or Magmasaur on Genesis, adult Rock Drakes can't be tamed. To obtain a tamed Rock Drake player must steal and hatch a Rock Drake Egg, which may be commonly found in Grave of the Lost; a region located in the deepest pits of aberrant ark, at the bottom of the gorge between luminous marshes and overlook. Well Nests [edit | edit source] Well this area on foot is itself a dangerous business; Requires danger gear (bring extra suits, it's a long ride) to combat radiation all the way to the nest, charge lights to keep Nameless at bay, and a short run through the Reaper Queen area. A strong, fast mount that is immune to radiation is a must for the long way down to collect your first egg; attempted theft without taming is more than likely suicide. A proposed route to reach the Grave of the Lost is to start on the southern end of the crystalline swamps, which are the southeast most location of the bio-luminous chambers (the 'blue' parts of the map), and enter the Spine region from there; but be careful not to stray too far east in Element Falls, where Reaper Queens spawns en masse. From there; Follow the literal, giant metallic spine overhead when you find it, and it will guide you down to where you're going. Alternatively, you can reach the Grave of the Lost by literally plunging into the chasm of all directions; such as the bridge protruding from the portal region, or from both sides of the Luminous Bogs or The Overlook. If you take this route, be sure to have some method to check your descent (such as a parachute or a Glider Suit) or your crossing down will be met with a deadly impact on the rocks or pools of element below. This method also does not allow for the safe passage of what tame you want to bring with you (taming that You next to the rock can just as easily be met with death from the element pools as you can, and checking their fall is almost impossible. The only safe way to bring the tame down with this method is to use a Cryopod). The best method is perhaps the first; As without a Drake to climb back up for your first theft, you will have to walk back up the gorge on foot. After taking the path down on foot the first time, you'll be familiar with where you're going to escape back to base with your prize. Climbing all the way back up from the deep ditch using Climbing Picks is also unwise as most are not durable enough to last long enough to do so,

and the frequent ground earthquakes are likely to loosen you in the process. When you are in the Grave of the Lost, there are two nesting sites to choose from; one on the western half of the gorge, and another on the south side of the gorge, near two element waterfalls which have passed on the way down. To the far north side gorge is the terminal that provides access to Rockwell's arena. Steal an egg [edit | edit source] Once you've found the actual nests, there are even more obstacles to cross than just the dangerous trip down. The nesters themselves are located on the walls of many small canyons that spread over a miniature cave system along the southern and western half of the tomb. Some of these canyons can be entered and abandoned on foot, but these are few compared to the areas that if a tame actually falls into the gorge, most creatures won't be able to crawl out again. Tamed Reaper Kings, Karkinos, and Rock Drakes are among the few if only creatures that can escape these pits, without the help of Cryopods or Tek Teleporters, if they actually fall in, so pay close attention to where you step. If the tame you brought down with you can't jump out of these canyons, they'll have to be left above while you climb down with climbing picks to snatch an egg. If you go for your first egg and don't yet have a Rock Drake of your own, a tamed Reaper is by far the next best option for this task; able to get in and out of canyons, jump to most if not all nesting alcoves along the wall, and are more than capable of taking down mass swarms of angry Drakes. Once an egg is stolen, the nearby Drakes will start swarming and attacking, which can be deadly if you haven't yet reached your mount. A good strategy is to target and kill any and all Drakes you find before grabbing the egg; Using a long-range weapon to feel one and bait it in battle with your mount. This can be rinsed and repeated with so many Drakes you think you can handle at once until most or all have been treated, but always assume there is a camouflaged place that you missed and be ready for a quick retreat to your mount once an egg is grabbed. The to add a Rock Drake Egg to your inventory, or Of your mount, will aggravate any nearby Rock Drake to attack you even if you are riding on one yourself. This mechanic can be used to switch aggro to another player if you pull too many Rock Drakes to fight, by getting them to move a Rock Drake Egg from their inventory to the inventory of their mount – the game treats this as if it were freshly stolen and the Drakes will attack the new target. Raising Your Drake[edit | edit source] Unlike most eggs, Rock Drake eggs require a very low temperature to incubate properly, beating Quetzal in the lowest temperature requirement to hatch. Hatching the egg requires a massive amount of air conditioning (at least 20, depending on the temperature of the surrounding) or a group of Dimetrodon (number required varies depending on each Dimetrodon's damage level) with high damage statistics to increase their insulation. You will need approximately 2500 hyperthermal insulation (as shown on your character screen). When hatched, babies cannot be fed raw meat like most other carnivores. Like Wyverns, they require a special food to raise them, and will not consume meat until they are fully grown. Unlike Wyverns, however, the act of getting this food is far easier than having to tranquilize a wild woman for milk. Growing Young Drakes Demands Nameless Venom to Stave Off Hunger; Each feeding gives 400 food points and they can even ask for it when embossing. This venom is rarely obtained from killing (and harvesting from) Nameless, an easy task if you have a good, strong mount, and simply walking around the bio luminous region (or specific location in Element Region, and surface cave entrance to the Fertile Region) of the map without a charge light to pull them out. While baby Drakes lose food points more slowly compared to other young creatures much like baby Wyverns, it's still a good idea to build up a small stockpile of poison before hatching the egg. The poison spoils quickly in a player's inventory, but can last for several hours in a tam's, and even longer in a preserving bin. For a possible way to find out what your baby Drake will be like before it hatches, like Wyverns, the colors and stats of the baby who weeds out the egg depend on the parent who laid the egg in the nest. For example, if the parent who was guarding the egg has a green body region one and sky blue body Region 5, the child will hatch with the same colors. The statistics the child is born with are determined in the same way. Figuring out which eggs belong to which Drake himself can be pretty difficult as there can be many Drakes with the same level around eggs as they guard. An important thing to note; If you choose to hatch your Drake in an interior protected area, adult Rock Drakes don't fit through Dino Gates or Giant Trapdoor. If you haven't built a Behemoth Gate then be sure to get the young drake outdoors before it fully Utility [edit | edit source]

Many players will find that when they have a high level rock drake tamed, it becomes their main tame, simply because of how easily it can get around and explore at Aberration. Rock Drakes, like flying dinos, can't have their speed state leveled. But unlike flying dinos, Rock Drakes can swim (and are faster in water than driving on land), they don't dismount the rider on arrival at water, and they can attack while swimming. Not only that, but Drake can launch himself back out of the water and straight into a slide, allowing it to quickly move around a water room, or quickly reach the shore to escape an underwater threat. Similar to glider suit, Rock Drake must maintain the speed by sloping downwards slightly while slipping or it will stall, causing it to pitch downwards sharply. While slipping, if Rock Drake is close enough to a surface (which is a pretty good distance, 20-25 foundations), a blue crosshair appears while looking at the surface. If the rider left the click with this crosshair up, Rock Drake will throw forward towards this surface and then cling to it (automatically engaging wall climbing mode if necessary). Unlike the glide, this jet has no trouble going upwards, and the rider can pitch the camera sharply upwards and trigger the throw before stalling, causing Rock Drake to plunge to a significantly greater height. This pounce is also available as you move around the earth, with similar effect. To enter climbing mode (where drake automatically climbs up and walls you go up to) press the right mouse on a PC, L2 on a PS4 and LT on an XBOX. Removing rock drake while it's still on a wall or ceiling won't make it fall down unless called to follow. Roles[edit | edit source] All-Terrain Transport: Although Aberration lacks flyers, Rock Drake provides an extremely mobile mount as it is able to cross up and down each surface, and go upside down much like Megalania, although endurance will not be regenerated as long as it does not touch the ground, or climb mode is active. Along with this, it is also able to glide for long distances, is a very suitable swimmer, and is able to directly hide from what few creatures are aggressive to it through its camouflage (this will drain its endurance). If you don't want to hide, a high-level Drake has almost nothing to fear from wildlife either way; Able to hold his own in toe-to-toe battle with even reapers. Regardless of the environment; Be it caves or surface aberration, the open sky of other ARKs, or the depths of the oceans: Rock Drake can tackle them all. On other ARKs, however, areas with few rocks to gain height and large amounts of tree cover, such as jungles and swamps, can prove to be a nuisance. Cave Traversal: With its climbing and abilities, there is no finer tame to you across the dangerous terrain of Aberrant ARK than Rock Drake. Traveling from the sunlit chambers of the fertile region to the dark depths of element region, and returning, on the saddle of other tame is a process that can take an hour or more. Drake's skills reduced the time to minutes, if you know where you're going. In fact, the whole of Aberration is practically designed to be a Drake playground; offers a fun and enjoyable riding experience. Surface Explorer: Rock Drakes are among the only mounts that can get in and out of cave systems to explore the surface on their own, without having to build ramps or elevators. Their glide skills and active camouflage make them the perfect mount for farming loot boxes above during the night hours; able to completely avoid the dangerous wildlife, and provided you have the route remembered, they can quickly get you back underground before the sun comes up. Conditions remain on the surface between 1730 and 0530 hours, providing a twelve window into the game for safe exploring and looting. Leaving the caves or staying on the surface even thirty minutes before or after this period can quickly become fatal. To maximize your time on the surface, plan your trips topside during the 10% day 90% night season. The current season can be controlled by holding down the button that brings up the radial wheel, which has the tame groups shown, and can be tapped to bring the card forward. Aquatic Transit: Whether you're browsing the Great Lakes of Aberration or exploring the oceans in another ARK altogether, Drake provides a better-than-average water mount. It has a swimming speed and manoeuvrability comparable to a Spino, but with a sharper turning radius, and it has a unique ability that puts it one cut above the rest: close to the surface, drake can jump directly out of the water. When it is clear of the water and airborne, if it is currently in sprint mode, Drake will immediately start sliding at the height of his jump; ideal for quickly putting a great distance between themselves and any underwater threat. The only serious threat Drake will encounter in this role is that of Cnidaria and Ectrophorus, which can unlock your mount in a permanent paralysis and dismantle you. Both can be completely avoided as long as Drake is camouflaged and has not yet been spotted by jellyfish or eels. If camouflaged and unseen, be very careful not to swim directly into them or they will discover your Drake. Level health, injuries, oxygen and endurance; perhaps especially endurance, as frills of feathers on Drake head tend to obstruct visibility in first person perception and using camouflage function is the only way to fight effectively without switching to 3rd cargo hauler: Rock Drake provides an excellent opportunity to pull cargo passengers across pothole systems; able to reach resource rich areas quickly, and bring bounty and friends home to the base. Although it can haul goods and an extra passenger, it cannot carry other tame like flyers in other maps, which means it is best to either dismantle Drake and harvest resources by hand, or bet a claim on an area of harvest taming; using Drake to transport materials back and forth. While it can't carry other tame directly if you have access to Cryopods, Drake can easily get you and your working animals to where needed. If used for the transport of passengers, be wary of combat while someone else is with you on the saddle; The passenger is damaged by attack against Drake and is not hidden by camouflage ability. For this role, level primarily weight and endurance. Egg Thief: With his natural abilities for travel and stealth taken into account, Rock Drakes make for very fine eggs thieves against their own species and other species; able to get the variety of nesting sites and nests themselves with ease, and able to get away or fight off most of the threats caused by taking the egg. Drake Eggs: Once you've already got a Drake, it will be your go-to choice to get more; as mentioned above in the taming guide to Drakes, nothing gets you in and out of their nesting grounds faster than your own. Apart from this, most highly leveled domesticated Drakes can deal with mass aggro caused by picking up an egg instead of running from it; Able to kill the angry swarm of wild Drakes when they attack. It is much safer even to take the egg and run; Wild Drakes do not have the same climbing and sliding precision as tamed them under the command of a rider, and getting away from the wild swarm is an easy task. If you plan to stay and fight however, you need to be absolutely sure your Drake can handle the masses going to retaliate for theft; A large enough number of wild Drakes swarm in from all directions, especially if you choose to stay in the nesting alcove, can completely block your ability to jump and enter a slide: forcing you to commit to combat until either an opening presents itself to escape, or you have either killed or been killed by the attacking Drakes. Wyvern Eggs: Wyverns even tend to make better thieves for their own eggs than Drake's does, but a Drake works almost as well. Once taken out of their native ARK and used against Wyverns; The art of egg theft begins to become a little more tricky, and considerably more dangerous. Drake is fully susceptible to exhalation attacks by his cousins and has immunity to none of them; the fire breath will cause a minor even lingering damage over time, lightning breath will cause large amounts of immediate damage and drain your Drake's endurance (with Drake's ability to quickly lose torpor, it will but have to fear being knocked out by lightning breath), and the poison breath can be fatal to the rider and their shoulder mount. Ice Wyverns and their breath can slow your Drake down to a crawl, but they can generally be handled by your Drake's own attacks without much concern. Secondly, the environment can also pose a risk, as most Wyverns tend to breed over rivers of flowing magma; be very careful not to fall into these. If you do, as long as Drake has enough stamina to jump and glide, you can easily jump straight out from the molten rock, provided you haven't yet been killed by it. With the risks taken into account when you begin the process of theft, a good strategy is to have your camouflage active while climbing and gliding in a zig-zag pattern across the nesting canyon to search for alcoves with a nest and eggs inside them. Be very careful not to get too close or to bump into any flying Wyverns, which Wyverns himself tends to have a very unpleasant habit of being able to see through a Drake's camouflage if they get too close. If you need to regain stamina, either find a nesting alcove or climb out of the canyon to rest when no Wyverns are nearby. Once you have taken an egg, you must high-tail it out of the nesting area immediately and get out of their aggression range; an angry swarm of Wyverns can be fatal to even a highly leveled Drake, let alone the rider whose venom Wyverns is in the mix (a full suit of Hazard gear will protect you from the poison breath, but if you have it). Crystal Wyvern Eggs: (to be written) Deinonychus Eggs: The easiest target of all: There is little art or science to steal Deinonychus eggs with a Drake as they can get you to a Deinonychus nest quickly, and easily kill any of the aggressive swarms with little risk to themselves. Magmasaur Eggs: Stealth Tactician: Rock Drakes have the unique ability to turn themselves, their rider, and their saddle almost invisible (switching with C), but at a cost of slowly draining Drake's endurance. Not a perfect invisibility, this camouflage mantle can still be visible by the shimmering sketch of Drake that it produces, but makes the animal far less noticeable anyway. This camouflage opens up an incredibly wide range of roles for Drake to engage in; be it pve or pvp. While in this mode and remaining mounted, all wild dinos will ignore the player unless attacked or directly went in (Nameless will attack if uncharged anyway). This makes Drake extremely valuable for completing what few Artifact Caves it can access, since the tame makes it completely profitable to completely ignore and sneak past all enemy until the artifact chamber is reached. For warfare purposes, Drakes can cling to hiding surfaces with their camouflageactive; in waiting for ambushes, or used as a To sneak into the enemy enemy As camouflage covers both the player and the saddle, a tamed Drake looks identical to a wild camouflaged one; Provided you act naturally and don't get too close to the wild Drakes, you can hide among a wild population while trying to avoid enemies; Be wary of enemy towers however, which can spot and target a Drake, even if it is camouflaged. Reaper-Seeker: Their feathers on their heads will frill up and glow a little in the presence of every Reaper King and Reaper Queen not owned by his own tribe. Their heads will often turn left and right to find them when idle and mounted, even if they are directly in front of Drake. With high enough levels of health and injuries, a Drake can make an amazing Reaper-killer as well, and can be used to obtain Reaper embryos and pheromone glands from Queens. Nameless Hunter: While other tame can kill Nameless faster, Rock Drakes have the competition beating in how quickly they can get swapped home. Nothing brings Nameless Venom back to base faster than a Drake who can keep younger, growing Drakes well fed when they need it. The venom is not only useful for raising young Drakes, but can be fed to adults; doubling as both a rich source of food, and a powerful healing element that only Drakes can benefit from. With each dose of poison healing 100 points of health, a quick force-feeding of multiple volumes can keep a Drake in a fight for the long run, or patch it up after matches. Taming Support: With the ability to let both the primary and secondary rider swing the weapon, a Drake can be used to aid in tranquilizing many different animals. With a high health pool, it is capable of tanking hits of aggressive targets while the rider tranquilizes, and with its mobility, it can easily hunt down and corner the target when they start to escape. Since most creatures are not automatically aggressive towards Rock Drakes, it does tranquilizing relatively safely in dangerous environments. Be warned, though, that queuing up while riding on Drake's saddle can be a bit boring. In most cases, a Kardashian is a better choice as a taming assistant, but Drake works well for goals that Karkinos can't grab and hold. Basilisk Tamer: Given how Rock Drake eggs are needed to tame Basilisks, it makes sense to use them to get more eggs, and find the giant snakes. Once found, Basilisk can be provoked and pulled out from the underground by quickly disassembling, and then remounting to the safety of Drake's back. Once provoked, an egg can be dropped from your inventory (eggs dropped from Drake's inventory won't count towards your taming progress), so Drake can quickly get out of Basilisk's range, and wait until the snake targets and eats the egg. If Basilisk uses his poison breath while attacking you, Drake can easily dodge the poison spit with a well-timed leap, which can be Alternatively, a full set of Hazard equipment can be worn to protect the rider from basil's breath, but Drake himself will still be injured. Collectibles[edit | edit source] Resource Efficiency Raw Meat ★★★★★☆ Hide ★★★★★☆ Spotlight[edit | edit source] Notes/Trivia[edit | edit source] Rock Drakes is based on drake species of Dragons, which in mythology are Dragons without wings. The creature was first announced on October 13, 2017. [2] As seen in the trailer, Rock Drake is able to spin himself and its rider invisible. Its camouflage behaves more like a futuristic cloaking device rather than natural transparency. This ability may be a side effect of Rockwell's theory; that traces of Element have slowly seeped into the genetic code of Aberrant Ark's flora and fauna. This may be why young Drakes have to feed on nameless poison; as Nameless has high traces of Element in their bodies. Although invisible Rock Drakes can easily be seen by eyes, Tek Hjelm cannot scan them. Rock Drake spawns with many different color regions in Wild, making them currently one of the two dinos with the most varying color alloys. This shares a move with Tamed Reaper King with its midsection color region. Rock Drake's species is called Draconis obscurumum, which roughly means Obscure or Dark Dragon in Latin. The genus name Draconis is also shared with Wyvern and Managarmr. This involves either that Helena uses a polyphysic relationship between the three species based on appearance, or that she grouped them together because of their common morphological traits and possible close relationships genetically to each other. Based on information in the Managarmr case, it is clear that Helena believes that the three species are in fact related. This is also likely due to the fact that all three are based on types of dragons in mythology. Like a Wyvern, a Rock Drake's max level at Difficulty 5 is 190. Rock Drakes don't move their camouflage by themselves when tamed. Most wild Drakes spawn with their camouflage activated, and will disable it by taking damage, but will not reactivate it. Although Rock Drake's debut in Aberration, they can also be found in Extinction, but damaged. Strangely, Corrupted Rock Drake does not possess feathers on each limb, but can still slip. Its camouflaged state still shows its feathers. Rock Drake, Deinonychus and Ice Titan are the only creatures that possess an icon that is different from their dossier/hologram. Rock Drakes is one of the fastest creatures to wake up while unconscious, but not quite as fast as Giganotosaurus and Gallimimus. Rock Drakes can be used against Rockwell, but not against other Bosses. Rock Drake is scared of Yutyranus. Rock Drake's ability to camouflage himself, as well as the case that it is reaper's only natural enemy, can be a to Yautja, more commonly known as Predator, from the movie franchise of the same name, because of reaper's obvious association with Xenomorph. Bugs [edit | edit source] Wild Rock Drake's spin and flail uncontrollably while they climb, the animations completely broken, although they can still climb properly, only the animation does not work properly. Tamed drakes are not affected by this. (Present on PS4 version, current PC version, unverified on other platforms) A Rock Drake's sliding ability is tied to whether it's sprinting or not. Usually, jumping while in sprint mode will cause your Drake to go into a slide on the jump. An error exists where if your Drake is currently set to sprint mode and you dismount it, then mount it again, its glide ability will no longer be used when sprinting is activated, but instead it turns as your Drake manually returns to go speed upon dismounting, and will start sliding every time you jump below normal walking speed. This can be debilitating during gameplay, as when you run from a Reaper while jumping, expecting to go into a slide, you may instead end up falling to your death in a hole of element water. To easily fix this error when it appears, put your Drake back in sprint mode, dismount, then mount again, and the effects must turn again. This bug can be exploited, as when your Drake starts to glide below walking speed instead of having to go into sprint mode, gliding costs significantly less endurance so you can slide longer distances. Leaving a Rock Drake in climbing mode on certain natural surfaces outside your gutter distance can cause it to skew elsewhere. If it didn't fall into a void, it can still be retrieved with whistles as long as you're close enough. Using Transponder Node and Transponder Tracker makes it easy to track them. When an object is in the rider's hands, such as a gun, and even your card, your Rock Drake can't slip. Drake will even stop gliding in the air if an item is brought out. To solve this, simply put the away item in your hands and your Drake will start to slide normally again. This corresponds to the questions griffins and snow owls have, since they cannot preform their aerial dive when the rider currently has the card or weapon in hand. After disassembling, a Rock Drake can begin to walk away from its dismantling location for no known reason, even if it is after the player. It can continue to go indefinitely or stop only a short distance; requires you to hunt for and remount it to get it under control. This bug is occasionally experienced on many other tame, and there is no known way to prevent it. The fault may be tied to movements in the queue during a disassembly, such as flyer-land or any other movement. If the disassembly occurs and the players are moved outside the during this error (e.g. via death), domesticated domesticated terrain boundaries and go below the map. Sometimes wild creatures can see through a Drake's camouflage ability, and will pursue to attack, whether it's active or not. Any creature that will attack a Drake however, such as Nameless, will usually only attack if Drake is spotted before camouflage is activated, if it is quickly disabled then reactivated, attacked while camouflaged, or you dismount then mount the currently camouflaged Drake. To tell if the bug is present and a certain creature can actually see through Drake's camouflage, be sure to avoid these four indicators. Rock drake will take fall injuries when climbing mode is disabled while attached to a wall or ceiling. Height does not matter, damage still occurs. Damage amounts vary with height The damaged Rock Drake's climbing animation is not as broken as its normal counterpart. Instead of wild sporadic spinning, it will run against a wall while slowly moving up. Lore[edit |edit source] Players tame Rock Drakes by stealing their eggs despite in lore, in which Mei Yin Li tamed an adult Rock Drake, whom she called Ao Yue. Changelog[edit | edit source] Patch Changes 275.4 Fixed multiple cases of invisibility for Rock Drake and Basilisk 275.44 Fixed climbing Rock Drake not capable of damaging target 275.52 Fixed Rock Drake losing forward-momentum, when jumping from the ground 278. 0 Fixed a bug that caused Rock Drake and Wyvern eggs to sink under their nests over time 288.113 Fix for invisible Rock Drake and Wyvern eggs 293.100 Rock Drake now prefer extraordinary kibble 310.41 Fast an exploit with Rock Drake 312.35 Fixed some cases where Rock Drake was able to shoot at towers but didn't target himself Gallery [edit | edit source] The Rock Drake seen in Aberration trailer A Rock Drake with a Tek Saddle References [edit | edit source] ^ ARK Smart Breeding ^ ARK Digest 51 &amp; Crunch Community

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